SATURN POWER ISSUE 4 September 1997

OFFICIAL: The finest Sega Saturn magazine known to humanity!

SATURN POWER

No. 4

Dead or Alive!

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- ✯ DRAGON FORCE
- ✯ KING OF FIGHTERS '95

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INSIDE!

ENEMY ZERO • DISCWORLD 2 • THE LOST WORLD WIPEOUT 2097 – REVIEWED! • WARCRAFT 2 • MORE RESIDENT EVIL • WHAT'S BEST: GRAPHICS OR GAMEPLAY?

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Sega Touring Car, Sonic R, E3 feature, Enemy Zero, Discworld 2, The Lost World, Wipeout 2097 reviewed

GRAPPLER BAKI

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MEAN & MERCENARY

18

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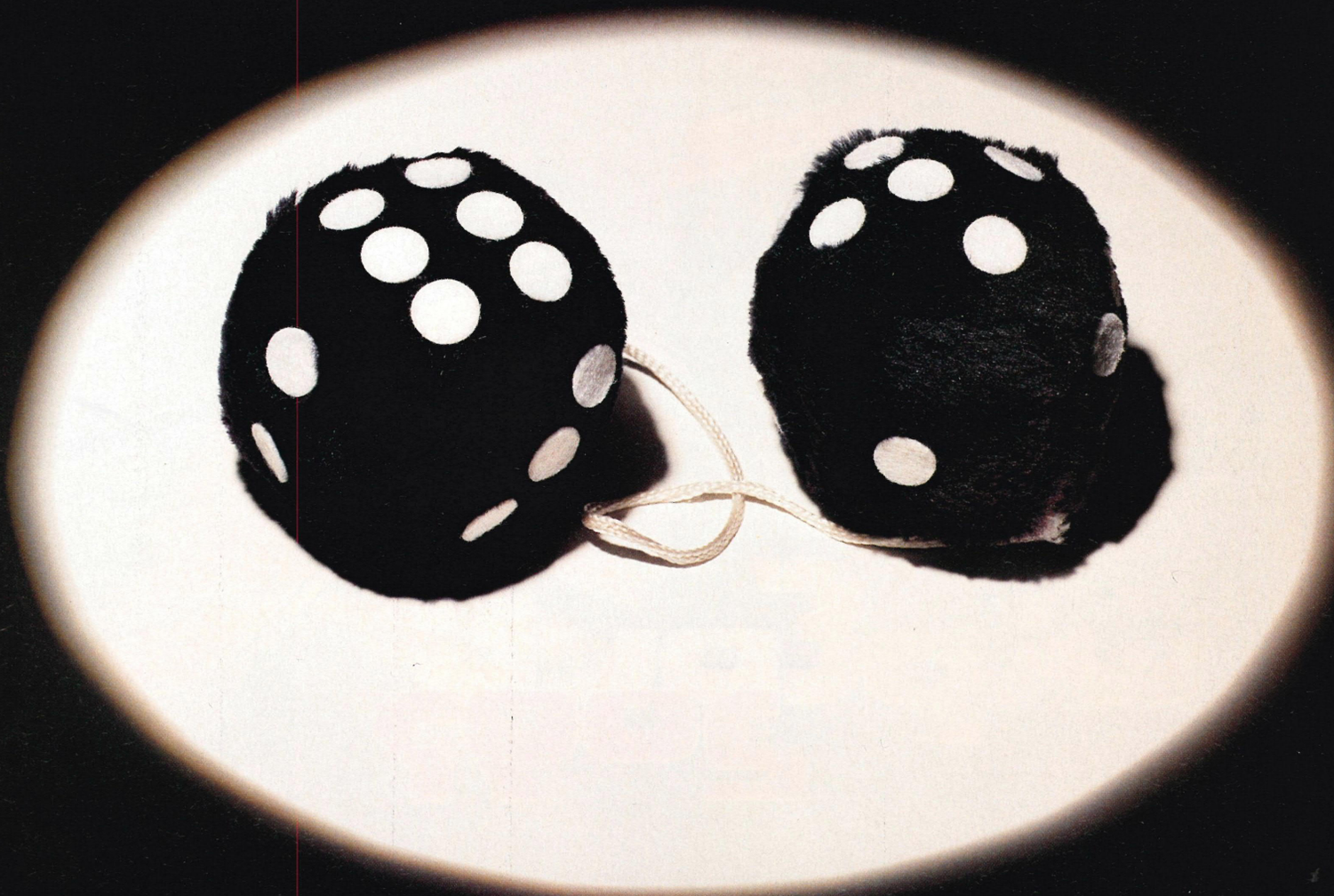
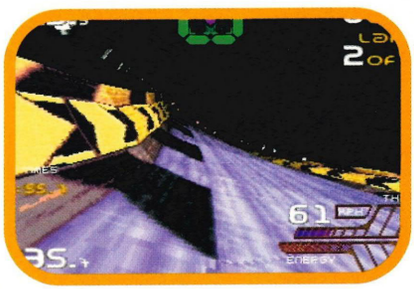


Driving ambition

Judging by the amount of letters we receive about them, you seem to like your driving games. You'll be pleased to hear then that *Sega Touring Car Championship* looks likely to beat them all... it really is *that* special. Oh, and we've got the very first in-depth look at it. Good, aren't we?

COMING NEXT



The small piece of sad news this month is that we just missed out on getting the demo of the year, a playable version of *Wipeout 2097*. But, and this is the best bit, not only is this issue the cheapest ever at just £2.50, we've got the demo lined up, in the bag, all tucked up nicely and ready and waiting for issue five. Now, that's what you really wanted to hear, isn't it?

MONTH!

SATURN POWER

You may have to wait for the demo of the game, but turn to page 72 when you're good and ready (and not before, mind) for our four page review of *Wipeout 2097*.

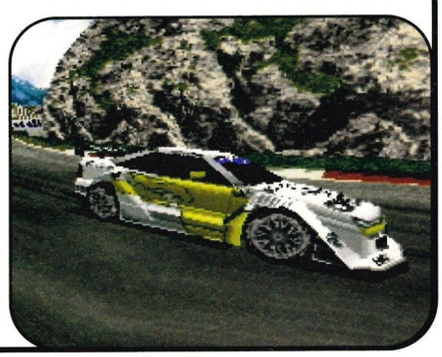
Contents

Cover Story

32

Sega Touring Car Championship

Of all the exclusives we've managed to bag this year, one that we're most proud of is *Sega Touring Car Championship*. We're the only magazine trusted enough to be able to bring you the first in-depth feature on what Sega are hoping will be the game that finally knocks *Sega Rally* off its lofty perch. But how likely is that? Turn to page 32 for our first impressions.



Saturn Power Presents...

38

Sonic R

Created by Sonic Team and programmed by Travellers Tales (the *Sonic 3D* people), *Sonic R* is a curious mixture of platform exploration and speedy racing. Confused? So are we...

16

It's Showtime

The recent E3 show (in Atlanta, USA) gave us a few surprises and some excellent forthcoming Saturn titles for this coming winter. They're all revealed in our massive show report.

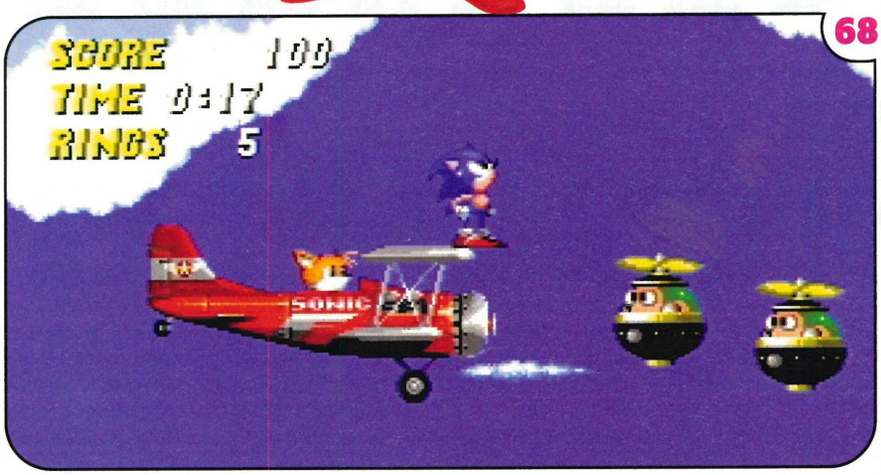
80

Graphics feature

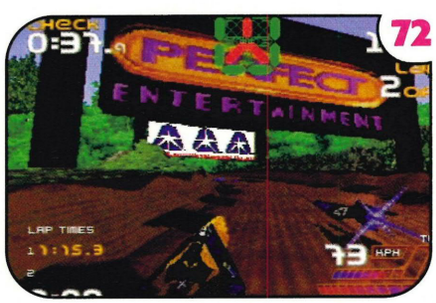
Are software developers spending too long on the graphics in their titles? Does gameplay often get left on the backburner to be replaced by cheap effects? We ask the best in the business for their views.

Game of the Month

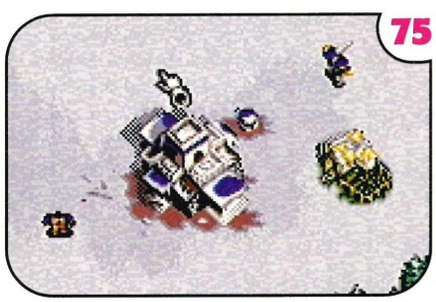
What's this? A compilation of four old Mega Drive games earning the coveted 'Game of the month' award over the fantastic *Wipeout 2097*? It's true and the reason is, simply, that at the price Sega are throwing it out for and the sheer amount of game and information included on the disc makes it one of the best-value Saturn titles we've seen in months. And yes, the games still play just as well after all this time.



Sonic Jam – four classic Mega Drive games for the stupidly low price of just 35 quid. Not to be missed.

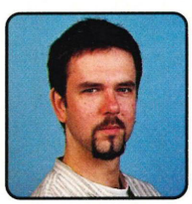


Wipeout 2097 – a very close conversion indeed.



Warcraft 2 – *Command & Conquer* with swords.

Team Power



Dean Mortlock
All Dean is capable of doing now is sitting in a corner, rocking and repeating "*Quake*" over and over again.

James Price
Coveting his new flat with all the passion of a child, James has hardly been seen in the pub since he moved.

Lisa Kellett
What's she looking at? Why's she smiling like that? The best answer sent in could win something nice.

Iain White
A better picture of Iain this month as he passed the initiation ceremony easily and is allowed to stay.

PREVIEWS

Ten Pin Alley p22
Dead or Alive p23
Enemy Zero p24
Resident Evil p26
Discworld 2 p28
The Lost World p30

REVIEWS

Sonic Jam p68
Wipeout 2097 p72
Warcraft 2 p76

IMPORT REVIEWS

D-XHIRD p86
Skull Fang p87

REGULARS

News p08
Focus p14
Mail Bonding p44
Role Play Gamer p43
Coin Slot p94
Star Challenge p48
Power Tips p51
Reviews p67
Sega World p78
Top 100 p86
Speak your Brains p92
You Might've Missed p93
Back Issues/Subs p96
Last Orders p98

Frontline News

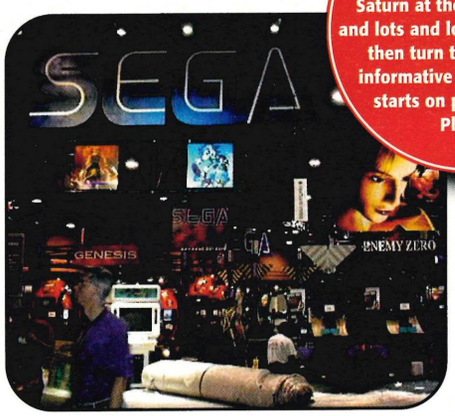
Arguably the biggest show of the year is the E3 based in Atlanta. *Saturn Power* has all the information and more than a couple of reasons to start to get very excited indeed...

Electronic Entertainment Expo • Atlanta • June

E3 – the highs and the lows

It's all over now and the computer software show of the year gave us very little in the way of surprises regarding Sega and the Saturn. Of the almost 500 exhibitors present at the show, there was a very small amount of software available there from the third parties.

For a full and exhausting run down of everything relevant to the Saturn at the show and lots and lots and lots more, then turn to our stupidly informative E3 feature that starts on page 16. Now. Please.



On a brighter note, most of the software that was shown was of a very high standard and, apart from the odd dodgy updated baseball and basketball title, oohs and aahs were heard to be resounding around the Sega stand at a regular basis.

With some stunning Saturn exclusives (*Quake, Duke Nukem 3D, Touring Car, Sonic R*) displayed and one of the largest stands at the show, Sega were obviously playing down any mutterings that unbelievers might have had about the Saturn's future. The most interesting information, though, came from one of Sega America's top bigwigs.

The loose lips of Bernie Stolar (Sega of America's chief operating officer) were a source of wonder to anyone who was lucky enough to hear him speak. "I got a great look at what the next *Sonic* after *Sonic R* will be like and it's pretty astonishing, so if we can get that to 1998, we'll go in 1998. Just because it's [Sega's next system] got software." was his intriguing comment on both the next Sega system and the next *Sonic* game. Although he went on to say "Change is always on-going and exciting. But again, with Nintendo and Sony here, I just can't talk about that subject [Black Belt]."

It's usually uncommon for representatives of electronic companies to give away too much information, but he managed to sum up Sega's future philosophy nicely by saying "As we get closer to working with the different partners and when we choose who we're going to work with then, at the point in time when we have some compelling software to show, we'll start talking."

The general feeling all around the show was that there was very little shown for any format that really impressed. A lot of companies had the odd title that was shaping up nicely, but Sega, with their multi-format line-up and strong arcade presence could indeed be said to have stolen the show... so to speak.

Hot Gossip

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

You probably read in last month's issue that we heard that *Heart of Darkness*, the much touted about game from Virgin was about to be canned but it seems that the game is still very much alive and kicking. Although it still appears that Virgin Interactive of America is due to be sold off to the highest bidder, the project is as safe as houses, with a PC version due out (hopefully) sometime in the next six months. We spoke to Virgin about the Saturn version and they assured us that it was still in development... for now.

As well as their intriguing Vivid Image-designed (the creators of *Street Racer*) new racer in the pipeline – provisionally titled *Vivid Racing* – UbiSoft have just announced that they have another Saturn game in the pipeline, a tennis game that should be with us in October. The development work is being lovingly handled by Smart Dog (who worked on *Break Point* for Ocean) and UbiSoft promise us a tennis game unlike any other we've seen before. The characters in the game will have much more personality than in any sports game we've previously seen, with UbiSoft commenting that five of the female characters in the game may or may not resemble a certain all-girl band that appears to be rather popular in the 'pop' charts at the moment. They're going for the licence for said girls (along with everyone else), but a full look at the game – and further information on these mysterious characters – will show up next month.

As we mention in our E3 news story, it now looks highly unlikely that *Virtua Fighter 3* will make it for release before the end of the year – even in Japan. Representatives of both Sega of Japan and AM2 were at the show and happily fielded questions on the subject but, unfortunately, couldn't supply us with the answers we were hoping for. It now seems certain that the game will not appear with an upgrade cartridge so, even with one of the best development teams in the world on the job, it's tricky to imagine how they can possibly do a conversion of any worth. We wait with bated breath for any more news.

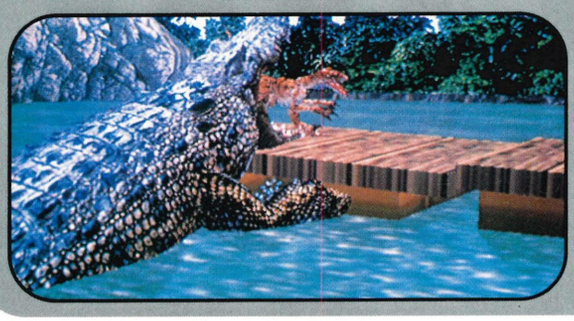
Gremlin have informed us of another Saturn title in development for release at the end of the year. Working title *'Buggy'*, the game is said (by those who know) to be a bit like *Hardcore 4x4* – but obviously better – with small, remote-controlled

The highs

In amongst the usual tat you expect to find at any computer show there's always something you'll find that stands out from the crowd. Thankfully, for us anyway, a lot of the best stuff managed to be Sega-related.

The Lost World: Jurassic Park 2

Without shadow of a doubt, one of the best games on show at E3 was the Model 3-based coin-op, *The Lost World*. Indeed, many people we've spoken to since E3 would say that it actually was the best game at the show. We have a full report on the game in our Coin Slot section, but it managed to blow anyone who stood within, ooh, five feet of it with its frankly amazing graphics and incredible suspense. The dog's bollocks? Probably, but that sounds a bit naff so let's call it the cat's gonads and leave it at that.

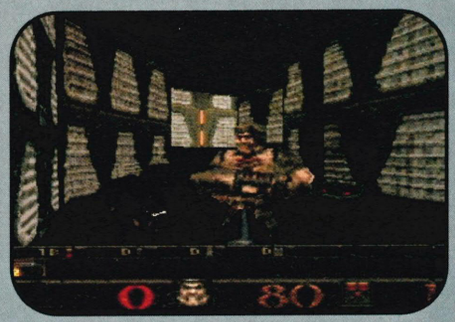


Sonic R

Many were expecting a platform game but what they actually got was the bastard child of *Mario 64* and *Mario Kart*. Another surprise was the fact that it's being developed by the British team, Travellers Tales. We don't like surprises very much, but we liked this quite a bit... our feature on the game kicks off on page 38.

Quake

With the best news of all being that it appears that the PlayStation can't manage a version of the game, everyone was astonished by how well Lobotomy have done with the Saturn conversion of *Quake*. A game worth buying Saturns for if ever there was one.



The lows

Regrets? There was a few, but then again, too few to mention. Umm...

1) We were all hoping for an announcement on *Virtua Fighter 3*, but despite rumours of a video being shown on the Sega stand on the last day of the show (complete rubbish), the only news we could find out is that it's still supposed to be coming out, but you shouldn't expect to see it this year. Pah!

2) The lack of third party support was astonishingly poor considering the amount of units still available worldwide. Faceless management cretins.

3) Despite a couple of enjoyable snippets that dribbled from Bernie Stolar's mouth (for which he was quickly reprimanded for), there was nothing near the amount of gossip for Sega's 'Black Belt' system that we'd hoped for.

buggies to control instead of lumping great trucks with tyres that are, frankly, far too large. We're pestering Gremlin as you read this and we hope to get more... news/preview/feature/review/demo/screenshots (highlight option of your choice) as soon as possible.

As if anyone needed any further proof that Virgin's hugely-successful *Command & Conquer* is one of the most popular games ever written, then they need to only look as far as the gloated, bloated news room of Westwood Studios – the developers. On June 11, to resounding mumbles of admiration, they announced that they'd sold in excess of five million units worldwide since the original game was released on the PC in 1995. The bad news is that, after we previously heard otherwise, the updated version (*Red Alert*) will not be now making it to the Saturn, although the good news is that after selling all those games, Westwood must surely be up for a bit of a loan... just a few quid guys, I'm a bit short 'til payday. Guys? GUYS?

Crystal Dynamic have a version of their PlayStation game, *Legacy of Kain*, ready for Saturn release. They've admitted that a version of the game has actually been completed but, at present, the game is without a distributor. While the game was no great shakes on the PSX, it was certainly above average and worthy of release. We spoke to Sega Europe regarding the matter (as they were very keen to take on Crystal Dynamics' previous Saturn conversion, *Pandemonium*) but they categorically denied that it'd ever be released by them.

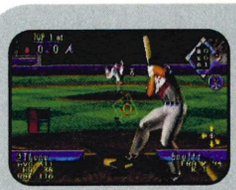
A company better known for releasing dodgy LCD games based on things like *Virtua Fighter* and *Daytona* is about to attempt to rock the mighty Game Boy for a share of the lucrative hand-held market. Their machine's called Game.com and, although the technology is very similar to Nintendo's machine, the Game.com is about the same size as a Game Gear and offers a lot more. It costs $70, but for an extra 20 you can get an adaptor to turn it into a portable Internet provider. Games in development for it, suprisingly, include *Batman & Robin, Duke Nukem, Indy 500* and *Fighters MegaMix*. While not being completely in 3D, a producer at Tiger commented that "We're trying to do something more with *MegaMix* than turn it into a 2D fighter." A UK release is planned, although a firm date has yet to be set.

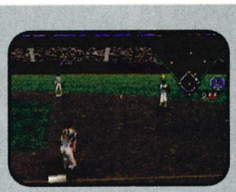
Sega have just announced a new peripheral for the Saturn, referred to as the 'Four Meg' RAM cart. It's still unclear if the cart will take the Saturn's total memory up to four megabytes, or if the cart will *be* four megabytes, upping the Saturn's total memory up to six meg. Either way, it will be an improvement over the current RAM cartridge, often referred to as the 'SNK cartridge' which boosts total RAM to three meg. The three games that Capcom announced for the Saturn last week, *X-Men vs Street Fighter*, *Marvel Super Heroes vs Street Fighter* and *Vampire Savior* will all use the new 4-meg RAM cart. *X-Men vs Street Fighter* will be the first released and will debut with the 4-meg RAM cart.

Sport for all

Sega's sport range • Sega • Various

The Sega Sports range is now established as one of their strongest – remember, it gave us *Worldwide Soccer* AND *Sega Rally* last year. Now, they're planning even bigger things with the updated version of *Worldwide Soccer '98* (mentioned in more detail in our E3 feature) and three other titles due for release before the end of the year. Now these tend to be more minority interest sports and it's not sure whether or not all of them will even be released over here, but it's certainly interesting to see what Sega have to offer.





World Series Baseball '98

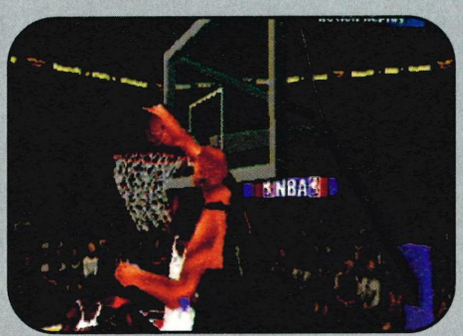
The 1997 version managed 81% and, although it's a sport we hardly know anything over here, we still though it was a superb translation of the bizarre American sport. The '98 version will contain little of any real worth, but you can expect new motion-capture, 30 stadiums (all the ones from the Major League), updated statistics and new interleague play.

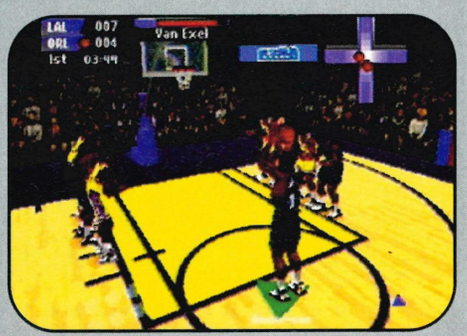
NBA Action '98

Again, it would appear that the developers have sharpened up the motion-capturing but, apart from the whole new players and team rosters from the 1996-97 season, there's little of any difference from the 1997 version. Oh, and there's commentary from the 'legendary' Chick Hearn... WHO HELL HE?

NHL All-Star Hockey '98

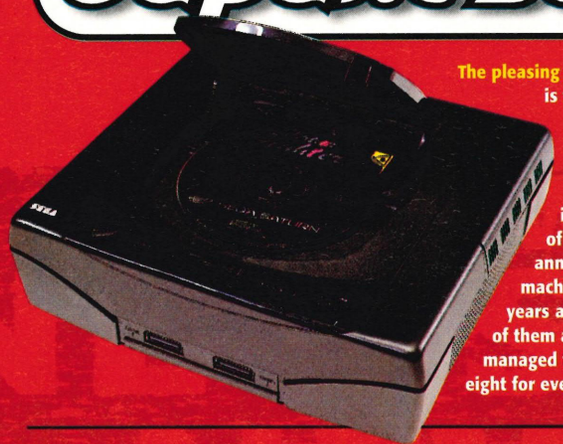
Sega plan to stage another assault on the might of EA's game and the even better *Powerplay Hockey* (just eventually bleedin' released) by Virgin by furnishing our consciousness with an update to their last hockey simulator. We've seen nothing solid on it, but I can tell you this sonny, it'll have to be good to wrench notes from *my* wallet. If you've not seen Virgin's *Powerplay* yet, go see it now.





Japanese News

Containing all that's new and improved from the land of rising suns and RPGs.



The pleasing news from the small island is that despite poor sales in America and average sales in Europe, the Saturn is still doing brilliantly in Japan – and that, after all, is the main gaming capital of the world. Sega have just announced that, since the machine's launch two and a half years ago, they've just flogged over five million of them and, to go with that, they've also managed to shift over 40 million games (that's eight for every one machine sold).

We've had calendars, fluffy toys, mini-games, tea towels (probably) and key rings, but now Sega of Japan have just launched a new range of merchandise for the *Virtua Fighter* characters... figurines. Yes folks, you can now purchase one or more from a limited edition of four characters (Akira, Pai, Kage and Lau) and, naturally, they come packaged with trading cards. They're in very short supply, though, so try Forbidden Planet or someone like that... oh, and I'll personally guarantee that you'll never see them in Argos or an Innovations catalogue.

Quake... now with monsters!

Latest Quake • Sega/Lobotomy • October

Finally, after months of begging and cries from id that it simply couldn't be done, we've finally played a version of *Quake* (a 'pre-alpha' one) complete with the monsters and the good news is that the game's as fast and smooth as it ever was.

We saw three monsters in the game that Sega recently brought down to us and we were keeping a special eye out for when they were on screen, looking for any slowdown or jerkiness, but (thankfully) there was none. The best news of all, though, is that it looks like a PlayStation version won't appear as the machine's RAM can't handle all the graphics needed onscreen at once... hah-ha!

The monster mash

Rampage: World Tour • Midway • Winter

When we all had Spectrums and C64s, one of the best arcade conversions ever was *Rampage*, a Midway game where you took control of a monster and basically had to flatten a town, whilst avoiding helicopters and tanks. Midway, in their infinite wisdom, have just brought the sequel (*Rampage: World Tour*) into the arcades and they've just announced a Saturn conversion.

The graphics are obviously the main improvement (the original game came out around 10 years ago), but with so many varied levels and the obvious multi-player advantages that the Saturn will allow, then this could shape up to be an excellent title when it's released late '97, early 1998. There's no firm news on a European distributor yet, but we'll keep you posted.

Forthcoming Attractions

Many thanks to all the staff at Electronics Boutique for their help with compiling this list. It's by no means set in stone, but it will certainly give you an idea of what to expect.

August

12	Mortal Kombat 1&2
22	Return Fire
28	Discworld 2
	Sonic Jam
29	Quarterback Club '98
No set date...	Magic: The Gathering
	MK Trilogy
	Bedlam

September

04	Resident Evil
11	Dragon Force
25	Duke Nukem 3D
	Formula Karts

What do you think was the best-selling Saturn game in Japan in June? Hmm? Do you think it might possibly be something like *Manx TT*? Oh, what about any number of those obscure role-playing games that seem to be released two-a-minute over there? Or, just possibly, it might be one of the many Mah Jong games that always feature anime-style semi-naked girls. No chance, sunshine. The best-selling Saturn game for the entire month was *Mr Bones*... *MR BONES*. And they say that the Japanese don't know quality games when they see them, tsk.

The unsurprising news from Japan this month is that Capcom are working on another *Street Fighter* game for the arcades – *SF4*. Another fact about the game that's hardly likely to make you fall backwards off your chair is that it's going to be another 2D beat-'em-up – although, in an interview he did at the E3 show, Capcom's head of internal development Yoshiki Okamoto gave very little away about the game, saying only that it'd be an improvement on *Street Fighter 3* and will contain at least one character from that game. A more revealing chat with the man can be found in our E3 feature that begins on page 16.

Calling all heroes

Marvel Superheroes • Capcom/Virgin • September

We've recently been temporarily left with the first playable version of *Marvel Super Heroes* (without the RAM booster cartridge) and, from first impressions, we can honestly say that it's shaping up to be one of the best 2D beat-'em-ups we've ever seen.

There's a total of 10 characters selectable at the start

(ranging from Spiderman to The Hulk to Wolverine to the Iron Man) and, although there still isn't any firm details on whether the game will be released in two forms (as it will be in Japan and America), we can tell you that, although the game's excellent without it,

with the extra frames of animation, it's arcade-perfect with a RAM cart.

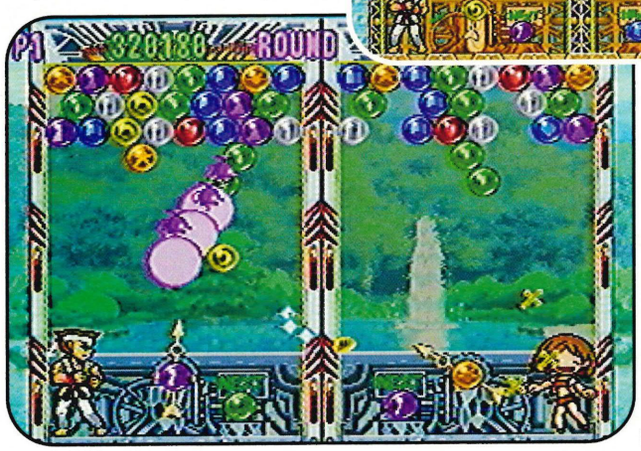
It's down for a September/October release in the UK and we promise to bring you a full feature on the game in **SP05**.

Marvel characters TM&© 1996 Marvel characters Inc. All rights reserved. © Capcom Co Ltd.

Acclaim's been busted

Bust-a-Move 3 • Taito/Acclaim • September

We were gladdened to here the news this month that Acclaim are planning to bring Taito's *Bust-a-Move 3* (called *Puzzle Bobble 3* when it was released in Japan and America a couple of months ago) to the UK this September. To be honest, the game is

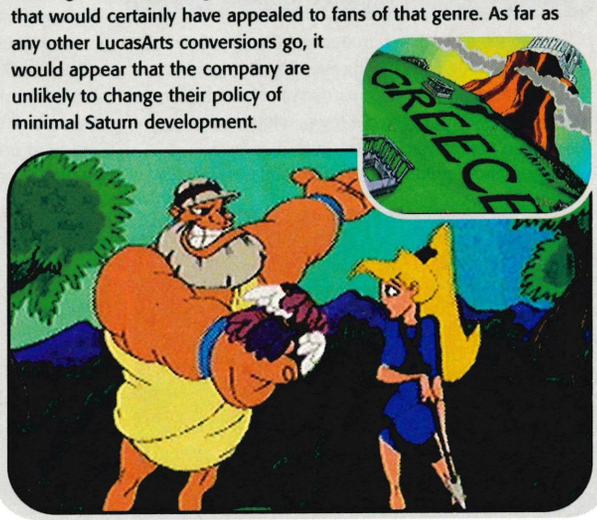


very similar to *Bust-a-Move 2* (released last year) with the minor inclusions of a few extra characters and a couple of new gameplay options, but it's surely got to be worth your very finest Paddington stare if you haven't got a copy of the prequel.

Greece is the word

Herc's Adventures ' on hold' • Virgin • TBA

The fresh news on LucasArts' first Saturn game, *Herc's Adventures*, is that it now appears to have been put on hold. The reasons for this are unapparent – possibly due to Virgin's initial impressions of the title and of the amount it might sell. While being nothing earth-shattering, it was a pleasing *Story of Thor*-type game that would certainly have appealed to fans of that genre. As far as any other LucasArts conversions go, it would appear that the company are unlikely to change their policy of minimal Saturn development.

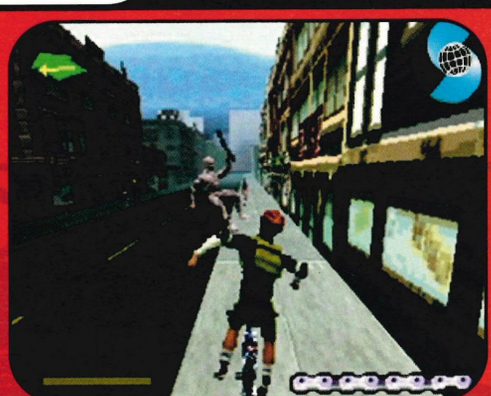


American News

News from the far side of the pond, home of *Paperboy* updates and *SF3* comics...

With the arcade game still pretty fresh in the arcades, Capcom has licenced out the rights for the *Street Fighter 3* comic. Due to be released later this year, it'll surely be used to not only promote *SF3*, but as a teaser for the fourth game – which should be nearly finished about then. There's no firm news on whether or not the comic will make it to the UK, but you should be able to get an import copy through someone like Forbidden Planet (0171 836 4179) when it's released.

Remember *Paperboy*? If you can then you're probably far too old to be reading this magazine and if you thought it was the best-looking game of all time, then you'll certainly remember when it was released in the arcades and you're certainly too old to be reading – I think I'm too old to be *writing* this. Annyywwaayy, there's a new game from BMG (being published by GT Interactive in the States) called *Courier Crisis* and it's basically a very similar game. There's thirty levels and your job is to



Civilised gaming

Civilization 2 • To be confirmed • Winter

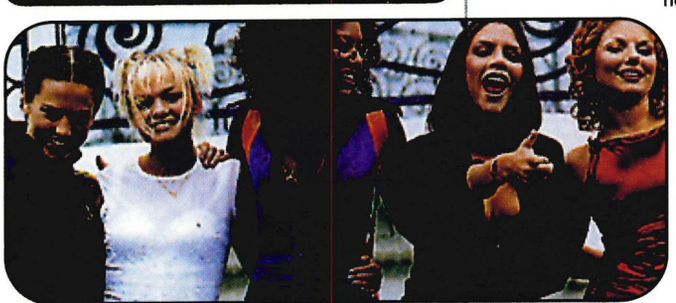
Imagine a cross between *Sim City* and *Command & Conquer* and you're getting somewhere close to understanding what *Civilization 2* is all about. Ball-droppingly boring to a few, but (even secretly) most of us relish these types of game. Rated a surprising number one in a recent readers' top 100 in our distant-related magazine, PC Gamer, the game has amazed most people by being one of the best-selling PC games of all time.

Anyway, enough on that... the reason we mention it is that a Saturn conversion has just been bought up by Sega and should be out before the end of the year. The game? In the words of someone who's played it a lot more than me, "You build up armies to sort any other civ's armies and take over their towns. Then you have to deal with technological advances to benefit your people and the rest of the world. It starts out in a primitive era and carries on right through to 2000 and beyond. It's *!@*ing ace and has wasted many of my evenings and weekends"

Transport Tycoon is also due for Saturn release. Although lacking the complexity and sheer depth of *Civilisation 2*, it's still an engrossing strategy game that many a PC owner would recommend. It too should be translated from its current Japanese form in time for Christmas, though no publisher has been confirmed.

Spice Girls... the video game?

Spice Girls game • unknown • TBA



It was only a matter of time, I suppose. Just as the singles/albums/posters and dodgy rip-off tie-ins with certain global corporate soft drink manufactures finally tried our patience to the limit, it now appears that the fluffy five (Dopey, Dreary, Sloppy, Tubby and Grumpy) are about to be signed up as a computer game.

Rumoured people dribbling like dogs on heat for the licence are Sony, Eidos, Sega and UbiSoft (who wish to use the girls for a tennis game currently in development). Wise money would probably go on either Sony or Eidos, but with Sega's Digital Dance Mix CD showing what AM2 can do with a pop star, then they've got to be with an outside chance... we'll let you know of any further developments.

20 Questions

Now, after four issues of *Saturn Power*, we can finally reveal that the answers to these questions are on the Last Orders page on 98... like you needed to be told.

1) How many issues of *Sega Power* did we get up to?
2) What's Sega's address?
3) Which high-profile member of the Sega Europe staff has recently been made redundant?
4) Who developed *Dragon Force*?
5) What's the original Japanese title of *Resident Evil*?
6) What's the full title of the recent E3 show?
7) Where's Jonah Lomu from?
8) How many (excluding the possibility of hidden ones) tracks are there in *Wipeout 2097*?
9) What game is *Warcraft 2* a medieval version of?
10) What was on the cover of issue number one?
11) And how much would the magazine cost you in Holland? It's not as difficult as it sounds...
12) How good is the new Prodigy album?
13) What sort of game is *Ten Pin Alley*?
14) Who developed the *VF2* copy, *Dead or Alive*?
15) And who else was allowed to licence Sega's Model 2 arcade hardware?
16) Who developed AM Annex?
17) How old are the *Saturn Power* team?
18) Which of these isn't a AM game... *Out Run, Space Harrier, Virtua Racing, Thunderforce 3*?
19) What's the title of the next FIFA game from Electronic Arts?
20) How many basic cars are there in *Sega Touring Car Championship*?

deliver 250 objects through 30 levels. It all looks pretty promising and I'm sure they'll be more news on it very shortly.

Sega Ages, the retro-loving domain of all things old and Sega-like is planning to pump out further titles in Japan over the next few months, with a Mega Drive-perfect (not arcade, sadly) version of *Sega Ages Power Drift* coming out later in the year. Not too promising, but better things seem likely with the *Sega Ages Memorial Collection Vol. 2*. Contained within the silver discs are such treats as *Samurai, Shind Battle Mystery, Monaco GP* and two other titles. Finally, there's a compilation of four *Columns* games coming out on one disc, but the less said about that one the better we feel.

More fine compilation news is that one of the best role-playing game series' of all time is coming to the Saturn. There's almost certainly more information in Role Play Gamer on page 43 but we can tell you here that the bundling bundle will contain all four of the *Phantasy Star* games (that appeared on both the Master System and Mega Drive).

FOCUS

Charts. Listings of what new can be found in games stores and a Most Wanted bit. They all have to go somewhere — where better than here?

The Charts

1	**Shining THA** *89% • Top 100: 32*	Sega *(NE)*
2	**Fighters MegaMix** *95% • Top 100: 2*	Sega *(▼)*
3	**Manx TT** *91% • Top 100: 11*	Sega *(▲)*
4	**Virtua Cop 2** *92% • Top 100: 9*	Sega *(▲)*
5	**Hardcore 4x4** *73% • Top 100: 68*	Gremlin *(▲)*
6	**Alien Trilogy** *83% • Top 100: 28*	Acclaim *(▼)*
7	**FIFA '97** *74% • Top 100: 78*	EA *(▼)*
8	**Pandemonium** *88% • Top 100: 74*	Sega *(NE)*
9	**Doom** *70% • Top 100: 90*	GT *(▼)*
10	**Sega Rally** *97% • Top 100: 1*	Sega *(RE)*

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

ChartTrack

Game of the month

King of Fighters '95 Sega • 88%

Released on the fourth of July, *King of Fighters '95* manages to breath a fresh waft of air into the 2D beat-'em-up corpse. Containing beautiful, large sprites, the game comes complete with a graphics boosting RAM cartridge to allow the Saturn to perform minor miracles with background detail and animation.

The game has a staggering 24 characters pulled from *Fatal Fury, Art of Fighting* and *Samurai Shodown* and the usual bone-crunching, granny-scaring range of moves.

While this game possibly won't appeal to people weaned on the graphical tartiness of the likes of *Virtua Fighter 2*, you'll certainly find enough of a game if you prefer the arguably better gameplay of *Street Fighter Alpha* and the like.

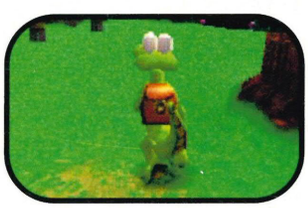
To Summarise...

24 characters and the unusual inclusion of a RAM booster cart puts SNK back in the running as a sensible alternative to the *Street Fighter* games. A clever selection of special moves and some of the finest animated backgrounds you'll see in a game of this type.

Buy it if you like...

Any of the Capcom 2D beat-'em-ups.

Most Wanted



Croc

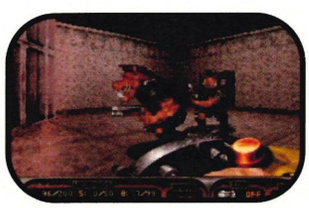
EA • Autumn

A total-freedom 3D adventure game that's shaping up to be something very special indeed. We've seen an early version of the game and it could well be one of the surprise hits of the year. Let's hope it lives up to its early promise.

Quake

Sega • Autumn

Initial impressions show that Lobotomy's conversion of id's *Doom* sequel should match the PC version in every respect, and improve it in a few places. Better control and extra light-sourcing means we're looking at one of the releases of the year.



Duke Nukem 3D

Sega • August

Some of the best news for Saturn owners this year is that the brilliant *Duke Nukem 3D* is coming out, it's being coded by the grossly-talented Lobotomy team (*Exhumed*? Remember?) and the PSX version is miles away... if ever. Hoo-bloody-rah!

Micro Machines V3

Codemasters • September

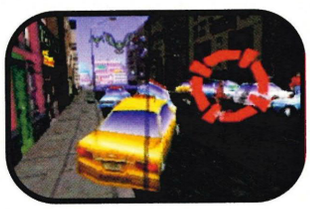
Delayed to coincide with the PC launch apparently, the highly-praised 32-bit update of Codemasters' frothy number keeps its superb 16-bit gameplay but improves on the graphics by an indescribable amount. Yummy.

The best of the rest...

Every month there's a new selection of the good, the bad and the ugly of the software world to contend with, but if you're looking for something fairly fresh to buy, here's what we recommend from the packaged comestibles still inside their sell-by date.

Die Hard Trilogy

Electronic Arts • 91%



One of our previous games of the month, *Die Hard Trilogy* is, without a doubt, one of the best uses of a film license we've yet seen on the Saturn and a mixture of three completely unique games.

Developed by Probe the game contains an excellent 3D adventure shoot-em-up section, a good attempt at a different slant on the driving game and a fair *Virtua Cop*-style level, complete with the usual amount of over-the-top firepower and interactive backgrounds. All wrapped up, though, it combines to make a superb package, a large notch in Probe's bedpost and one of the most worthy Saturn purchases of the year so far.

Buy it if you like... *Daytona USA*, *Virtua Cop*, oh you know... something along those lines.

Bomberman SS

Sega • 91%

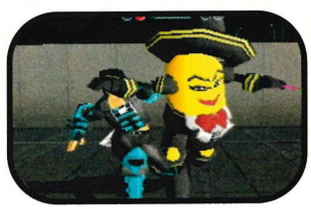
One of the most popular multi-player games of all time hits the Saturn and it does it with an iron fist. Containing a seemingly ridiculous ten-player on-screen option, there simply is no finer pissed-up after-the-pub drinking game... if you can still see the minute characters, that is.

Hudsonsoft have also wisely improved on the much-criticised one-player options of their previous attempts and have included a series of good one-player games

Buy it if you like... *Grid Run*, *Bust-A-Move 2*, any puzzle game

Fighters Megamix

Sega • 95%



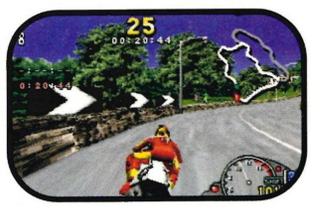
Once in a while an idea comes along that's so fresh, so interesting and so bloody good that you wonder why nobody's ever thought of it before. Disposable pants was one such idea and another, almost as earth-shattering was *Fighters MegaMix* from Sega.

It combines the best elements from *Virtua Fighter 2*, *3* and *Fighting Vipers* and lovingly compacts them into a package so appealing that your Saturn is positively useless without it. Sega are continuing there current run of brainwaves by doing a similar trick with our Sonic.

Buy it if you like... *Virtua Fighter* (any of the series), *Fighting Vipers* and staying in your room for long periods of time.

Manx TT

Sega • 92%



Still doing the rounds in the shops, selling well and impressing most of the people it comes into contact with is Sega's European racer. While not the best racing game in the world, it's certainly a functional affair and plays very nicely with the analogue pad.

If you're looking for something to curb your fevered driving game addiction until *Sega Touring Car* knocks you down and then reverses over you, then this could well be what you're looking for.

Buy it if you like... *Sega Rally, motorbikes*

Fighting Force

Core/Eidos • August

Still in development (but improving by the minute) *Fighting Force* is one of the most eagerly-awaited games of this summer. It's even going to sport rather nifty two-player modes – either co-operative rucking or one-on-one Arena fights. Top.

Resident Evil

Sega • September

Finally confirmed for a September release in Europe (we've been saying it all along, if you care to notice), one of Capcom's finest gaming moments will be releasing bowels left, right and centre.

Sega Touring Car

Sega • October

After over a year and a half, it finally seems like Sega have got a driving game that can beat the mighty *Sega Rally*. All of the best points of the arcade original and so much more besides – we're really tipping this one for success.

In the shops now

Area 51
GT Interactive • 74%
Nothing special, but take a look if you liked *Virtua Cop 2*... even if it should be a careful one.

Battle Stations
Electronic Arts • 26%
A weedy sad little attempt at a game. The basic idea is juuuusst about okay, but it is very basic.

Black Dawn
Virgin • 84%
An interesting alternative to *Thunderhawk 2*, but still an inferior game.

Hexen
GT Interactive • 84%
Better than the *Doom* conversion, but why bother when there's *Exhumed* knocking about?

Independence Day
Electronic Arts • 60%
A fair flying game, but an ultimately boring challenge... a bit like the film, then?

Mass Destruction
Sega • 71%
A close cousin to *Return Fire* and sadly missing a two-player option.

Mech Warrior 2
Activision • 79%
An improvement over *Krazy Ivan* and a good mission-based shooter.

Megaman X3
Virgin • 23%
Bloody awful. Don't be conned by the pretty pictures on the box, this game's completely pants.

NHL Hockey
Virgin • 92%
Finally arrives in the shops and we believe that this is one game that's certainly worth the wait.

Scorcher
Sega • 78%
A better game from Scavenger, but it should have been released a year ago.

Shining the Holy Ark
Virgin • 89%
Without a shadow of a doubt, this is one of the best RPGs currently available for the Saturn.

Tempest 2000
Interplay • 84%
A definite classic and a bargain at 20 quid.

Tilt!
Virgin • 85%
Six tables and arguably the best pinball simulator on the Saturn.

Torico
Sega • 83%
One of the better graphical adventures around.

It's Show

It's Showtime!

From June 19 to June 21, nearly 500 exhibitors crammed themselves into an area the size of 35 football pitches (or 534,000 square feet, if you prefer) for the American E3 show in Atlanta. Now growing into the most important trade show in the world, the E3 (Electronic Entertainment Expo) is the one place to find out what Sega and the third party developers are planning for the rest of the year and beyond.

This year's show was notable as being the first one without any major hardware launch, but the organisers were keen to push the fact that this year the emphasis would be firmly put on quality software. Overall there was very little shown at E3 that hasn't already been flung around before but never mind that, though, as we managed to see it all and are proud to bring you the most comprehensive guide to Saturn gaming for 1997-98 that's humanly possible.

Dean Mortlock

News From The Floor

In between wading through a mountain of press releases and talking to the people 'in the know', we've managed to be able to bring you a fair amount of interesting Sega-related (and otherwise) news from the show. Here's the best of it.

Sega... Rally... 2!

One of the most interesting new Sega games announced at the show was an arcade one, *Sega Rally 2*. The game will be based on the vastly-improved Model 3 board and to cope with the game's added demands, the AM Annex team has been doubled in size.

The main differences in the game are the way that it'll be networked. Sega promise a full (and surprising) 10 player link up system (for the arcades that can afford it) and they're also spending a lot of time on the sound, with not only samples being taken of the cars' engines, but then having those effects reprogrammed for better sound.

The Annex team have recently been over to Europe to test drive the very latest rally cars and there's also plans to sponsor rally events. Expect big things when this game hits the arcades later in the year or, more probably, early 1998.

Exclusive Sonic news!

Bernie Stolar, was hunted down and, when quizzed about Sonic, gave this intriguing reply; "I got a great look at what the next *Sonic* after *Sonic R* will be like and it's pretty astonishing, so if we can get that to 1998, we'll go in 1998. Just because it's (Sega's next system) got software."

What the fine man is basically saying is that if Sega can get enough quality product available for next year (both internal and third party titles) then there's no reason why we can't expect to see the machine before the end of '98.

Five Star

Sega announced that they would wage war on inferior games by introducing a 'Five Star Games Policy' for all its titles. This would take into account not only their releases, but also third party titles. Any game that doesn't meet the required criteria simply won't be released.

It's Showtime!

Benchmarks will be set to maintain standards for graphics, sound, originality, ease-of-use and gameplay, then rated on a 100 point scale (20 points for each of the categories). If any game falls below 90 points then the game either gets sent back to the developers for tweaking or canned.

This is, reckons us, one of the best pieces of news for years. Companies have, for far too long, been getting away with producing inferior rubbish and so although the Saturn won't have as many titles as the PlayStation, they should be of better quality.

"The next generation market is getting flooded with mediocre games. History proves this situation can be disastrous to this business," said Bernie Stolar (chief operating officer of Sega America). "The 'Five Star Games Policy' clearly signals our dedication to quality over quantity."

Let's just hope that a) it works and b) Sega Europe take steps to introduce it over here.

Dia-bolic deals

Speaking of Sega's Five Star Policy, one of the games they were trying to nab to flag the new scheme was the acclaimed Blizzard game *Diablo* (the console versions of which are due to be released by Electronic Arts. Although some sources claimed that a deal had already been signed, we heard nothing final.

Sega covet Devil

Another 3D platformer currently being discussed with Sega is Malofilm's *Jersey Devil*. Malofilm are the company formerly known as ReadySoft (who gave us *Dragon's Lair* in the bad old days and who very nearly gave us *Braindead 13*) and they're currently sorting out the finer points of a deal with Sega as we speak. We managed to see a PlayStation version of the game and, while being nothing outstanding, looks like it could be a fair 3D, *Mario*-style platformer.

VF3 AWOL

Although there was nothing to see on *Virtua Fighter 3* at the show, Sega assured us that a conversion of the game was still going ahead as planned. When questioned, they had this comment, "*Virtua Fighter 3* has not been cancelled. It's still in progress and Sega are definitely working on it. We won't show it until it's ready." This ties in with another story we heard that any hardware upgrade cartridge for the Saturn version is now out of the question.

Gremlin homeless

Gremlin were at the show in force, looking for a US distributor for its four sports titles. We can expect to see all of them (*Actua Tennis, Actua Ice Hockey, Actua Golf 2* and *Actua Soccer 2*) released through them before the end of the year over here, but they're currently without a home in the States.

D2 on Saturn 2?

WARP's Kenji Eno (the developer of *D* and *Enemy Zero*) was spotted around the show talking with top Sega execu-

Alien vs. Predator

In development • Fox Interactive/EA • Early '98

Anticipation rating: 9

Now this is one promising title to start with. After giving us the adequate *Alien Trilogy*, Fox Interactive are now trying the comic book route (there was an *Alien vs Predator* graphic novel – and very good it was, too) with their next title. The game will be a 3D *Doom*-style blast-'em-up, but you'll have the unusual ability to choose to play as either a marine, the Alien (the Alien's view of the events is elongated, like a fish eye lens for a camera) or a Predator, with 50 missions spread out over the three characters. This game is definitely not to be confused with the very average Jaguar game released a few years ago.

Atlantis

30% Complete • Cryo/Sega • Autumn

Anticipation rating: 5

An interesting adventure game that mixes elements of *Torico* and *Mansion of the Hidden Souls* with the graphical touches of *Myst*. *Atlantis* developers Cryo (a codeshop known for their strange Gaelic adventures) have created a whole new style of 3D system which allows them to be able to utilise the effects that will, no doubt, be *very* impressive...

Croc

70% Complete • Argonaut/EA • Autumn

Anticipation rating: 9

Some games can get away with taking elements of a famous titles, while others aren't quite so subtle. Croc is one such game (playing very much like *Mario 64*) but, with the pedigree and quality of the N64 title, who's going to complain? The graphics are startling, the playability pure platform and the game large enough to be challenging. Definitely one to watch out for.

Darkstalker 3: Jedah's Damnation

Early in development • Capcom • Early '98

Anticipation rating: 8

Darkstalker 2 was one of our favourite ever 2D beat-'em-ups and it managed to impress us all with its enormous graphic sprites (which hadn't really been seen before on the Saturn) and large range of moves. The sequel offers little over the original apart from better graphics, animation and the odd new character. But, with a game of this standard, it doesn't really matter. One predictable advance is that *Darkstalker 2* promises to have at least fifteen playable characters...

Dead or Alive

50% Complete • Tecmo • Autumn

Anticipation rating: 8

There's no firm news on a European distributor for this 3D beat-'em-up, but initial indications are that this could be one of the best around. When Sega licenced out its Model 2 arcade board, they were select with their favours and Tecmo produced a very impressive *Virtua Fighter 2* clone. Now, though, with *Last Bronx* just about to appear, Sega should be a bit worried about Tecmo stealing some of their thunder. *Dead or Alive* promises to run in full hi-res mode at an impressive 60fps (like *Last Bronx*), but spotting both versions running together, a lot of people were heard to say that they preferred the Tecmo title.

Duke Nukem 3D

90% Complete • Lobotomy • Late August

Anticipation rating: 9

The conversion of the smash PC hit will surely win more than a few people over to the cause of the Saturn. Coded by the superior Lobotomy team (*Exhumed*?), the conversion is shaping up to be everything that the PC original had, plus more (there's a extra level included that's exclusive to the Saturn version). Lovely textures, smooth fast movement and beautiful light-sourcing give, coupled with one of the best *Doom* clones ever created (creating a whole sub-directory of clones in itself) means that this was one of the highlights of the Saturn stand.

Enemy Zero

60% Complete • WARP/Sega • November

Anticipation rating: 8

Released in Japan at the end of last year, WARP's twisted masterpiece will finally get a UK release this November. A mixture of *D* and *Doom*, the game puts you in an atmospheric *Alien*-style environment where you're woken from cryogenic sleep by an alien invader in the craft (sound familiar?). The main problem you have is that the main creature is invisible, so you have to track him by sound only. The game had rave reviews in Japan so we see no reason why the game shouldn't do the same over here (but turn to page 24 for a slightly more in-depth look at this promising title).

FIFA Game

30% Complete • EA • Autumn

Anticipation rating: 6

We waited like a child near Christmas for the first one, we hoped the sequel would be a vast improvement (it wasn't), so you have to forgive us for not bursting into raptures with the news that Electronic Arts have not one, but two *FIFA* games in the pipeline. The proper FIFA World Cup title

tives about the possibility of bringing his *D* sequel (cunningly titled *D2*) to Sega's rumoured Black Belt system. He claimed that the game's original home on Matsushita's 3DO-update machine, the M2, was in jeopardy because, and I quote, "If Matsushita were a train travelling from point A to point B, they stopped in the middle and derailed." There's more news on the ill-fated M2 in our gossip section.

Don't laugh, it's Deadly Skies

It looks like JVC are coming back into the Saturn market with two new games... the long talked about *Deadly Skies* and a water racing game, *Raw Pursuit*. They were both announced at the show but, looking at JVC's long (and, *Victory Boxing* aside, largely unenviable) record, I wouldn't expect anything until we've had reviewable copies in the office. We're expecting something within the next few issues.

Our friends in the north

The Scots were there in force and all working together, too. Six development teams and publishers set up their own suite to promote that area of the world as a major force in games development. The director of Scottish Trade International said "This sends out a very positive message to Scottish companies of all sizes that exporting is not just for the big players." Scottish games companies employ 250 people and make about £17 million a year. The alliance is hoping to have earned about three and a half million dollars through deals struck at the show.

And the winner is...

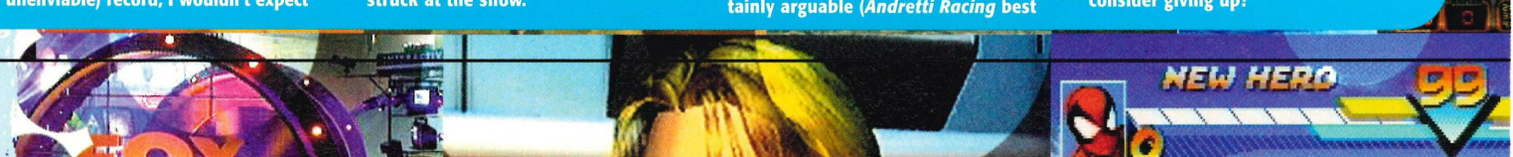
Every year Sega of America hands out a bunch of awards to the star third party software companies that manage to create the odd diamond in the rough. Now, after a few months of cogitating and deliberating, they're ready to announce the winning list. See what you think of this lot. The 1996 winners are listed below:

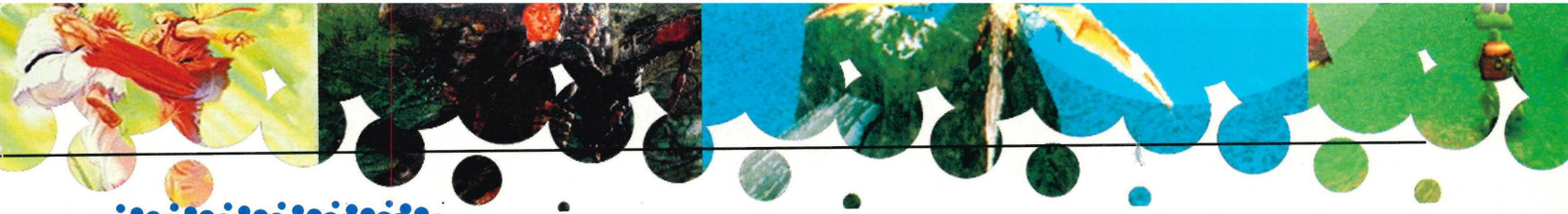
Best game of the year: *Tomb Raider*
Best sports game: *Madden NFL '97*
Best action/adventure game: *Soviet Strike*
Best RPG/strategy game: *Dragon Force*
Best driving game: *Andretti Racing*
Best fighting game: *Ultimate Mortal Kombat*
Most innovative game: *Blast Chamber*

Now, some of these choices are certainly arguable (*Andretti Racing* best driving game? *Blast Chamber* most innovative game?), but it's a good all-round back slapping thing. Events (or should that be non-events?) like this tend to please third party companies.

And finally...

The funny story. Although the gaming industry is, sadly, a domain pretty exclusive to males, that doesn't stop developers from continuing to try to appeal to a female audience. One of the worst at the show was the Barbie range of software titles, but one of the funniest was Kristi Yamaguchi's *Fantasy Ice Skating*. It's a PC game aimed at girls of four and over and it allows you to design skating routines for the Olympic star. One might think that, after all these years, they might consider giving up?





The Rumours

Apart from all the official news stories, there's always a lot of stuff to be found out by listening in on things you shouldn't and getting PR people drunk in the bars afterwards – all in the name of journalistic integrity, you understand.

The belt tightens

The juiciest piece of news fluttering around the show was that Sega were showing select developers the latest version of their 'Black Belt' console. Industry pundits claim that the machine is almost ready for development use and that every third party developer who was privvy to a glimpse came out very impressed. Two unofficial releases for the next system include *Virtua Fighter 3* and another Sonic game, but we can expect conversions of games like *Virtua Striker 2*, *Lost World – The Arcade Game* and *Scud Race*.

Bad news?

On the downside, it was reported on the Internet that Sony might be about to sign an exclusivity deal with Eidos Interactive to shut out the Saturn from their release schedule. Now this might not be initially that disappointing until you realise that Eidos have control over Core's titles and, although we now know that *Tomb Raider 2* will not be making it to the Saturn, that does put the likes of *Fighting Force* and Ninja into confusion. Like I said, though, this is only a rumoured story and we'll let you know of any changes to that.

A simultaneous orgasm

Sonic fans in America were hoping for an early release of *Sonic Jam* to be announced at the show (for a simultaneous release with the game in Japan), but that sadly didn't happen. Gossip flew around that Sega America were about to announce it, but it's stuck to an August US release.

Eternal Champions 3?

Another rumour at the show was that Sega Soft were going to show a new version of their *Eternal Champions* game – although Sega Soft have stated that they won't be producing any more Saturn software. Again, nothing showed up, but if a version had been there, it's more likely that it would have appeared on the PC.

This is an ex-console

A key representative of the M2 project was heard to say that all development for the machine has switched to the PC. Although never likely to be a contender, the M2 is now a non-event. Ha!

will appear around the time of the tournament next year but, to keep us entertained until then, EA have *FIFA: Road to World Cup '98*. It's a completely new game engine with improved (again) artificial intelligence and colour commentary (whatever that is). Versions were shown at the show, but we shouldn't expect to see anything on the Saturn for a good few months yet.

Formula Karts

60% Complete • Manic Media/Sega • Autumn

Anticipation rating: 5

Sega were (strangely) flagging this in their catalogue as one of their key titles. Although, as far as we can tell, there's nothing largely wrong with *Formula Karts*, the PC version has only had a luke-warm reception – **Saturn Power** stablemate **Edge** described it as "a shoddy racer that should be avoided." The finished game will contain a total of eight tracks from around the world, two different types of game mode and split-screen two-player option.

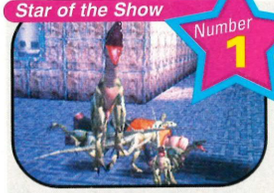
Last Bronx

55% Complete • AM3/Sega • October

Anticipation rating: 7

To be perfectly honest, we're mixed about *Last Bronx* – and so, from what we gather, were the majority of the people who saw it. After being spoilt somewhat by *Fighters MegaMix*, a lot of people thought that *Last Bronx* just didn't quite come up to scratch. AM3 are slotting in all the characters now (we've just played a version with all eight fighters in place), finishing off the backgrounds and tidying up the graphics. A lot of people seem to be holding off to see what Tecmo can give us with *Dead or Alive*, though, before making any final judgement. Naturally, the most accurate opinion will grace the pages of **Saturn Power**...

Star of the Show Number 1



Lost World (Arcade)

100% Complete • Sega • September (arcades)

Anticipation rating: 10

One of the major attractions of the show (apart from the tacky Eidos stand that pumped out U2 all day and featured several scantily-clad women posing around, looking very confused in Geeksville) was Sega's Model 3 *The Lost World* arcade machine. The crowds around it meant that waits of up to an hour were common as people clambered to have a go. The game itself is very much a *Virtua Cop*-style blasting game but, from the levels that we saw, the graphics are out of this world. The fog effects and textures of the plants in the jungle level alone were breath-taking and the stage where the T-Rex is chasing your jeep through the forest has to be seen to be believed. Even without the blockbuster *Jurrasic Park 2* licence behind it, this could be an enormous hit...

Okamoto speaks!

This fellow is Yoshiki Okamoto, the head of Capcom Japan's research & development section. We've mentioned him a couple of times in the past, but here's what he had to say when interviewed by America's Imagine Gaming Network.

IGN: Do you over look production on both console and arcade games?
Okamoto: Yes, I do.
IGN: Is *Street Fighter 3* doing as well as Capcom expected it to do?
Okamoto: No, it is doing less than we expected but we now know what we have to do for *Street Fighter 4*.
IGN: Do you think it is time to go 3D?
Okamoto: I believe 2D and 3D can co-exist. So as far as *Street Fighter 4* is concerned, it will be a 2D game.
IGN: Of the *Street Fighter* characters in *SF3*, do you have any favourites?
Okamoto: Yes, Alex.
IGN: How do you about Capoeira? Did her fighting style and execution come out the way you wanted?
Okamoto: Yes, it did. And *Street Fighter 3* was the first game to show off this style of fighting. We liked it very much.
IGN: What game are you most proud of?
Okamoto: This 'Strip Mahjong' game that we did in the arcade a long time ago. The same person who does a majority of our character designs (Akiman or Akimoto) made this game and designed the characters. He even supplied the voice for the man playing the game. Of course, we did not want people thinking that Capcom was that kind of company, so we published the game under a different name (laughs).
IGN: Have you seen anything on the new Sega hardware that's being developed? The black Belt or Dural?
Okamoto: (Long pause) Yes. Yes.
IGN: Will we be seeing any characters from *Street Fighter 2* or *3* making a reappearance in *Street Fighter 4*?
Okamoto: Maybe. How about Adon (laughter)? Or Dee Jay (more laughter)? Yes, we'll see at least one character returning.

Lost World (Saturn)

75% Complete • Dreamworks/Sega • October

Anticipation rating: 5

One of the stars of the show may well have been the Model 3 arcade game, but Sega weren't letting that game steal all the Jurassic thunder, with new levels shown for its Saturn, Mega Drive and Game Gear versions of the title. Now, while we couldn't give a stunted toss about the Mega Drive and Game Gear ones, the Saturn one looks a bit more interesting. Spread over 25 levels, you get the opportunity to play as one of three different types of monster or two different humans. The game plays like a sort of ancient *Pandemonium* and we'll be giving you MORE information very shortly.

Marvel Superheroes

60% Complete • Capcom • October

Anticipation rating: 9

Strangely enough, at the Sega stand there were two versions of *Marvel Super Heroes* running; one with the RAM cartridge working and one without. Whatever way Capcom and Virgin choose to release the game over here this October (they brought a highly competent version down recently and that one was working without the cartridge), the game's looking simply stunning. Some of the largest sprites you'll ever see in a 2D beat-'em-up and all the very finest Marvel characters available to fight with. Some of the moves are incredibly original, too.

NASCAR '98

35% Complete • EA • Winter

Anticipation rating: 7

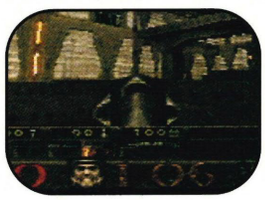
Despite *Andretti Racing* looking completely dreadful, it managed to be a rather playable game and, thankfully, EA have decided to work on the stock car aspect of that title in the sequel, *NASCAR '98*. There's all the tracks, players, views and options of the original *Andretti Racing* (it's worth mentioning here that *NASCAR* won't have the Andretti licence), but the main area the developers concentrated in is the graphics.

Panzer Dragoon Saga

50% Complete • Team Andromeda/Sega • January '98

Anticipation rating: 8

One of the better mixes of gameplay we've seen in quite some while and, according to the statement on the video running at the show, it's the perfect way to complete the series. This will definitely be the last *Panzer Dragoon* game and Sega had a half-finished version of the game available to play at the show. The 3D town sections were fast and smooth, with functional (if undetailed) graphics and the flight sections promise complete 360 degree freedom in movement. This should definitely be one of the more interesting releases at the beginning of next year.



Quake

80% Complete • Lobotomy/Sega • October

Anticipation rating: 10

Without doubt, one of the big three titles we're waiting to get our teeth into and really play on the Saturn this year. We've played a version of the game complete with monsters now and they're just as good as we hoped they'd be. A lot of people were impressed at how Lobotomy have managed to keep the speed of the game up, while not compromising any of the detail. They're finishing off the final tweaking for the level designs now and a completed version of the game should be within our sweaty grasp within a month or so.

Resident Evil

80% Complete • Sega of Japan • September

Anticipation rating: 9

We've had to wait quite some time for this classic PlayStation title, but the wait has certainly been worth it. After our large feature last month and our update preview this one, it was interesting to see the response for the Saturn version at the show – which, incidentally, was highly favourable. It was certainly one of the prominent displays on the Sega stand as the American release date is fairly imminent.

Sega Touring Car Championship

40% Complete • AM3 • November

Anticipation rating: 10

Could this be the driving game that finally knocks *Sega Rally* off of its cobwebbed perch? Although AM3 were quick to point out that this was still an early version of the game and details like the graphics, speed and smoothness of the game were still to be worked on, the version that was shown at E3 (and featured as our main game this month) looks like an incredible conversion. Turn to page 34 for a lot more exclusive information on the game.

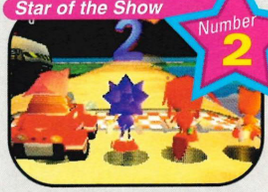
Sonic R

70% Complete • Sonic Team/Travellers Tales • November

Anticipation rating: 10

After their sterling work on *Sonic 3D*, Sonic Team have now entrusted the work of compiling *Sonic R* to the UK-based development team, Travellers Tales (who are also programming *Rascal*, the impressive-looking 3D platformer for Psygnosis). People gawping at the large Sonic video screens were treated to one level of the racing game that could finally prove that the Saturn is capable of stunning work with polygons. Plenty of effects were shown in the demo and everything's shown off in our feature starting on page 40.

Star of the Show Number 2



Street Fighter Collection

75% Complete • Capcom • September (US)

Anticipation rating: 7

Although the game is little more than a compilation of *Super Street Fighter 2, Super Street Fighter 2 Turbo* and an enhanced version of *Street Fighter Alpha 2*, Capcom still managed to raise some interest in their package. Released in the States in September on two CDs for $39, the game is only really going to appeal to hardcore fans of the game as there's very little new to offer – apart from some new moves, extra animation, different modes and some alternative versions of some of the characters in *Street Fighter Alpha 2*.

Worldwide Soccer '98

50% Complete • Sega • November

Anticipation rating: 7

We loved the first game (it's still played in the office today) and the list of improvements for the sequel seems small, but adequate. The main ones are the fact that Sega have included a full range of European teams to play with, the ability to save your top five replays, tougher goalkeepers, improved artificial intelligence and the possibility of the mighty roaring Jack Charlton doing the commentary. A smaller title on Sega's stand, but an important release in America, as soccer's currently the fastest growing sport over there – strangely enough.

THIRD PARTY RELEASES

Apart from the products on the Sega stand, there was a fair smattering of Saturn titles to be found around the show. To be honest, being an American show, the main emphasis was on the stronger PC and PlayStation formats, but there was still the odd diamond to be found in the rough.

Acclaim
NHL Breakaway '98 (Ice Hockey)
Magic: The Gathering – BattleMage (RPG)
Activision
Hexen 2 (3D action RPG-'em-up)
Capcom
Marvel Superheroes (2D beat-'em-up)
Mega Man X4 (Platform)
Dungeons & Dragons Collection (RPG)
Super Street Fighter 2 Collection (2D beat-'em-up)
XMen vs. Street Fighter (2D beat-'em-up)
Darkstalkers 3: Jedah's Damnation (2D beat-'em-up)
Electronic Arts
NHL '98 (Ice hockey)
Madden NFL '98 (American football)
NBA Live '98 (Basketball)
NASCAR '98 (Driving)
Ten Pin Alley (Bowling simulator)
Colliderz (Futuristic sport)
Fox Interactive
Croc: The Legend of the Gobbos (3D platformer)
Alien vs. Predator (3D shoot-'em-up)
GT Interactive
Mortal Kombat Trilogy (2D beat-'em-up)
Trash It (Platformer)
Maximum Force (Light gun shoot-'em-up)
Arcade's Greatest Hits, The Atari Collection 1 (Retro compilation)
Interplay
Wild 9 (3D platformer)
VR Baseball '97 (Baseball)
Malofilm Interactive
Jersey Devil (3D platformer)
Tecmo
Dead or Alive (3D beat-'em-up)
Stackers (Puzzle game)
Working Designs
Albert Odyssey (RPG)
Magic Knight: Rayearth (RPG)
LUNAR: Silver Star Story (RPG)

Sega's last stand?

"Is that true?" you may ask... but of course not, it's just a weak joke intended to lead the reader into the boxout. Having said that, though, the joke itself is actually quite good, just not very relevant. Sega's stand was one of the largest in the show (but remember that they had a confusing array of Saturn, Mega Drive, PC and arcade titles all vying for attention) and we wanted to know what Sega's hopes were for the show, what they were most proud of, what they thought of their own current situation and what plans they had for the future. Once again, we have to thank the Imagine Gaming Network for this interview with Sega America's chief operating officer, Bernie Stolar.

IGN: No news of another price cut or any new hardware, then?

Stolar: Price points are always an issue and this is something that we have had on-going discussions about. We believe in what we're giving to the customer with value-added software and new titles. We also believe we're the lead software company on a global basis, so our theme at E3 will be about our games. The Sega stand will be showing what we consider to be a number of top-rated titles in several different categories.

IGN: Over the past year Sega has done very well considering the arrival of Nintendo 64 and Sony's ever-growing collective. But can you hold onto your market share if the competition gets tougher and, more specifically, prices drop to $99?

Stolar: Sega is not going into a price war; we are going to do value pricing and promotion as we did with the three-in-one pack. We'll continue to drive the market with software because that's what it's always been about and so we won't get into a price war.

IGN: So when the other two drop to $99, you won't follow?

Stolar: I'm not going to say because that would be giving away a strategy.

IGN: What, in your opinion are Sega's biggest hopes (software wise) for the Saturn?

Stolar: *Touring Car* and *Last Bronx* have been very strong arcade titles for our coin-op group, and we believe that *Sonic* will be a big title for us.

IGN: The present mood of the industry is one of optimism. What does Sega have to be optimistic about?

Stolar: We've been in this industry for forty years and so we're very optimistic. This is the business we have chosen to be in and we are in it as a software company and as a hardware company. We're the only company that can take the arcade experience to the platform down to the PC and now to on-line. No other company can do that. We're excited about the business. It's very content driven and we believe we're the only company that is providing the full picture.

IGN: To a certain extent that image of Sega has mushroomed in a short period of time. But hasn't it been driven by the Saturn's relative lack of success next to its console competitors?

Stolar: I'll be honest, the Saturn hasn't done as well as we expected. It happens in business. But right now we are meeting our business goals and our hardware business was up 300% last year. Our software is up 120% in the first quarter of this year. So we're continuing to meet our business targets. We're not here to get into a price war with Nintendo or Sony, we're here to deliver some of the most compelling games out there; especially our sports titles like *World Series Baseball, NBA* and *Manx TT*. Sega Racing has a heritage from arcade to platform to PC. Look at what *Manx TT* delivers. Nobody is doing that right now.

IGN: Which other games are you pushing as the most impressive at E3?

Stolar: It's hard for me because I play them all and they all have very compelling elements. Every game that comes out from the Sega environment is played by myself as well as all the testers and other executives. I'd say that *Enemy Zero* is a very compelling game. It's one of the first times we've seen motion coming through in an interactive movie type of challenge. *Sonic R* is a wonderful new 3D racing game which offers real speed and action and that hasn't happened before. Sony aren't doing it on any of their games – particularly *Crash*. And *Mario* is not doing anything at that speed.

IGN: You won't tell me about Black Belt, but how does it feel to be in a situation where you'll be first out of one generation and first into the next?

Stolar: Change is always on-going and exciting. But again, with Nintendo and Sony here, I just can't talk about that subject.

IGN: When are you going to talk about your new technology plans.

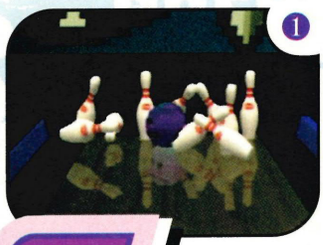
Stolar: As we get closer to working with the different partners and when we choose who we're going to work with then, at the point in time when we have some compelling software to show, we'll start talking.

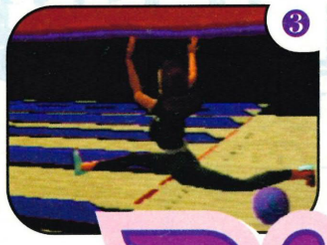
The games

Here's a complete list of the first party titles that Sega were showing at their stand. Some of these (like the Netlink titles, obviously) won't make it to these shores, but it gives you an idea of what was there.

Azel: Panzer Dragoon RPG
Daytona CCE NetLink
Duke Nukem 3D
Enemy Zero
Last Bronx
Lost World
Manx TT
NBA Action '98
NHL All Stars '98
Quake
Saturn Bomberman
Sega Rally NetLink
Sega Touring Car Championship
Shining the Holy Ark
Sky Target
Sonic R
Sonic Jam
Virtual On NetLink
World Series Baseball '98
Worldwide Soccer '98

Developer .....Electronic Arts Release Date .....August
Players .....Six Electronic Arts ☎ (01753) 549442

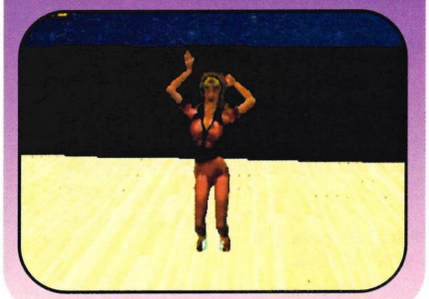




Ten Pin Alley

Character assassination

One of the more human touches of *Ten Pin Alley* is that they've included a total of twelve different characters in the game. Each one has both their own completely varied playing style, but (and more interesting for our purposes), they all have their own moves, victory dances and personalities. Lovely for us, as we haven't got any of our own.



Strike for your right to party...

1 Get a strike, its all in the wrist.
2 Initially, the throw method can be a tad on the tricky side.
3 Acrobatics don't help, but can lead to some very amusing moments.
4 Hurrah! Strike one. A lovely skirt, too.
5 You can customise players by choosing individual skills, clothing and hair colour.
6 Here's the ideal bowling position for a perfect score.

5

When's the last time you were down the bowling alley then ? How did you fare ? Did you perfect the centre roll and manage to avoid the popular gutter shot which reduced your opponents to tears of laughter? If you think that bringing a ten-pin bowling game out on the Saturn in the blood-soaked age of *Resident Evil* is a pretty poor show, then think again. There might not be enough gore to upset even the family cat, but at *Ten Pin Alley*'s heart lies an intensely enjoyable and rewarding experience. No, really.

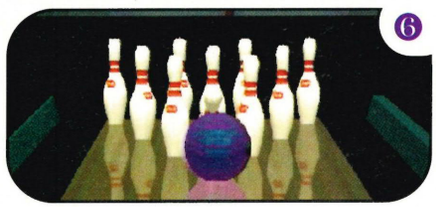
Surprisingly, *Ten Pin Alley* is enormously good fun – it may look a lot less appealing than a cold pie but once you've had a go, you'll be crowing from the rooftops about just how wicked it truly is. There are a number of play options – either have a solo go or pit yourself against any mix of five other human or computer opponents. *TPA* comes into its own with its tournament and team-play options, where there are twelve in-game characters to play as. These have their own skills, side-splitting victory dances and degree of talent and luck – so, either way it's a blast of the first order.

"Working your way through the characters is, surprisingly, more fun than Granny on helium."

Playing your way through a tournament or working your way through the characters is, surprisingly, more fun than Granny on helium.

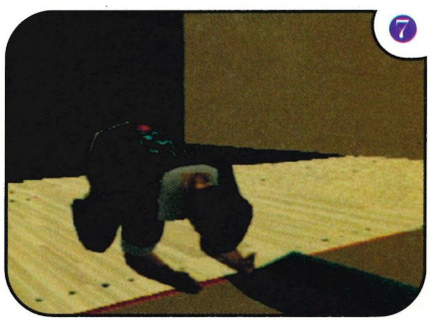
Overall, *Ten Pin Alley* is easy to get into and difficult to put down. Simply put, this could be a strike for EA...

Iain White



It's all in the wrist

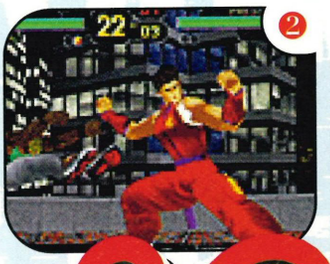
You may wonder how the developers managed to successfully translate the complicated nuances and subtleties of a bowling game to the computer. Very simple, really; they did it by copying the *Actua Golf*-style of interface where you have to press the action button at just... the... right... point... in... your... swing. Get it right and a strike is certain. Get it wrong and the ball flies off into the trough and you end up looking, well, like a bit of a chimp, really.



7 Frustration building, player one adopts the 'I am not worthy' pose in a fit of pique. The motion capture on the players is pleasant, but not overly stunning. 8 Lots of great neon effects jazz up the alley design.

Developer .....Tecmo **Release Date** .October (Japan)
Players .....Two Check your local importer

1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3

4

Dead Or Alive

Fancy a Model 2 board fighter with a large dollop of humour? Tecmo welcome you to the future...

5

With a title more in line with some of David Cronenberg's more shady cinematic outings than a slick Model 2 board-baby, *Dead Or Alive*, billed enticingly as 'pure hands-on lethal combat' by third party developers Tecmo, has been creating a huge post Tokyo Games Show buzz. However, you'll have to wait 'til October '97 for it to appear in the land of the rising sun.

The arcade machine is the first Model 2 based game (*Sega Rally*, *VF2*) by a third party developer. '*Dead or Alive* is for fighting purists who prefer technique to trickery. Muscles twitch and tighten as characters stride to the mats for pure hands-on lethal combat,' the promotional blurb bubbles.

So, what makes *DOA* stand out from the stacks of 3D Saturn fighters already available? Well for one thing, there's the cast of eight playable characters whom Tecmo have billed as the fighting equivalent of the Village People. Ladies and Gentlemen please meet Bayman, a Russian version of Guile who dabbles in assassination and cooking, although mercifully not both at the same time. Gen Fu stars as the obligatory elder statesman of martial arts, Jann Lee, a teenage boy who looks like he's jumped ship from *Fatal Fury* and Kasumi – a schoolgirl by day and assassin by night. The list of colourful contestants continues with Ryu Hayabusa, a rock climber reminiscent of *Samurai Shodown*'s Galford, Lei Feng, an exchange student with a passion for karaoke, Tina, a sporty girlie kickboxer and Zack a club DJ who's equally at home spinning kicks as he is spinning records.

Put this diverse lot together, add special features such as danger areas in the arena where the fighters are more vulnerable and moves that power-up your fighter mid-flight, simmer for ten minutes, and you've got a winning recipe for some supreme 3D fighting action.

Apart from a graphical cap-doffing homage to AM2, *Dead Or Alive* overflows with a tongue-in-cheek charm of its very own, not least in the infamous *mune yure*, Japanese for 'chest tremor' dutifully performed by all the female characters at 30 frames per second. Not yet in bed with a UK distributor, *DOA* is almost certain to come out through Sega, although we'll be lucky if it appears before the end of the year.

"Dead Or Alive overflows with a charm of its very own, not least in the infamous *mune yure*, Japanese for 'chest tremor'..."

If the conversion lives up to its arcade equivalent then Sega could have a contender for Namco's upcoming *Tekken 3* waiting on the ropes. Only time will tell.

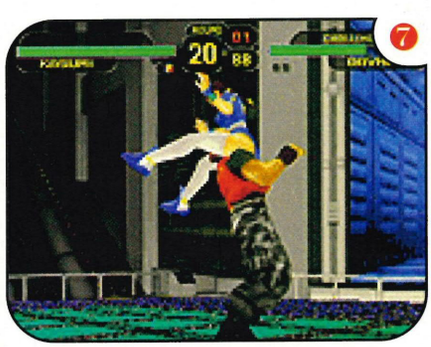
Iain White

COMPARISON

Virtua Fighter 2
▲ great animation and response time, jaw dropping graphics
▼ It's been around for a while

While *VF2* is arguably the best to look at and the best to play, the cast of characters have been with us for a good wee while, and may be on the cusp of looking a bit long in the tooth. If Tecmo can take the same game engine and update it with a cast of newer self-effacing colourful inhabitants, then we *may* (but we stress the *may*) just see a superior sequel, albeit one in which everyone's been replaced – just like in *Star Trek*, for instance.

6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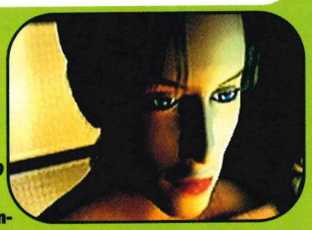
❶ The similarity to *Virtua Fighter* is apparent. ❷ The characters are large and colourful. ❸ This background looks like a ring from *Fighters Megamix*. ❹ Special vulnerability areas in the ring make tactical play essential. ❺ Plenty of colourful lycra reinforces the game's charm. ❻ One of the many new arenas, this one a temple of some description. ❼ A shoulder attack very similar to Choi's move in *King Of Fighters*.

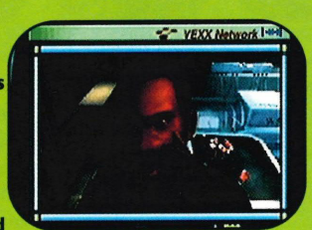
More D Vicar?



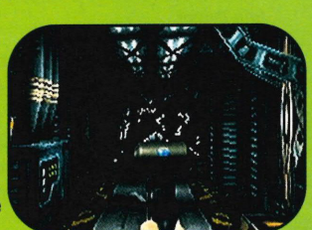
Here's the lovely Laura in the FMV flesh, as it were – and the floppy perm of her *D* days has disappeared completely to be replaced with a very nineties creation. In space no-one can hear you crimp. I thank you.

Just like its brother in gore, *Resident Evil*, *EZ* is populated with a host of interactive characters each with their own specific skills and agenda. This chap's obviously a big one for preserving body heat. The boiler must be on the blink again.

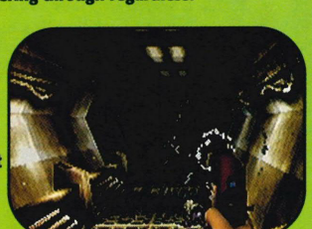
The blood and guts element is back in spades, adding to a very interesting, atmospheric and frightening experience as yet another of your shipmates meets with a hideously nasty demise at the hands of the invisible monster.



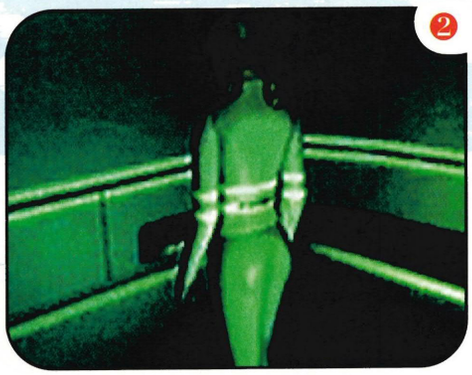
Characters can communicate via this rather nifty vid phone further upping the claustrophobia factor and feeling of remoteness from lack of any 'real' human contact.



Here's the first of the many corridor designs, where you play a game of hide and seek with the monster, the ultimate goal of which is to track it down before it comes after you. These are also loaded with a whole host of interactive scenery, so its not just a case of wandering through regardless.



Here you can see the outline of the invisible beast as it takes a bullet in the chest. It's tricky, especially as your gun can only get off a maximum of three shots before needing to be recharged. So its a case of relying on strategic timing for some very dry-throated heart-stopping moments.



Enemy

Afraid of invisible monsters? You should be...

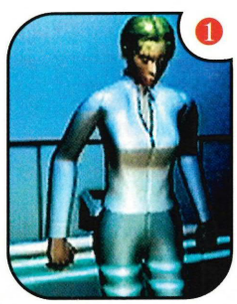
Warp, developers of *Radio Play* and *D* are set to release a much-coveted adventure. Available in Japan since last Christmas, *Enemy Zero* is set for a release in America and Europe this November, featuring two distinct game engines – one driving an FMV adventure, much in the style of their heavily atmospheric D while the other generates a 3D shoot-'em-up driven by auditory signals, giving locations of invisible ogre you're to blast to infinity before he gets his more than willing knashers into your throbbing jugular. Sound tricky ?

"Compared to *EZ*'s monstrously tricky corridor scenes, grandfather *Doom* is as intense as a game of Snap."

A very clever concept in this combat/adventure game is for players to use their audio instincts in order to track down the beast which they can't see, further pulling the participant deeper into the claustrophobic atmosphere. The plot is reminiscent of Ridley Scott's *Alien* movie, where a hidden alien force is busily killing off the crew on your ship in deep space. Using the most recent version of the TrueMotion FMV system, progress through the beautifully rendered environments is spine-tinglingly realistic.

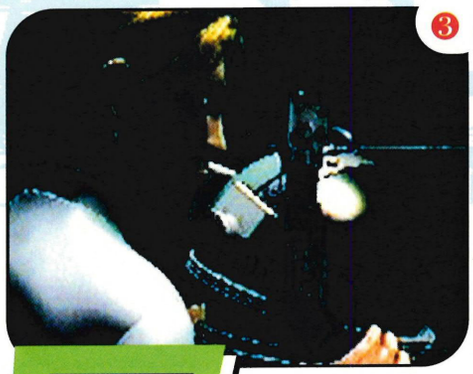
You star as Laura Lewis, centre stage in the motion-captured action, who's just woken up from cold sleep with a bad case of amnesia. She's not sure what her role aboard the giant spacecraft Aki is, but her instinct is for survival. *Enemy Zero* is simply a spectacular experience, which dramatically improves on its predecessor *D* in terms of challenge, length, action and provides an intricate storyline to boot.

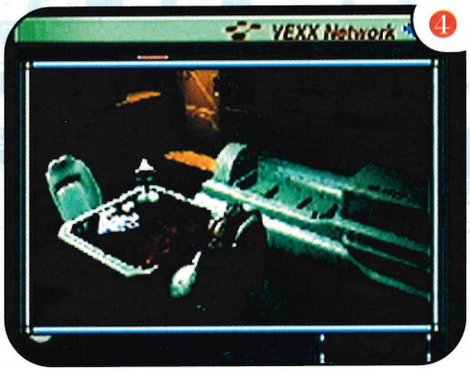
Another unusual twist that keeps the suspense level high lies in the real-time polygon corridor scenes which punctuate the FMV room action. Although heavily letterboxed, these are beautiful dawn with lots of obstacles, varying textures and unnerving lighting effects. They're also where the action scenes, some of the game's finest moments, occur.

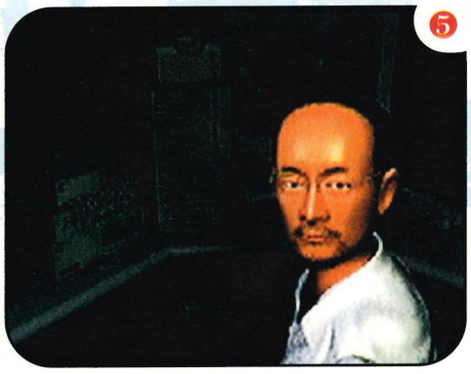


Anyone expecting a *Doom* rip-off had better check over their shoulder. Compared to *EZ*'s monstrously tricky corridor scenes, grandfather *Doom* is as intense as a game of snap on a Sunday afternoon. Like the Monster From The Id in *Forbidden Planet*, you're fighting against an enemy that's completely invisible – and the only way you can track him down is by listening to the high-pitched notes your motion-tracking ear-

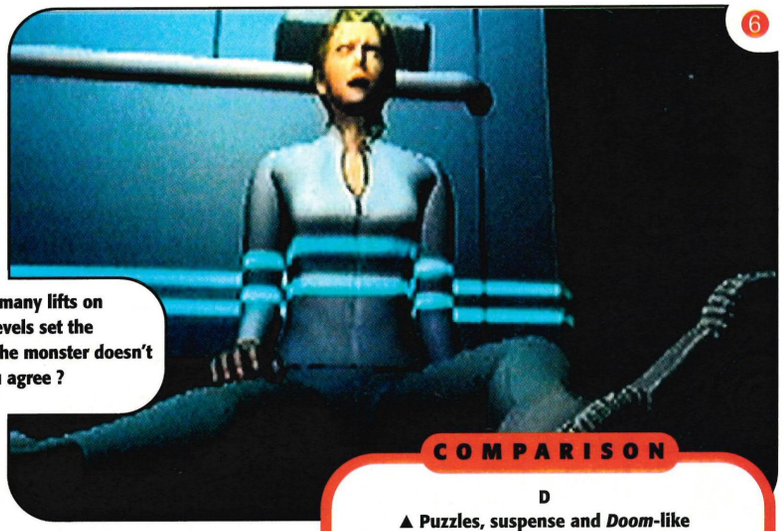
Developer .....Warp **Release Date** .....November
Players .....One **Sega** .....☎ (0181) 995 3399







Zero



❶ Sparks fly as the invisible enemy takes a hit. ❷ Laura enters one of the many lifts on the ship. ❸ You're trusty four-shot gun is the last line of defence. ❹ Low light levels set the moody atmosphere. ❺ One of your shipmates avoiding the jaws of death. ❻ If the monster doesn't get you the fashion police will. Parallel stripes are so *out* this season, don't you agree ?

piece generates while thrilling to the growls, and the terrifying crash of the automatic doors as he gets near them. A further fly in the already rather insect-encrusted ointment is that you're sole line of defence is a gun. Not too bad, you might think. Nope, 'fraid not. The gun in question has to be charged or three or four seconds before it lets off a single shot. And just to up the ante a further few terror notches, no gun in the game can get off more than three shots on a full charge.

We can't really describe what it's like walking down a corridor, trying to track the monster on a parallel corridor with only the pitch and tempo of your earpiece to tell you what side he's on and how close he is, but its pretty intense. And then, while you're lying in wait with you're last shot of ammo, expecting to blast the blighter you've manoeuvred in front of you, there's the sudden crash of an automatic door behind you. *EZ* is probably closer to *Resident Evil* than *Doom*, matching its deep storyline, white-knuckle intensity and atmosphere of creeping dread.

Did we mention that this game sprawls over a huge four CDs? Surprisingly, its not only long and challenging, but also features many non-linear elements. Take for example when on disc two, you have to access an elevator which leads to one of eight different floors. You can explore them in any order you wish, and although the storyline only ever proceeds in one direction – forwards, natch – there's much freedom of movement. A training mode and game save options complete the already very attractive picture. Warp could easily have made buckets of money by knocking out a sci-fi version of *D* with pretty graphics and two hours of simplistic walk-through play. Instead, they've pulled out all the stops and besides a high level of hype, *Enemy Zero* certainly won't disappoint.

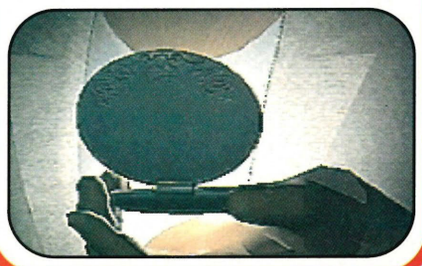
Iain White

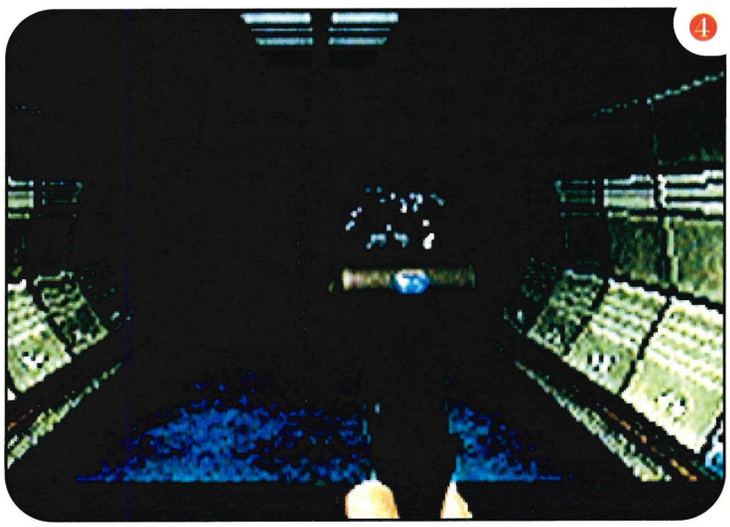
COMPARISON

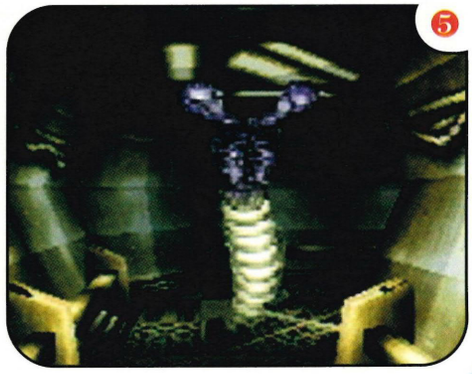
D

▲ Puzzles, suspense and *Doom*-like claustrophobia
▼ Not the biggest game in the world

You'll have to wait until November to be sorted for *EZ*, but until then you could do far worse than investigate Warp's previous installment of Laura's adventures exploring this spooky mansion. It might lack the depth, overall challenge and sheer size of *Enemy Zero*, but it's bound to keep you engrossed in a finely sculpted scary adventure well beyond your bedtime.



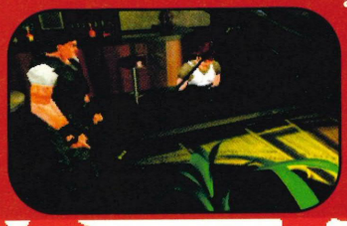


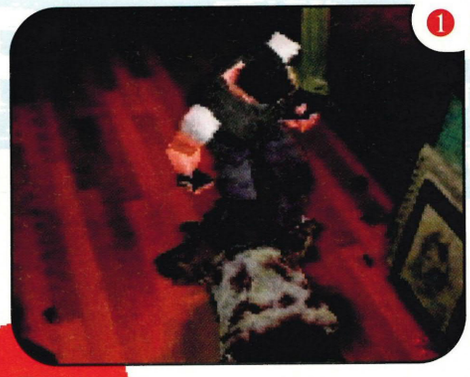


❶ Fluid motion-capture makes the characters frighteningly realistic. ❷ The beast appears to have given her a nasty bite on the neck. ❸ Didn't the same thing happen to Nigel Kennedy? ❹ Gazing down the throat of fear. ❺ The monster momentarily appears after coming under heavy fire.

Character reference

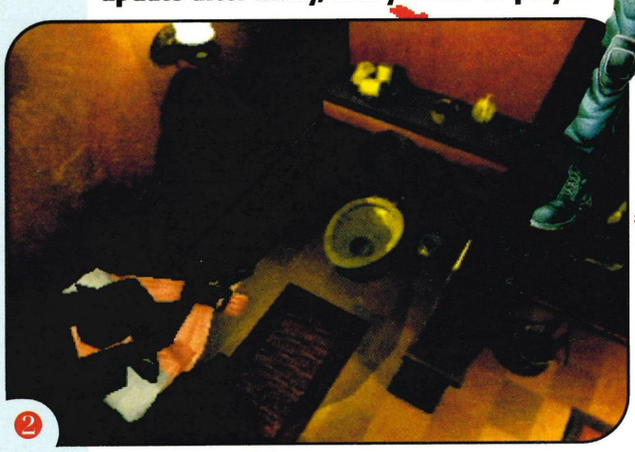
While Chris and Jill's storylines follow the same basic theme, locations and conclusion – usually "ohmygodazombieCRUNCH!ARGH!brurbleblеerchmunchmunch" – Jill's clipped version of the quest misses out a great deal of the hellish puzzles Chris has to solve. However, Capcom have done more than simply award Jill with a lockpick and better weapons – they've adapted parts of the plot to suit both. So, for example, while Jill enters the music room and plays the piano to open a secret panel, Chris tarts around with Rebecca – he meets her in the medical room (far left) – who in turn plays the requisite tune. This makes *Resident Evil*'s replay value very high – a Good Thing, and no mistake.





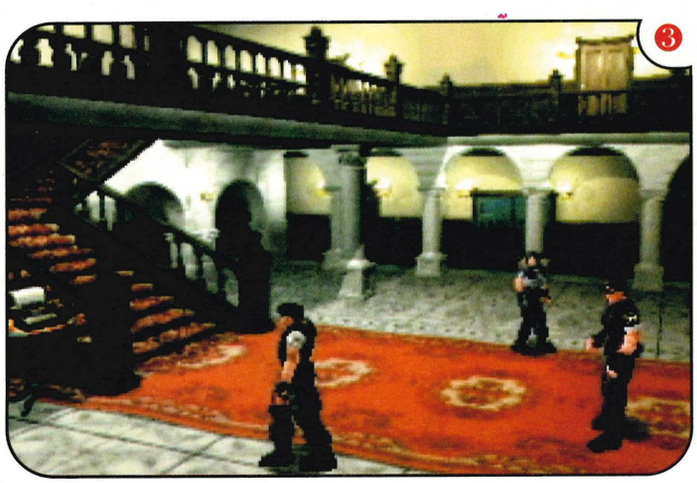
Resident Evil

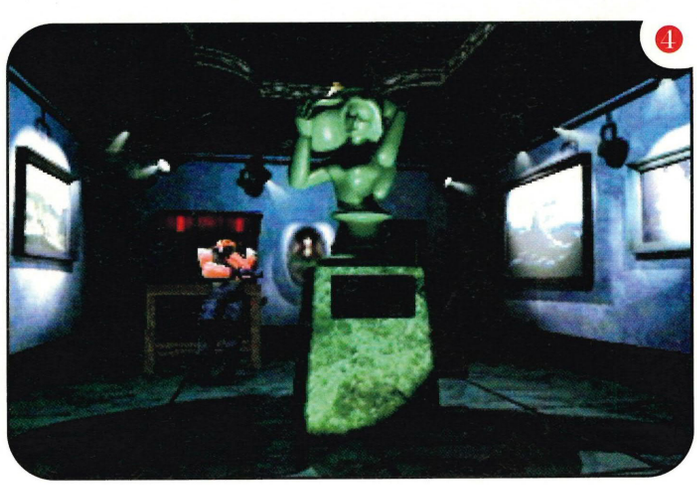
One of the biggest PlayStation games of last year is set to frighten the lives out of Saturn owners this Autumn. Following last month's feature, we thought we'd do an update after many, many hours of play...



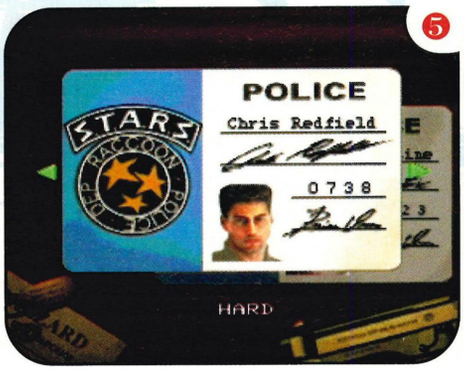
The *Street Fighter* series saw the Capcom name become synonymous with state-of-the-art 2D fighting. In perfecting the art of the beat-'em-update, though, Capcom appeared oblivious to advances made by rival publishers. Releasing further adventures of Ryu *et al* at the expense of genuinely new product, they preached to the converted while other developers were broadening their horizons. This apparent unwillingness to innovate saw Sega and Namco steal a lead in releasing 3D fighters. 'Eggs', 'Basket', 'putting all their... in one' and "Not another bloody *Street Fighter* game!" were words muttered by once-loyal Capcomites lured by the joy of the polygon.

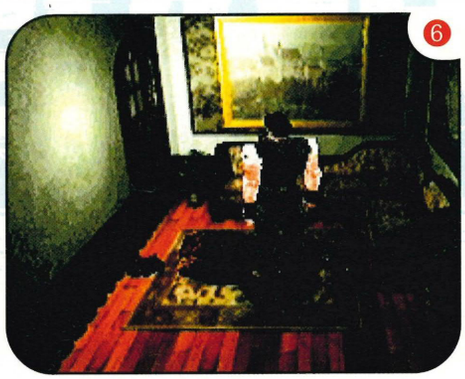
Resident Evil – known as *Bio Hazard* in Japan – has changed all that. Released for PlayStation in the third quarter of last year, pressure from Saturn fans (not to mention enormous sales for Sony's format) has encouraged Capcom to approve a version for Sega's machine. Superficially identical, it also features improvements and additions from the forthcoming PlayStation update, *Resident Evil: The Director's Cut*.





Developer .....Capcom/Sega **Release Date** .....August
Players .....One **Sega** .....☎ (0181) 995 3399





To find a better conversion would be a thankless task – Capcom have not overlooked a single detail.

As SP3's feature covered *Resident Evil*'s plot and dialogue, there's little point in repeating them this month. Just imagine the cheesiest script, awful voice acting and almost nonsensical exchanges. More Hammier Horror than Hammer Horror, *Evil*'s cut scenes serve their purpose as plot progression devices. In sharp contrast, in-game moments are far darker and well-crafted. Zombies lurching along corridors, moaning hungrily as they stagger towards either Jill or Chris, rabid dogs attacking at speed, eerie collections of crows watching, poised, on high perches... and these are early moments in *Resident Evil*'s prodigious play life.

"*Resident Evil* is an entire generational leap away from the French-created *Alone in the Dark*."

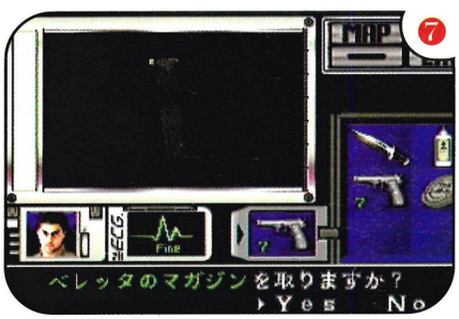
Horror is an established movie genre, but the software marketplace isn't blessed (or cursed, some would argue) by an equivalent style of game. Disregarding clumsy attempts on other formats, *Evil* is one of the few games capable of making players 'jump' in surprise. To mention specific moments would be a thoughtless act by any games scribe, simply because half the fun of Capcom's scarefest is, funnily enough, jumping out of your skin or mouthing 'bloody hell' at some new, unworldly monster.

Resident Evil's design comprises in-yer-face overkill with a surprising level of subtlety. Creating an atmosphere is difficult – especially when you consider movie and television directors struggle with comparatively enormous budgets and real locations and people – but Capcom have remarkably created one of the most tense, highly-charged games for any system. Having cleared an area of undead, there's an inevitable amount of wandering around, attempting to discover a way into the next section of the mansion. Unlike other adventures, though, *Evil* invariably promises something nasty behind the next door. Capcom establish a mood right at the beginning, pitching the timing of surprises and further progression to perfection. You'd have to look towards Core and *that* adventure for another title that spreads its action so well.

Comparisons between *Resident Evil* and Infogrammes' *Alone in the Dark* series (of which, number 2 reached the Saturn) are inevitable. But *Resident Evil* is almost an entire generational leap away from the French-created adventure. The two titles share the concept of polygon-based characters walking on 'cut-out' pre-rendered backgrounds, but in every respect, Capcom's title is superior. Similarly, many have compared *Evil* with *Tomb Raider*. Both titles are benchmarks by which other titles may be judged (and, invariably, found lacking) but to compare the two would be missing the fact that they're different games.

Resident Evil is pencilled in for a September release, when we can safely speculate high sales and an unrivaled chart position are on the cards.

James Price

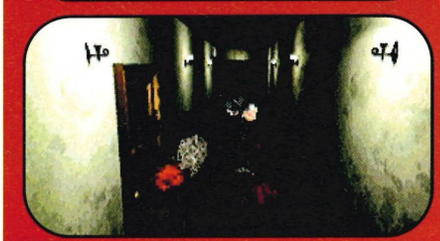


❶ Chris stamps on a zombie's head as the rotten swine attempts to chew his leg... ❷ Did someone not flush or is it a monster? ❸ opening exchanges as the STARS team enter the mansion. ❹ One of the first puzzles in *Resident Evil* is how to get an object from the top of that statue. ❺ I'll have a Chris please, Bob. ❻ The remains of a Bravo Team member – the people you're supposed to rescue, remember? ❼ Your trusty inventory.

Scores on the Gores

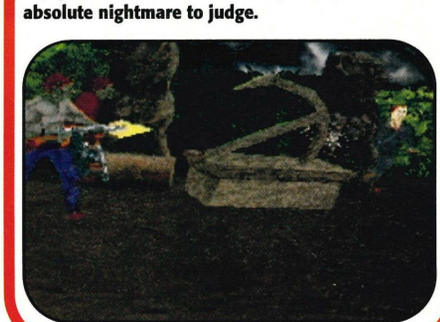
***Resident Evil* is not for the squeamish. Zombies grab hold of Chris and Jill and chew, crows peck at them, dogs leap, fangs bared. But the good guy (and gal) aren't helpless. Players can blow the head off a zombie with a shotgun, kick their heads off and spread crows over the floor with well-aimed pistol shots. It goes without saying that such moments are portrayed in 'gorious' colour.**

Obviously, with tighter controls on gore and the like in the UK, some scenes are likely to be snipped before release – much as Virgin did for the PlayStation version. The 'head' scene where a zombie bites the head off a STARRS team member will go, as will a few of the more bloody moments from the FMV intro. But, being liberal supporters of free speech, the right to print pictures of gory Saturn games and freedom to scratch yourself in public, we thought we'd print you a few scenes you may well otherwise miss. Yuck...

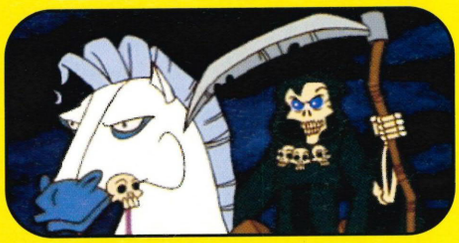


COMPARISON

Alone in the Dark 2
▲ An innovative, absorbing adventure...
▼ ...erm, about three years ago on PC, that is. *Alone in the Dark 2* was a hotly-awaited PC sequel. Naturally, console ports were a certainty and... well, one wonders why they bothered. A tentative step into the world of truly impressive 3D game environments, *AITD2* is too flawed to be enjoyable, with combat scenes proving an absolute nightmare to judge.



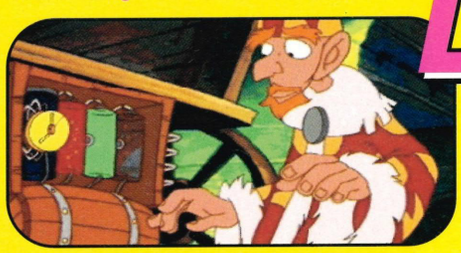
A night on the 'toon



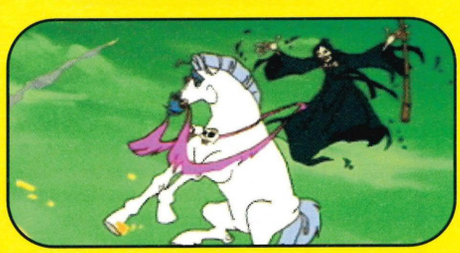
At the start of *Discworld 2*'s lavish intro, Death mounts trusty steed Binky before heading off to reap souls...

The scene cuts to Rincewind and the Librarian, both worse for alcoholic wear, staggering home...

Another scene cut, this time showing a black-clad bounder fixing a bomb to the Fool's Guild...



Rincewind tries his hand at bomb defusing, despite protests from the Librarian. *Lethal Weapon 3*, anyone?



In the resulting explosion, the passing Death is hurled skyward – not to be seen until... ooh, Act 2 at least.

Rincewind, the Librarian and – strangely – Nanny Ogg's cat Greebo view the resulting devastation.

1

Discworld 2

This, the third *Discworld* tie-in to appear on a gaming system looks certain to be the best. But does it make any *sense* this time? *Saturn Power* investigates...

There's an oft-voiced opinion that a sequel rarely surpasses its predecessor. *Discworld 2 Missing Presumed...!?* is among the minority that do. While the involvement of Terry Pratchett – creator of the Discworld, as if you need to be reminded – was reduced for the development of this installment, coders Perfect upped the budget at their end. The 16-bit 'feel' of the original is replaced by lavish amounts of animation and detailed backgrounds, but – the most important improvement of all – its puzzle content is almost logical.

"I got very involved in the first one because, well, it was the first one," says Pratchett. "I was rather more relaxed about *DW2* because they [Perfect] had done the first one so well." Terry acted in an advisory capacity for *Missing, Presumed...!?*, ensuring its content isn't wildly inaccurate or woefully inadequate. "I more or less restricted my involvement to some 'polite suggestions'," he reveals, "such as getting the bugs out [of the PC original] before it went on sale and doing a fair amount of work on

2

3

Developer . .Perfect Entertainment **Release Date** . . . . . .August
Players . . . . . .One **Sega** . . . . ☎ (0181) 995 3399

❶ Cut-Me-Own-Throat Dibbler and the milkmaid from the first Discworld game loitering outside the Discworld's first cinema. ❷ You can meet HEX here, an ant-powered computer. ❸ The University gardens. ❹ What on earth is Rincewind doing? No, don't write in... ❺ This man is *sick*... ❻ Does he never *stop*? ❼ Now he's grave-robbing!

the script. In short, I was more prepared to trust people."

For the few unfamiliar or not particularly fond of the *Discworld* books, Perfect's game may appear a dead loss, the computer game equivalent of gate-crashing an in-joke convention. Being aware of this, Perfect have taken Pratchett's material and adapted it for gaming purposes while ensuring the Discworld virgin can enjoy (and complete) it with no prior knowledge of the original stories. "The reason the *Discworld* games have been made is that the books were successful," says Terry, "but you don't need to read the books in order to play them – although *Guards! Guards!* would have been helpful for the first games and *Mort* and *Reaper Man* might be of assistance in this one. What *Discworld 2* will offer to the non-DW reader is a superb game. And, of course, an introduction to a fascinating series of books, nudge, nudge..."

"...a superb game. And, of course, an introduction to a fascinating series of books, nudge, nudge" – Terry Pratchett

The Discworld made its videogame debut not, as many believe, in the form of Psygnosis's *Discworld* but as a text adventure. The *Colour of Magic* appeared on 8-bit formats as a text adventure, adapted almost word-for-word in most places from the book of the same name. Published by an obscure software house – the now-defunct Piranha – it hardly created waves. All went quiet on the Pratchett front (despite increasingly obscene numbers of his books being sold) until Psygnosis made their move. Despite aping LucasArt's *Monkey Island* games to pleasant effect, its array of incomprehensible puzzles made it all but unplayable to anyone other than a DW fanatic or, to be honest, a gaming masochist.

"I think we got bogged down a bit by ink spots and such," Terry comments on *Discworld*. "I was a bit unhappy about one or two places that seemed too sequence-dependant. It was sometimes too easy to almost get things right and then get thrown off the scent because they hadn't worked." Fortunately, this is not the case with *Discworld 2*, where – unlike the first episode – hints are offered to the extent that the point is laboured at times, poking fun at those who complained about the first game, no doubt. "I think we're a little more player-friendly this time," explains Terry. "I don't think the phrase 'That doesn't work!' occurs at all."

Discworld 2 has an extensive voice track, with characters played by Tony Robinson (*Blackadder*'s Baldrick), Nigel Planer (Neil from *The Young Ones*) and, obviously, Eric Idle, amongst others. But doesn't using Eric Idle as the voice of focal character Rincewind make the Discworld games too much like *Monty Python* sketches? "The Pythonesque 'feel' in places is a sort of conspiracy between the game designers and Eric Idle's voice. What scamps they are," comments Pratchett. "I think it's the voices that make it successful – for me, Eric Idle now is the voice of Rincewind."

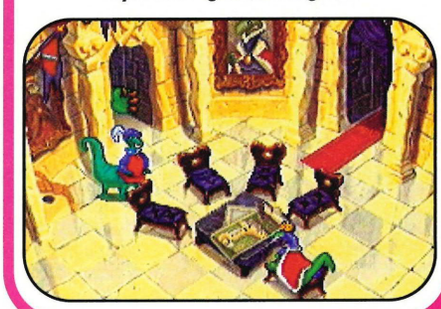
Discworld 2 is, because of its adventure background, rather a niche title for an action-mad Saturn user base. Despite this, it will no-doubt please a huge number of Sega-loving Pratchett fans perhaps alienated by its over-difficult predecessor (currently ranked at 37 in our provisional Readers' Top 50, appearing **SP04**). But don't just

rely on our preliminary recommendation – take that of the man himself. "I played it all the way through to the end! The fact that I knew the script helped a bit, but not as much as you'd think I spent far too much time running around Ankh-Morpork with fishing nets when I ought to have been writing." And, with that, he made an excuse about having to fly off to Australia, thus sparking rumours in the **SP** office that he's writing a book based on XXXX, his Discworld parody of a certain country based in the southern hemisphere. While *Discworld 2* won't quite sell as much as that book *in potentia* would, it'll do well enough, I'll wager...

James Price

COMPARISON

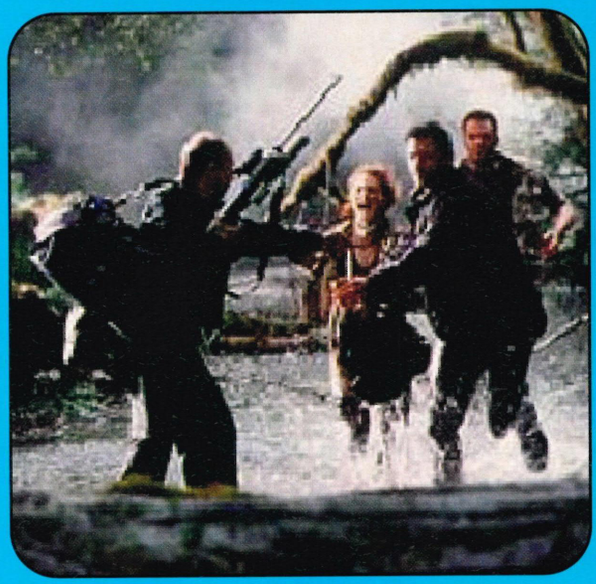
Blazing Dragons
▲ Well, it really *tries* to be funny...
▼ But it isn't, you know.
Another graphic adventure with *Python* connections – Terry Jones scripted it, apparently – this effort from Crystal Dynamics doesn't entirely lack charm and wit, but it's a close-run thing. Perhaps aimed at Saturn owners with a little more youth and a little less cynicism than us, it's worth a look if you're a big fan of the genre.

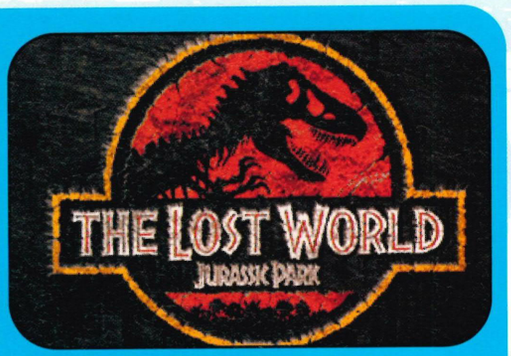


The Lost World

Reptile file

THE LOST WORLD





All your favourite characters return in Speilberg's sequel. As you can see from the left, Mr Rex has lost a bit of weight. Must be the Californian lifestyle. Even good old Dr Hammond reappears in the lovable shape of crumbly old Richard Attenborough in this the sequel to – without doubt – the biggest monster film of all time.

***Jurassic Park 2 –The Lost World* comes to the Saturn this Winter. *Saturn Power* previews the latest raptor chapter due out in November.**

Just when you thought it was safe to go to the cinema, those blasted dinosaurs rear up again and spoil everything. For someone who saw *Jurassic Park* five times, the adventures of Jeff Goldblum amid the Raptors, Compys and T-Rex of *Jurassic Park* was always compulsive viewing, but there's a faint whiff of sequilities here and we all know what that did to *Police Academy*.

For anyone unfortunate enough to remember the last wave of *Jurassic Park* videogames which were as unpleasant as a raptor down the toilet, the good news is that *The Lost World* has been developed by Dreamworks, the company created by Stephen Spielberg, and they're determined not to let history repeat itself.

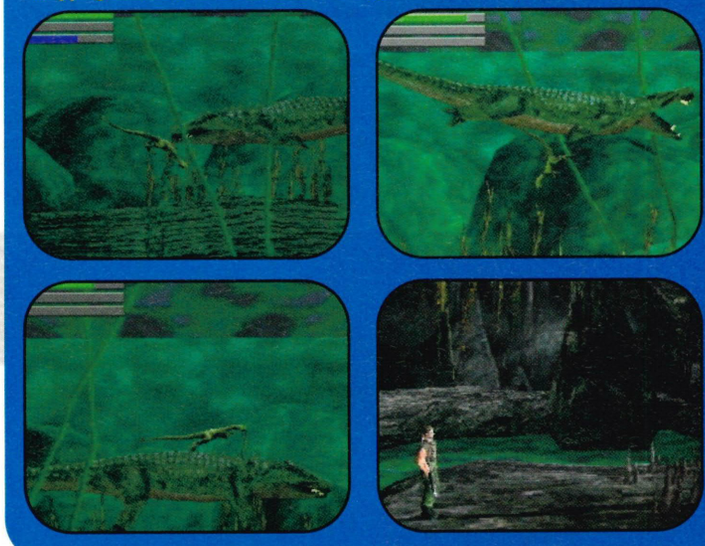
Lost World will be released on November 6, just in time for the Christmas rush and will feature over 20 levels in a game identical to the PlayStation version. I was lucky enough to play a early alpha version and, as you can see from the screenshots, it looks lovely. The player has a chance to control one of several characters and creatures as the game progresses including a dinosaur hunter, female scientist Sarah Harding and the infamous T-Rex. Although the game presents a 3D walk-through, the player is restricted to strictly linear progression, much the same as in *Pandemonium*. Not to say that this is disappointing, rather the opposite is true. There are five main worlds in the working version. These include the T-Rex, Sarah Harding, Compsognathus, Human Hunter and Raptor levels, each split into four of five sub-levels with different objectives and aims. On the T-Rex level for example, the initial aim is to kill some hunters, giving an ideal opportunity for him to showcase his decapitation moves. The next objective is to then destroy one of the many generators which controls the main gate thus allowing you further progress deeper into the game.

"There are five main worlds in the working version. These include T-Rex, Sarah Harding and Raptor levels."

One of the key aspects behind the spiffing graphics is in the character design, the secret of which lies in using real 3D skeletal models on top of which the flesh is layered by diffusing light sources over the junctions of the poly-

Suits you, 'saur'

There are a few playable creatures, including a compy, who is menaced by this snapping crocodile and a dinosaur-hunting bloke. Don't they look lovely?



Developer .....Sega Release Date .....November
Players .....One Sega .....☎ (0181) 995 3399

gon faces on this framework. Technical gobbledygook aside, it makes for a terrifyingly realistic stalking effect with the T-Rex, especially when he turns around and his spine arches like a lizard.

The shoe is on the other foot in another section, seeing you playing a rabid dino-hunter whose task it is to kill as many prehistoric critters as possible. Also, unusually, you play a small timid dinosaur called a Compy, and have to avoid the nasty underwater attentions of a massive snapping alligator. We don't know if the music in the working version will make it to the finished version but at the moment its a really fantastic affair of orchestral strings, horns and clashing timpani.

All the action takes place against some beautifully texture mapped backgrounds and there's even an underwater section to negotiate before the final chilling showdown. As with the film – we've not seen it yet, but we expect to soon – the finished game should be as pleasant surprise, and if this working version is anything to go by, it'll be monstrously good.

"Something has survived," states the back cover of Michael Crichton's book – *The Lost World*. Published by Alfred A Knopf in late 1995, the story takes place six years after the terminal meltdown of the original research facility and the plot centres around a deadly virus which is killing off the remaining Dinosaurs. Mixed in with this is a parallel storyline concerning another rival expedition, who are determined to discover the hidden secrets of Isla Sorna, an island owned by the same company in *Jurassic Park* (In Gen) where mass dinosaur breeding was carried out to supply the original park with disease-free specimens. So there's the plot. But do you know what? It has virtually no bearing on the Saturn game at all! Hooray for superficial tie-ins!

Iain White

❶ The cute and timid Compy plays with his Jurassic pals including lizards and bats. ❷ Mr T shows his decapitation special move in an attempt to shorten the extras list. ❸ Excellent, it was the scriptwriter.

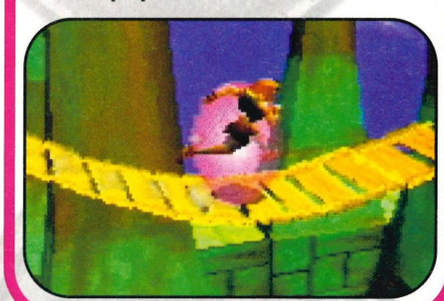
COMPARISON

Pandemonium

▲ Lovely 3D environments and baddies...

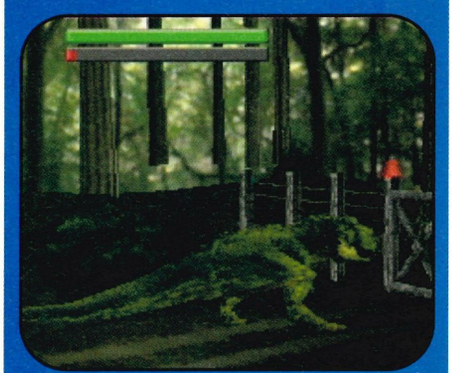
▼ But they're really in good old 2D.

There's a lot in common here – *Lost World* could almost be *Pandemonium* with dinosaurs, except it isn't. A more varied storyline and an increased number of characters to play make *The Lost World* look like an all round *Pandemonium*-beater. There's also the small matter of being able to eat people and shoot dinosaurs...



Rex goes walkies...

Here we have Mr T destroying one of the power stations. All will soon become clear...



The power's down so its now easy enough to break through the main gate.

Safely through to the other side, its only a matter of time before mayhem and decapitation ensues.

The path forward clear, Mr Terrence Rex proceeds to destroy all and sundry. In, erm, the shot *after* this...

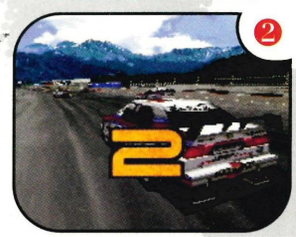
Sega Championship Touring Car Championship

Sega Touring Car

After a ridiculously long time, it's now looking very possible that we finally have a driving game for the Saturn that surpasses the mighty *Sega Rally*. There was a 40% complete version at the E3 show, but only we can bring you the first real preview of the game.

Sega Touring Car Championship

Look at my large wheels and posh colours. That's the count-down to the start, that is. The car leaps about convincingly when you hit the sides of the track. Here, in my car.



What is it about *Sega Rally*? I mean, there's only a few tracks and a couple of cars but (and I think this finally proves that games that play like a dream do win over games laden down with graphics jewellery) there was just something about the car's handling that impressed anyone who came within visual distance of it. Was it the way that it bounced realistically off the sides of the track or the minute, precision movements needed to navigate the unforgiving corners. Or was it because it was one of the first console driving games to feature the eye-bleedingly challenging ghost mode (where you race against your recorded best lap in the time attack mode) where you lead all the way up to the end of the race only to lose it on the last corner where you're shaking so much with nerves?

ega Touring Car Championship

Wot you race on

None of the tracks are based on actual circuits, but the design is still very strong, as you can clearly see from the following text and visual information.

The first track is, obviously, pretty simple. The corners are smooth and gradual and there's no sign of the harsh barriers that appear in the later courses. An excellent track to practice on time attack mode to allow you to get to grips with the analogue pad.

There are a couple of nasty corners on this track – especially the last one – but there's more than enough straight sections that are perfect for overtaking. When you're getting used to the controls a bit more, you should find it no problem to finish in the top three.

Starts off quite tricky with a killer couple of right-handers, but then the course settles down to a fairly easy middle section before slapping you cleanly around the face with the Hellish corner at the end. Make up any time before you get to that as you won't overtake anything then.

Whatever the reason is (and it's probably an amalgam of lots of things), *Sega Rally* still stands unchallenged over the rest of the driving games available for the Saturn – with only the about to be released *Wipeout 2097* coming anywhere close… until now. Yes folks, Sega are pinning large hopes onto the muscled chest of, deep breath, *Sega Touring Car Championship* and are confident that they've managed to produce the closest possible conversion of the impressive arcade driving game – complete with a whole host of Saturn exclusive options that (we're led to believe) will astound and amaze. Now although no details have been released on what to expect from these extras, you can rest assured that they will include the usual mixture of a hidden track (or possibly two?), a splattering of further cars and, according to our source at Sega, a new completely original one that – in their own words – will surprise a lot of people). Sega of Japan has made no secret in the fact that they require, nay demand, as many extra options, modes and secrets that's humanly possible to squeeze onto one CD – with *Last Bronx* being the first example we'll see of that.

"Sega are pinning large hopes onto the muscled chest of *Touring Car* and are confident they've produced the closest possible conversion."

For the purpose of this exclusive feature, Sega supplied us with a 40%-complete version of the game and we have to say that the game's looking outstanding. The arcade original was impressive enough (both graphically and playability wise) but failed to really make an impact due to the fact that it simply wasn't different enough from the glut of driving games from the likes of Konami and Namco that have flooded the arcades. For the home, though, things are a bit different. We have the previously-mentioned *Rally* but, apart from *2097* and (if you're desperate) *Daytona* there's very little in the way of quality driving games on the Saturn. Therefore, from what we've initially seen, *Touring Car* is guaranteed to make a huge impact when it's released in Europe this November.

The game has a choice of three tracks and four cars (at the very beginning of the game) and, thanks to the beauty of analogue-compatibility, the car handles like a dream. All the screen furniture from the

Eure-car-car-car!

Although you can bet your grandad's hair piece that there's more tucked away in the hidden depths of *Touring Car*, you start with a simple four cars at the beginning of the game. Say hello to…

Toyota Supra

The Supra is, essentially, a sports car… and quite a good one at that. It was first launched in 1892 and, although it's never won the British Touring Car Championship, Toyota have won it with the Celica (1982) and the Corolla (1986-87).

Opel Calibra V6

The Calibra is one of the more popular cars in this country – certainly amongst reps and business people who INSIST on driving too fast down the motorways and hassling me when I'm bumbling along in my Fiesta. Apart from that, fact fans, I can tell you that the engine's a powerful V6 one and it's a four wheel-drive car. Enough for you, is it?

It's like a, like a fight... in cars... on a racetrack. Jam on the brakes at top speed and this is what tends to happen. Hmmm... nice bridge. Ooh sir, that's not British. As this grab plainly illustrates, the pop-up is almost non-existent.

arcade game (lap counters, speedo, etc) have been faithfully translated onto the Saturn version and the cars are certainly large and detailed enough. What was most impressive about the version that we played, though, was the amount of detail in all the graphics (cars and scenery) coupled with the speed of the game. AM Annex are certainly aiming for a faster game than *Sega Rally* (as befits the touring car championship) and the scary thing is that the graphics in this version are still to be updated before the game's released.

Another thing that is quickly noticeable about the game was the intelligence of the opposing, computer-controlled cars. They react incredibly intuitively to not only each other but also to the layout of the track. The cars don't effortlessly and artificially slide around each corner but smack into the

AMG Mercedes C-Class

German in design, the C-Class Mercedes is a mighty beast – although, surprisingly enough, they've never won the Touring Car Championship. The car has 148 horsepower, only a four speed gearbox as standard and, interestingly enough, will do 23 miles-per-gallon in the city – not that you'll worry about that much in the game.

Alfa Romeo 155 V6Ti

This very car won the Touring Car Championship in 1994 and is a classic Italian-designed vehicle. We were unable to find much information on the car, but we can tell you that it was one of our favourites in the game.

The real thing

The real Touring Car Championships are sponsored by *Auto Trader* and the RAC in this country and there's quite a few interesting facts surrounding the cars.

1) All cars must have at least four doors...
2) ...and the overall length of them must be over 4.2 metres.
3) As all the cars are based on actual production cars in circulation (although the engines are far more powerful), at least 25,000 of them must have been produced in a 12 month period before the car is able to be entered.
4) The minimum weight for every car is 975kg for front wheel-drive vehicles, 1,025kg for rear wheel-drive cars and 1,040kg for four-wheel-drive ones.
5) All engines are two litres with a maximum of six cylinders.
6) A limiter on the engine restricts the revs to 8500 rpm (enough, surely, for anyone).
7) There can only be a maximum of six forward gears in the gearbox...
8) ...although the reverse gear must be kept in.
9) Tyre width is limited to nine inches...
10) ...and you can use a total of six dry, six wet and six intermediate tyres for the whole of a race meeting.

A day at the races

If you want to catch any of the races in this season, here are the dates and locations of the remaining events.

Snetterton	August 9-10
Thruxton	August 23-25
Brands Hatch Indy	September 6-7
Silverstone International	September 20-21
Donington Tourist Trophy	October 18-19

Classic cars

As all the cars in the Touring Car Championship are based on actual production cars, there's been some surprising winners over the 39 years since it started. Here's some of the more unusual cars that won.

1959	Ford Zephyr
1961	Mini
1962	Mini Cooper
1963	Ford Cortina
1966	Ford Anglia
1968	Ford Escort
1970	Sunbeam Imp
1974	Hillman Avenger
1975	Triumph Dolomite Sprint
1985	Ford Sierra Turbo
1987	Toyota Corolla
1989	Vauxhall Astra
1995	Vauxhall Cavalier

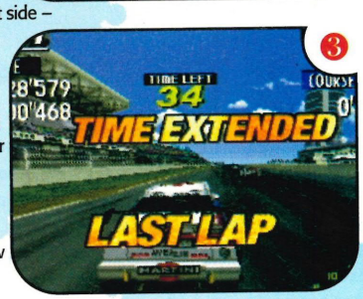
1

Even at 40% complete, the graphical detail is superb. That's a bit boring really, I'll just SHOOT myself now for grabbing it, shall I? Time extended? Last Lap? I'm sorry, but I can only deal with one piece of glaring information at any one time. I think our captions are rather good... what do you think? Write in and tell us. LOOK AT THAT SCAFFOLDING!

same difficult corner as you do and, rather than just a couple of points (usually the case with driving games), each car is covered in impact points – so that they react differently to you depending on where you hit them.

2

The three courses in the game are certainly varied enough – if a little on the short side – and the four cars all behave completely differently in their handling, etc to actually warrant their inclusion and, having seen many hours of touring car championships, I can honestly say that AM Annex have done an amazing job in succeeding this far... God only knows how good it'll be when the other 60% is put in.



3

Sega were, understandably, keen to stress the early stage of *Touring Car*'s development. At every insignificant glitch they cried "that bit won't be in there – it'll be much better" or some other such comment. And, you know, for once we believe them...

Dean Mortlock

4

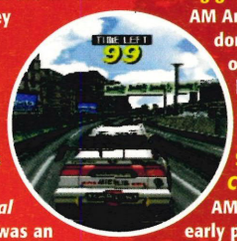
5

We are the champions

In a rare interview, we've managed to find someone from Sega Japan who's working closely enough on the development of *Sega Touring Car Championship* to be able to answer our probing questions on the matter.

SP: How much research did you do for the original arcade game of *Touring Car Championship*?

AM Annex: A lot. The team travelled around Europe and attended some races and also met with the car manufacturers. Then in Japan they actually drove some touring cars on a race track to get a true feel for the handling.



SP: Who is handling the conversion?

AM Annex: The conversion is actually being done by the same CS team who did *Virtual On*. I think you'll agree that was an amazing job so we felt they were perfect for this challenge.

SP: An annex is, by definition, an extension to an existing thing. What was the idea behind setting up the AM Annex?

AM Annex: Mizaguchi-san has some great ideas about the games he wants to make and it was decided to create a whole new AM section rather than work within one of the existing divisions. All the others AM teams were numbers and he wanted to be different so he called it AM Annex.

SP: What other surprises can we expect from AM Annex in the future?

AM Annex: There will be several, but we can't really talk about any just yet. Some will be Saturn and some will be arcade.

SP: Are you surprised that no one has been able to make a better Saturn driving game than *Sega Rally*?

AM Annex: Not really. To be honest I don't think *Rally* has been beaten on any home machine yet. We hope we can do it this time though.

SP: When did work start on the Saturn version of *Sega Touring Car Championship*?

AM Annex: The team began in the early part of this year.

SP: And when are you hoping to complete it?

AM Annex: We should finish in October and the game will be available to the users in November.

SP: A lot of people praised the car handling in *Sega Rally* compared to, say, *Daytona CCE*. Is that one of the main aspects of the game you will be concentrating on?

AM Annex: Of course. The handling is very important. However, the feeling of speed will be much more important in *Sega Touring Car* than in *Sega Rally*.

SP: How will you manage to keep the quality of the graphics up, whilst still making the game fast and smooth?

AM Annex: That is all down to the skill of the programmers. They are very confident that they can achieve a good result and so far things look very good.

SP: Did you learn many lessons when you converted *Sega Rally* that you were then able to implement in *Touring Car Championship*? If so, what were they?

AM Annex: We are using a new engine for *Sega Touring Car Championship*, but of course many things were learnt from previous Saturn games, not just *Sega Rally*.

SP: What aspect of the Saturn conversion are you most proud of?

AM Annex: The speed and gameplay stand out the most. Also, the number of extra Saturn features is very pleasing.

SP: What extra features can Saturn owners expect in the home version?

AM Annex: There will be many but we don't want to reveal these just yet. One will be very exciting though and has not been done before in any game.

SP: Is there anything you'd like to have included but couldn't because of space restrictions?

AM Annex: Not really. Overall, we are happy with the teams progress and we are sure the users will be happy with the game also.

SP: Is there much competition between the different AM groups?

AM Annex: Yes, but in a friendly way. However, each department wants to become the most famous and to make the best games, but this is good for creativity.

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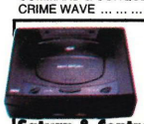

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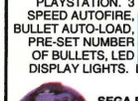

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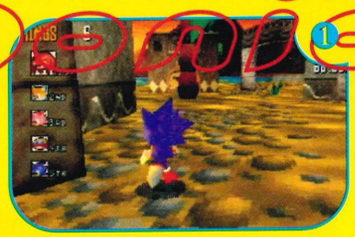
Sonic R

With the latest installment of the Sonic saga due for Saturn release in a few months Travellers Tales are set to revolutionise the title. Meanwhile we wait with bated breath and hope that November spawns a playable monster...



At long last, a preview version of Travellers Tales latest installment in the blue hedgehog saga – and what a beauty it is. From the intro-screen to the end of this single level demo, *Sonic R* gets off the starting blocks like the proverbial blue-arsed fly and never lets up. It's lush. It's fast and furious. It's Sonic R...

Programmed by the team responsible for developing the well-regarded 16-bit versions of *Toy Story* and *Sonic 3D*, a good pedigree was never in question, but the production masterstroke was to leave the game design in the trusty hands of the original Sonic Team – and boy does it show.

Although we could only preview a single level here, all the Sonic characters are present – Tails (who was driving his jalopy, but can still fly too), Amy, Robotnik (in his hover-egg) and Knuckles, racing together against the clock for rings in all their 3D glory. The track we played encompassed many gorgeous water elements, power-ups, tricky-to-negotiate bridges and

Sonic R

Developer Travellers Tales/Sonic Team **Release Date** .....November
Players .....Unconfirmed **Sega** .....☎ (0181) 995 3399

"In all, there are five large worlds for you to explore, and the experience is far more involving than simply running about after rings."

1 One of the many hidden areas off the main track.
2 Sonic races to catch-up Tails in his new jalopy.
3 Blast these damn foxes, bet he doesn't even have a license
4 Some of the gorgeous water and distancing effects present in the first level.

5 There's a secret room on the left. 6 Many of the cute cartoon spectators fly off as you approach the starting line, bless them.

rock foundations, with a few hidden surprises lurking beneath the water and on top of the mountains...

The finished version will allow two, or possibly four players (still to be confirmed) to compete against one another via a split-screen mode. There will also be an option to play as any of the eight characters, not just Sonic himself. So what makes this different from and desirable to any of the glut of *Sonic* titles already produced? Well, every level has many different routes, as mentioned before, and 'plenty of hidden stuff' the man from Sega whispered to us. Oh yes, well worth saving your dinner-money for.

In all, there are five worlds to explore and the experience is far more involving than simply running about after rings. Its not *Command And Conquer* you understand, but neither is it *Tomb Raider*. Racing elements, tactics and exploration skills, mix together with an overall 3D adventure. Yes, you collect rings. No, its not boring in the least.

The most interesting new spin, apart from the instantly playable 'I've been here before and I love it' feeling are the startling water, distance and reflection effects. There's no other way to describe them. Simply gorgeous. The best graphics in a *Sonic* game yet, by a few long yards.

Just look at the water and imagine it as waves roll to the surface changing the refractive index and causing it to shimmer.

And so to the demo.

As the intro screen fades away, the camera pans down and along from above to the starting blocks.

Not all that exciting you might think. I didn't mention the flock of cute creatures which scatter and fly to the sky like startled pigeons as the camera hones in on the starting line. What a brilliant idea. You already feel part of a miniature toy universe and as the flocks of pink, blue and white spectators fly off, a countdown heralds the starting pistol. This is where the action really begins.

Sonic R

The Sonic Saga

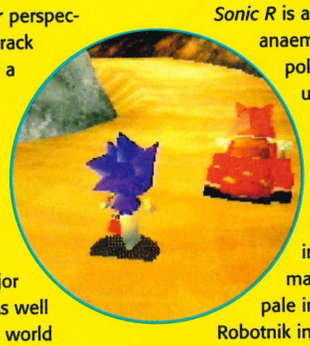
Sonic Extreme **was initially billed as the first bona fide outing for Sonic on the Saturn. The project remained hush-hush and we waited with baited breath until it was abruptly canned last November and Sega rushed out *Sonic 3D* instead. Merely being a direct port of the Mega Drive version with slightly improved graphics and CD sound it was solid and good but merely a stop-gap. The true nature of *Sonic Extreme* remains a mystery as the work in progress was deemed not up to the standard required by Sega 'execs'. It's a shame, but these things happen, you know...**

Sonic 3D **was tweaked and fiddled with by none other than Yuki Naka – the hedgehog's original father and the head of the Sonic Team collective who did *NiGHTS*. A couple of extra bonus levels, far more colours and graphical sequences improved upon the original, but the drool glands of the Sonic faithful remained largely downbeat until the announcement of *Sonic Jam*** **(see review in this issue).**

Sonic Jam **continues the stop-gap trend (although, being a retro package, acceptably so) that began with *Sonic 3D* by porting across Mega Drive versions of *Sonic 1*, *2* and *3* as well as *Sonic And Knuckles*. Not forgetting of course a jaw-dropping spanking new 3D stage entitled Sonic World and more memorabilia than you could possibly want.**

At last, as November approaches, Saturn owners will have the first new Sonic product specifically created for the Saturn in the comely shape of *Sonic R*, and even at this early stage it looks as though it'll definitely set the Green Hill Zone heather on fire. A four-player mode would make it perfect – fingers crossed, folks...

Leaving the starting line the camera moves down behind Sonic to give that *Tomb Raider* perspective we all know and love before the track curls round to the right hand side and a pine bridge appears. Meanwhile, Robotnik, Tails, Knuckles, Amy and Robotnik have streaked off somewhere into the lead, so its high time to take a short-cut and leave the track. Sonic can wander off the bridge, under the waterfall, anywhere in fact he chooses. This is the first major difference to the usual fare on offer. As well as the 3D environment, much like the world stage in *Sonic Jam* (its a cracker), there's a huge loop-the-loop and a bonus level door which you'll need to have forty rings to travel through. Plenty of ups and downs on the track too – at times it almost feels like *Wipeout 2097*. Sonic can scale the rocks to his right and collect the valuable power-up at its summit or he can cut across the track to a hidden farm level to collect some continues. As Cilla might say, the choice is yours...



The familiar Sonic touches are still present, but dramatically improved upon. You'll begin to remember why he used to be so popular, oozing personality by the bucketload. Our blue boy wonder skids to a cartoon skidding noise, bubbles underwater as they float to the surface giving his location and generally does all those familiar things we know and loves on the Mega Drive, but now he does them all, and a few more, in nice and naughty 3D. And then there's the promised eight hidden characters and five complete worlds to race and explore. *Sonic R* is a whole lot more than just another anaemic comeback by an eighties star in polygon clothing. Unlike *Sky Target* (an unwise *Afterburner* update) everything goes further for longer. There's generally more of everything and more fun than a bag of monkeys.

What Travellers Tales have done is to update the world of Sonic using imagination, innovation and skill which makes a certain bandicoot's latest outing pale into insignificance. The sight of bloated Robotnik in his hover-egg whizzing by you is an unintentional side-splittingly hilarious moment as is Tails at the wheels of his pink jalopy. What really ups the fun factor is the feeling that, much like the frantic ring grabbing action that characterised *Sonic 2*'s bonus stage, a headlong dash to cruel and funky music, its almost on the cusp of being out of control yet mercifully doesn't ever tip over the knife-edge into parody or pedestrianism.

Just imagine the late night laughs to be had after staggering in from the pub with your mates, after a few games of *Micro Machines*, slap on *Sonic R* and four of you can have a game at once. Time trials, Tag and relay races make up three of the proposed seven race modes. Its all to play for.

Sonic R's a peach albeit one on filled with rocket fuel. Expect a monster chart-topping title when it's released at the start of November. That's not all though, as insider gossip confirms that Sega are already in the throws of developing a new *Sonic* title for their next generation console, due for release in 1999. If all goes to plan there could well be two excellent *Sonic* titles out there in the same number of years.

Like *Star Wars* and the Labour Party who both resurfaced from the wilderness with a digital facelift and editorial cut and tuck after an age of neglect and indifference, Sega's once ubiquitous thumbs aloft mascot is set to return to the fray a leaner, meaner incarnation than before with a four-player split-screen option upping the want one factor even further. We don't really have an excellent 3D platformer aboard the Saturn at the moment, although Crystal Dynamic's *Pandemonium* is a fantastic alternative, so fingers crossed, with *Wipeout 2097*, *Resident Evil*, *Enemy Zero* and *Panzer Dragoon Saga* waiting in the wings, Christmas 1997 should be one to remember.

So, what does the *R* stand for then, I hear you ask?

Our own personal favourite was 'ruck' but Mark Maslowicz at Sega headquarters informs us that its part of a Japanese tradition in which the *R* is a suffix which doesn't stand for anything in particular, but is added to produce more of an enigmatic title, which can stand for anything you like. So, anyone for a game of *Sonic Rabies*?

Iain White

ig B

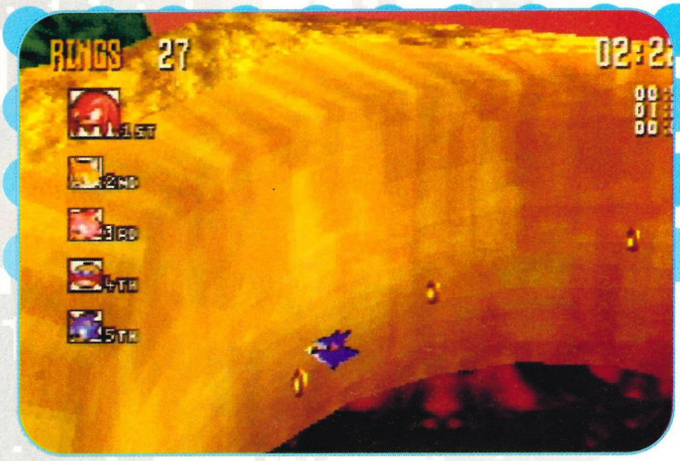
"After an age of neglect and indifference, Sega's once ubiquitous thumbs aloft mascot is set to return..."

Take A Walk on the Wild Side

Here are some grabs which illustrate the different aspects of the game. As much fun as you can possibly have with your clothes on. Or something.

◀ Sonic can wander of the track at any point to discover hidden short and long cuts in his quest for racing victory.

▼ Go loopy with this huge 360 degree hoop



▲ Sonic's neck and neck with Robotnik. The heat is on as the chase hots up

▲ On top of the mountain you can see a waterfall in the background. Quickly pick up the power-up and return to the track below.

▲ Fever on the starting line as the race takes off.

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One page of RPGs this month, reflecting the traditional summer games slump. *Phantasy Star* fans will be heartened by this month's news, though – it's coming to the Saturn...

Role Play Gamer

NEWS

Japanese developers Human have a new RPG lined up for the Saturn called *Blue Breaker*. The game is very similar to *Lunar* from what we've seen, with character designs straight from *Silver Star Story* and the same turn-based format for the battles. However, it's likely that *Blue Breaker* will be popular among fans of Game Arts' *Lunar* series, and if the plot shapes up to present something new, it will be excellent in its own right.

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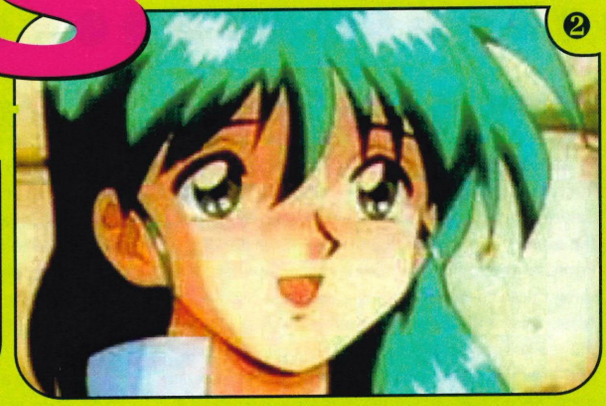
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1 The villain Dark Force crops up in every installment. 2 One of the charming characters from *Blue Breaker*. Hmm, looks familiar... 3 Myau the Meerkat from *Phantasy Star* on the Master System. 4 Rolf's dream of Alis in *Phantasy Star II*.

After months of speculation which was viewed by many as wishful thinking, Sega have finally honoured the requests of *Phantasy Star* fans for a Saturn-updated compilation of the four *Phantasy Star* games previously available on the Master System and Mega Drive. Sega have only recently announced that work on the package is finally being undertaken, which should please many RPG fans who either missed out on any or all of the games in the series or who would just like to replay these excellent RPGs, with their original mixture of sci-fi and fantasy elements. As the four games follow on from one another, this compilation will feature a truly epic on-going story.

A lot of you will never have encountered a copy of the original *Phantasy Star* on the Master System, as it's one of those 'rare' games that nowadays can change hands for anything up to 100 dollars in America. To fill you in, the original featured a girl called Alis Landale as the main character, who was the heroine referred to in the later games. With her travelled a Meerkat called Myau and an Esper called Noah who was reincarnated in the sequels. Like *Phantasy Star II* and *IV*, the original *Phantasy Star* is a superb RPG – especially when you consider that it's nine years old now. While the sequels featured overhead dungeon exploration, their predecessor presented the action in first person 3D. If you enjoy *Shining the Holy Ark*, it odds-on you'll enjoy this.

The *Phantasy Star* package for the Saturn will include all four games in the series, with possible improved graphics and sound. Unfortunately, if you've played *Phantasy Star III* you'll know that it's quite mediocre – don't let this affect your opinion of the other games as they are among Sega's best. Let's hope that Sega are also considering a Saturn-exclusive sequel.

Rachael Ryan

5

6

7

5 The ice planet Dezolis, from *Phantasy Star II*. 6 Alis, also from the first *Phantasy Star*. 7 Chaz and friends encounter Rika in *Phantasy Star IV*.

Mail Bonding

Dear Saturn Power

'Words don't come easy to me' sang FR David and, in many ways, I understand what he was talking about. I mean, there's thousands of them and, simply by the structure and arrangement of the way you string them together you can tell people that you love them, declare war on a country or make a complete fool of yourself. Writing to us can be considered to be a mixture of the three. Possibly... Mail Bonding, *Saturn Power*, *Future Publishing*, 30 Monmouth Street, Bath BA1 2BW.

Funny how?

I was very pleased to see that you haven't messed up in converting the excellent *Sega Power* to an all-Saturn format. *Sega Power* was the best magazine on the market and I'm confident that you're standing firmly on the top of the podium still. However, one thing I noticed when reading your latest issue – captions. One of the best things about *Sega Power* was the really funny captions. About 90% of them had nothing at all to do with the screenshot, which was good, because when someone is struggling to find something to say about a shot, it's obvious and the caption's boring. The humour of the old captions is missing in your new mag. Take the captions on page 23 of issue two. Dull. This should be changed.

The other point of this letter is about one of those irritating bits of paper that fall out of your newspaper just after you bought it – *1015*. *1015* is included in the *Daily Telegraph* and occasionally reviews games. I recommend no-one takes any notice of these reviews because, for the game of the year, *Fighters MegaMix*, they dedicated three short lines to it and gave it a pathetic 2/5, saying it was unoriginal. It is unoriginal, in that it's another fighting game but most games are nowadays and as far as console fighting games go, *FM* is as good as it gets.

Stuart Chapman, Kent

Well that just shows that if you really want to know about games, you don't go to the newspapers for any help.

To Sega, with love

Seeing that I've got most of your mags I wanted to know if I could have Sega's address. Please do me this favour as I can write to the best company to make computers in the world. I would be very grateful.

Unknown, Plymouth

It would be my pleasure. You can contact Sega at: Sega Europe, 266-270 Gunnersbury Avenue, London W4 5QB. *If you wish to phone them to comment on how wonderful they are, you can try them on:* (0181) 995 3399. *Oh, and tell them we sent you.*

Take CONTROL

In issue one I noticed a mistake on page 66. In the article 'Take control' you said 'not pad with the control pad' when it should be 'not BAD with the control pad'. Please send me *Bug!* for seeing this mistake.

Gary Pickup, Lancs

What a Blinder!

I just want to say well done for an absolute blinder second issue (I missed the first edition because it sold out – arse!). I thought it was excellent – especially the news, Japanese news and import sections. I also enjoyed the tips and reviews sections for the way it's set out – it's not so confusing as some mags can be (I'm mentioning no names!).

The only thing I was slightly disappointed at was the demo CD that was on the cover. When I played *Reloaded* it was slow, the controls were unresponsive, the scrolling was jerky. It could have been a lot better before sticking it on the CD, but *Actua Soccer Club Edition* was okay and the rolling demo of *Hardcore 4x4* was interesting.

On another point, how do Sega Europe know what will or not be successful over in the UK? Do they do a survey or something? Because if they do I'd like them to come to where I live. I agree with some games not coming over here because they are just too weird and stupid, but some (like *Metal Slug*, which looks amazing) should definitely be brought over here.

Please give me your views on this as your views would be most interesting to know. Also maybe you could include a type of your own unofficial surveys on what people like and what games should be brought over to the UK.

Please print this letter as this is the first time I've written to a magazine. I think your mag is ACE!

C Wilkinson, Cumbria

Glad you like the mag C – I made your letter the star letter because you made a couple of interesting points. Firstly, yes, the Reloaded demo was a bit underpar, but in fairness to us, we didn't see the actual game running until the mag had gone to print and copies of the CD arrived in the office. Also, in fairness to Gremlin, they are working on the game as I speak to improve it – we hope it works.

For your second point, most of what Sega Europe take on is the cream of Sega Japan's release schedule (the Virtua games, for example) and the rest are games signed up by Sega Europe on the recommendation of what's cleverly called a 'production manager'. These are the people responsible for bringing us Mighty Hits, Sky Target and Darius 2 – they get it a bit wrong occasionally, bless them.

Points of View

This month we probe deeper into your minds by extracting the juice of the replies you send us on the cut-out coupons on the last page of the magazine. We promise that we read every single one that you send in and, you never know, we might even do something about your comments. So, what WOULD you like to see included?

Readers charts every month – *Chris Doolan, Scotland*

A page dedicated to readers ideas on what kind of games they would like software companies to make – *R Ferguson, Devon*

A classified section to sell and buy secondhand goods – *Thomas Duke, Ilford*

More full page pictures and maybe large posters – *Rory Jackson-Dooley, Worcs.*

A readers art section – *Craig Wilkinson, Cumbria*

A pull out news section – *James Laycock, Keighley*

Not really, apart from the words 'chimp' and 'arse' a bit more. Oh, and a centrefold of Gillian Anderson – *Stuart Chapman, Kent*

Posters, posters, posters, posters and more posters – *John Freeman, Lancs.*

FREAKS

Do you expect the earth without a hint of a 'please'? Are you mad? Do you gibber? You, my friend, are a freak, and this is your section...

Hi! I'm Dan and I think your mag's the best! Although I have one thing that I don't like about it. It's too blooming expensive! I mean, £4.99 is a bit much, don't you think? Sega Saturn Magazine is only £2.75! So why are you so expensive?

Oh yeah, I've looked everywhere but I can't find *Christmas NiGHTS*. Please could you tell me where to find it.

Daniel Walker, Kent

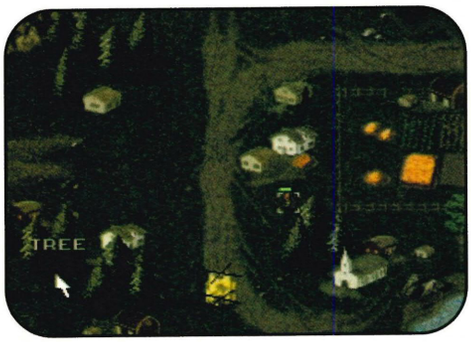
Yes yes yes... very clever. You've spotted a mistake. We never claim to be perfect (although we're possibly as close as is humanly possible). What's the matter with you man? Do you have nothing better to do with your time than write to magazines with minor errors you've spotted? No, we won't send you a copy of Bug! Go outside and count leaves or something.

Blown to hell

Just a little note to mention something on *Command & Conquer*. While I was playing as NOD I decided to dabble with some of those lovely cheats you so nicely supplied. Anyway, enough arse kissing (great mag, by the way), I decided to try the laser cheat to see if it worked on NOD's choppers. Big mistake. It did work... for GDI's ORCAS, so when I attacked them I was blasted all to hell and back, which was a real shite. So, the moral of this story? Don't use this bloody cheat for NOD.

Paul (blown to hell) Taylor, Hampshire

Just shows, doesn't it? Not only do our cheats work, but they work in ways you'd never believe. You'd normally use this cheat to give you lasers playing as GDI, but even when you're playing as NOD, it still works... brilliant, just brilliant.



***Command & Conquer* cheats in Really Work shocker! In fact, a little *too* well, as Paul Taylor discovered...**

Don't look in the mirror

I read this article in *The Mirror* under Power Up and I was wondering whether it was true about Sega scrapping their machine and concentrating on games.

Simon Prince, Hants

PS Your new mag is excellent and I like your Star Challenge page. Keep up the good work.

You must remember Simon, that tabloid journalism thrives and survives on pure sensationalism and a story like that is bound to get their snouts sniffing. The TRUTH is that the Saturn had a bad period after the N64's launch (when the small amount of people that wanted one rushed out and bought one), but the Saturn has picked up since the price cut by Dixons and Currys.

It's worth remembering that that was just one week of sales and the Mirror are basing a whole run of sales on that alone. Just by the nature of this business, you'll see a wild fluctuation in sales and market share every week (at the time of writing the Saturn's just .2% behind the N64). So, at the end of the day, you've just to think about who you trust... will you believe us, or a bunch of hacks who wouldn't know a computer game if it jumped up in front of it and offered it a sandwich... oh, and THEY had a typo, too.

SATURN ECLIPSE

Sega looks set to dump its console

SEGA is selling just 400 Saturn consoles a week in Britain – compared to Sony's 8,000 PlayStations and Nintendo's 6,000 64s.

The shock figures, disclosed in *Computer Trade Weekly*, came as Dixons slashed the price of a Saturn by £50 to £99.99.

But it appears nothing can now save the ailing machine which launched the era of 32-bit gaming bac in July 1995 — priced at £400.

The PlayStation, which was technically better, soon blasted it off the shelves, and the further onslaught of the even more advanced N64 has spelled doom for the Saturn.

Sega has forecast a large drop in Saturn sales and observers believe it may dump the console and concentrate on games.

Last night one industry insider told *Power Up*: "It is sad if this is the demise of the Saturn because it was a trail-blazer and ushered in 32-bit games machines.

"But cutting-edge technology is a cut-throat business and it appears the British public have voted for the PlayStation."

The negligible coverage newspapers dedicate to the videogame industry is often of a low standard, offering inferior news and reviews. *The Mirror*'s poor section is not unique – the Telegraph, after all, gave "unoriginal" *Fighters Megamix* 2/5.

Platform games are ACE!

Please, please print this letter because I've written to magazines lots of times and they have never written back to me. Now I'm not saying your mag is naff (in fact it's the best) but I have a feeling you don't like platformers. For example, *Earthworm Jim 2* is ACE and you gave it 74% – it deserves at least 90%. And *Gex*... I don't know what rating you gave it – no doubt a naff one – but it's ace. *Bug!* should've got at least 90%. You writers complain about games being too short and when they're longer you complain. Doesn't anything please you?

Paul Colquitt, West Yorkshire

Of course... we hate platformers... it's bleedin' obvious. Now it all becomes perfectly clear to me.

Paul, we gave* Pandemonium *88%, we gave* Bug! *a score of 95%, we think* Sonic Jam *is one of the best Saturn releases of the year so far and we can't wait for* Croc. *We LOVE platform games, but what we tend to be slightly less enthusiastic about is poor platform games. Gex was, I'm sorry to argue with you, a very average game (but hey, that's YOUR opinion) and* Earthworm Jim 2 *was an appaling conversion from the Mega Drive original. We did say, though, with* EWJ2 *on the Saturn that it'd be a worthy title if you hadn't played the MD one.

Complaining about any magazines reviewing scores is pointless because it's all based on personal opinion. You liked a game, we didn't (and we certainly weren't the only ones with* Gex *and* Earthworm Jim 2*). We tend to like all styles of games and review them all on their merits alone; not on any bias one might have towards or against a style of game.

Snippets

I've heard that Sega and Nintendo are joining together, is this true?
Master Anthony Dowsett

Will there be a *Tomb Raider 3*?
David Taylor, Notts.

Is *NiGHTS 2* scrolling?
David Taylor, Notts.

This is the first time we have written any letter of any description as we have only just learnt to write.
'Joe', Crossroads Cottage

I think your mag is excellent. How do you do it?
John Freeman, Lancs.

Finally, Could you give me a list of all the Saturn games in circulation at the moment... including the games being released this year.
Mark Ager, Essex

No.

Answer Me...

Good NiGHTS

Being the greatest Saturn mag ever, I was wondering if you could answer my questions.
1) Will there be a *NiGHTS 2*? The original *NiGHTS* is ace
2) Why not let us readers send in our artwork?
Peter Coyle, Notts.

1) Doubtful. Although the first game did very well, the entire Sonic Team are currently working on the new Sonic game – leaving very little resources for developing anything new.
2) You can send in what you like... I'm not saying we'll print it, though.

They probe, you know

I absolutely love the new look mag. All you need to stay on top is to provide massive import news and reviews, exclusives and developer interviews. I would appreciate it you could answer my probing questions...
1) In my opinion, the only game that has the ability to take *Sega Rally*'s crown is Indy 500. Will it ever be converted to the Saturn?
2) Is *X-Men vs Street Fighter* really a Saturn exclusive? Recently, in one of many PSX-bias multiplatform mags, they claimed (passionately I might add) that it's coming to both Saturn and PSX.
3) How will Sega's exclusivity deals work for the following games: *Duke Nukem, Quake, Fighting Force, Oddworld* and *Tomb Raider 2? [Uuhh? – Dean]*
4) Will *Tomb Raider 2* and any other games use the upgrade cartridge?
5) When will Sega convert these arcade titles to the Saturn: *The House of the Dead, Scud Race, Virtua Striker 2* and *Top Skater*? God knows the Saturn could use them.
Name and address withheld

1) I think if it was going to be converted we'd have seen it by now. Fear not, though, as *Touring Car* is bound to be better.
2) As far as we know the game's still going to be a Saturn exclusive, but that doesn't mean that it won't be released on the PlayStation.
3) *Duke Nukem* isn't an exclusivity deal, it's more down to the fact that Sega sorted out a developer quicker. *Quake* will appear 3-6 months before a PSX version (at the very least... latest indications hint that the PlayStation isn't even capable of doing a decent version of the game) and there's no exclusive deal on either *Fighting Force* or *Oddworld*. I think we all know the story behind *Tomb Raider 2* by now, don't we?
4) Ummm, sorry.
5) It could, we agree. The most likely conversions out of that lot are *House of the Dead* and *Scud Race* – depending on what Sega do with this alleged graphics upgrade cartridge.

What else should I get?

1) Are there any football managerial games coming out?
2) If so, how much?
3) I have two control pads, a steering wheel and a Virtua Gun. What else should I get?
4) When is the Netlink coming out and how much will it cost when (and if) it does?
Name and address withheld

1) Yes, a couple. Ocean have promised a managerial title for their UEFA license and Gremlin have their classic *Premier Manager* game coming out for the Saturn in the Autumn.
2) God knows.
3) Some games, perhaps?
4) It's unlikely we'll see it in this country now.

Sega Rally Beater?

1) I recently saw screenshot of a game called *V Rally* from Ocean (I think that is what it was called) which is supposed to be a *Sega Rally* beater. Is this game going to be released on the Saturn?
2) After reading your article in issue one on *Pandemonium* and issue two on Perfect Entertainment, I'm still not sure as to whether the Saturn is capable of producing transparencies or if the programmers are just too lazy... which is correct?
3) As you've probably guessed, I'm well into racing games. Has *F1* definitely been confirmed for release on the Saturn or is it still just rumours?
4) Any release dates for the following... *Resident Evil, VF3, Last Bronx, Touring Car* and *Sonic Jam*?
5) Is it worth buying games on import or should I stick to the PAL conversions? Are the imported games faster and would they run full screen with an adaptor and SCART cable?
6) I have an official Sega Memory Cartridge which works perfectly fine in my machine but when I plug this into another Saturn to copy saved games, etc. the other machine doesn't detect it. Any ideas?
Nick King, Rotherham

1) No.
2) It's possible, it just needs a bit of work... hey, anything's possible.
3) It's been confirmed as being developed by Probe. A distributor or release date is, as yet, unforthcoming.
4) September, unconfirmed, October, October, August.
5) Some import games are definitely worth looking at. *Metal Slug* is an excellent example of a game yet to hit these shores and the occasional game that maybe released a couple of months early is always worth checking out – *Fighters MegaMix*, for example.
7) It sounds to me like the cartridge might be faulty. I'd get it changed if I were you.

Saturn verses N64

1) Will Sega's *House of the Dead* be released on the Saturn?
2) What about *Wave Runner*?
3) When will *Last Bronx, Fighting Force* and *Tomb Raider 2* be released?
4) I've played *Monster Trucks* and *Porsche Challenge* on the PSX and think they're okay. Any chance of Saturn conversions?
5) Is the Saturn capable of producing graphics of N64 standards? If so, games like *VF3, Virtua Striker 2* and *MK4* should not need an extra cartridge, should they be converted.
James Laycock

1) Very likely.
2) Possible. But not as probable as *House of the Dead*.
3) October, September, NEVER.
4) Neither are particularly stunning games, so it's unlikely that either of them will be converted.
5) As the N64 is a 64-bit machine with Silicon Graphics chips, you can appreciate that the Saturn isn't quite as powerful. Games such as the new Sonic game and *Croc* will prove that 32-bit machines can pull off fully 3D games to an impressive degree.

Heard it all Before

A new section for a rather new magazine now, and 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 hundreds of thousands of people. Now we'll have no more said about it, eh?

I tried to get your cheat for *Mutant Headrush/Pantflip 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?

Development work appears to have started on the next system so, realistically, we can expect a Japanese release date of winter '98.

Will they release *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 expect 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 four 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. Ignore him.

COMING SOON IN

TOTAL FILM

IT'S DARK

(AND THEY'RE WEARING SUNGLASSES)

**Aliens.
Rocket cars.
Flying saucers.
Giant guns. Robots.
Secret government agencies.
Memory erasers. Black suits.
Big boots. And Raybans.
Next issue, we meet the
Men In Black.**

PLUS!

Contact, Spawn, Sandra Bullock gets wet in *Speed 2,* we meet *M*A*S*H*/The Player* film god Robert Altman, and Rowan Atkinson pulls a funny face in the "eagerly awaited" *Bean* (the movie).

It's all in Total Film 8. On sale Wednesday 30 July.

Many thanks to Ocean software, who are offering games for the best high scores you send in. So, what are you waiting for?

Star Challenge

If you've sent in a high score and it's higher than one printed here, we're sorry... but we're getting so many that keeping track of them all is proving slightly difficult. If *you* have an admirably high score, let us know!

Andretti Racing

171 points and first place for a full season – James Evans

Athlete Kings

100m Dash	8.60secs – Matthew Pettengell
Long Jump	9.82m – Matt Whittaker
Shot Put	25.60m – Matt Whittaker
High Jump	2.52m – The Stroker Posse/Bill King
400m Race	41.16s – James Evans
110m Hurdles	11.70s – The Stroker Posse
Discus Throw	82.20m – Pete Lewis
Pole Vault	6.24m – The Stroker Posse
Javelin Throw	97.49m – The Stroker Posse
1500m Race	3.21.00s – Ian Hyde

Bomberman SS

291,034 in the Master game – Paul Pink
1,198,000 – Richard England

Christmas NiGHTS

9,999+ in the Link option – Nathan White
142 links – Luke Ambrose
Time Attack – 0'09"110

Daytona CCE (Time Attack)

Three Seven Speedway
0'14"92 – Andreas Mandahus
2'08"04 (eight lap total) – Steven Icke
National Park Speedway
0'30"96 – Frank Parry
Dinosaur Canyon
0'41"09 –- Paul Harper
Sea-Side Street Galaxy
1'34"28 – Chris Rickard
Desert City
0'40"92 – Frank (happy now?) Parry

Destruction Derby

Total Destruction 2:06.36 – Neal Womack

Die Hard Trilogy

46,734,730 on the first game – Reuben Holmes
67,141,200 on the third game – Reuben Holmes

Fighters MegaMix

All by Richard Caughey
Survival Mode
3mins – 09 wins
7mins – 15 wins
15mins – 20 wins
Play Time – 33 hours
Games – 657 times
One Player Course
A – 5'58"45, B – 5'16"41, C – 5'37"49, D – 5'20"35, E – 5'36"92, F – 4'49"57, G – 5'10"58 , H – 5'20"36, I – 4'36"65

Manx TT (Time Trial)

Laxey Course	2'43"84 (overall) – Russell Carr
	0'52"76 (lap) – Russell Carr
TT Course	3'21"92 (overall) – Matt Fischer
	1'06"60 (lap) –Matthew Fischer
Laxey Coast (rm)	2'44"20 (overall) – Russell Carr
	0'52"80 (lap) – Russell Carr
TT Course (rm)	3'29"84 (overall) – Russell Carr
	1'07"36 (lap) – Russell Carr

NiGHTS

Spring Valley	604,300 – Nathan White
Mystic Forest:	332,380 – Ewan Gibb
Soft Museum	333,100 – Ewan Gibb
Twin Seeds	120,440 – Ewan Gibb
Stick Canyon	273,580 – Ewan Gibb
Frozen Bell	826,100 – Nathan White
Splash Garden	416860 – Ewan Gibb
Links	1:403 (Splash Garden) 1:379 (Frozen Bell) 1:370 (Soft Museum) – Nathan White
Bosses	Puffy(101secs left) Reala (107 secs left) Jackle (102 secs left) Wizeman (75 secs) – Nathan White

Christmas NiGHTS

Link Attack 212 – Daniel Foster

Pebble Beach Golf

All by William English
Lowest Round In Open – 61
Lowest Total In Open – 256
Longest Drive – 325 yards
Longest Putt – 67 feet

Pro Pinball – The Web

800,295,530 – Bill King

Sega Rally (Time Attack)

Desert Track	2'28"26 (overall)
	47"98 (lap) – Rikki Dunnage
Forest Track	2'51"49 (overall) – Rob Moore
	1'10"13 (lap) – Julian White
Mountain Track	3'22"71 (overall)
	1'02"93 (lap) – Michael Poole
Lakeside Track	3'36"43 (overall)
	1'10"38 (lap) – Matt Fischer
Championship	9'47"66 (3 laps) – Andy Jones
Arcade	3'22"74 – Simon Prince

Street Fighter Alpha 2

Survival (Ken) 3mins 39.05secs – Suman Miah

Tilt!

Star Quest table 4,062,194,685 – Neal Womack

Virtua Cop 2

38,408,000 (*VC1* mode) – Matthew Ingamells

Virtua Fighter Remix

Completed in 42 minutes – Christopher Wharmby

Wipeout

Best laps, Rapier Class

Altima VII	01:04.8 – Dan Pacey
Karbonis V	0:39.1 – Chris R
Terramax	00:39.7 – Dan Pacey
Korodera	1:04.5 – Chris R
Arridos	1:00.6 – Chris R
Silverstream	0:49.2 – Chris R
Firestar	00:49.4 – Dan Pacey

Best laps – Venom Class. All by Chris R from Devon!

Altima VII	1:15.2
Karbonis V	0:43.1
Terramax	0:46.3
Korodera	1:18.1
Arridos	1:12.9
Silverstream	0:56.0
Firestar	0:57.9

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. There's a game on offer from those kind people at Ocean for the best ones.

Game .....**Score/time** .....
Game .....**Score/time** .....
Game .....**Score/time** .....
Game .....**Score/time** .....
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.***

Caught in the Net

Back | Forward | Home | Reload | Images | Open | Print | Find | Stop

Location :

What's New? | What's Cool? | Handbook | Net Search | Net Directory | Software

NET FEATURE

We're all as smug as an urchin with fivepence because we're all Netted up to our cybereyeballs, but what about you? If you're one of the lucky people with a PC, Mac or Amiga then you've probably done more surfing than an loose turd in Newquay, but what if you're new to all this? What if you're heading on down to the cybercafé for a virtual coffee, almost-real conversation and an hours worth of Net time? You'll need the *Saturn Power* indispensable guide to the finest Internet sites in the world... and most of them even manage to be Saturn related.

FUTURENET

http://www.futurenet.com/gamenet/default.sat.html

Whassit? Very nice (accepting £10 from the editor of Futurenet)... 'It contains news, reviews and features on every Future magazine we've ever published, ever considered publishing and ever probably will publish. It's all updated on a daily basis and covers such a wide range of topics that your head just won't be able to take it all in.' Will that do?

TK'S SATURN FAN

http://www.SATURNFAN.COM/frames1.html

Whassit? One of the best Japanese Saturn sites you'll find. The host is hyper enthusiastic and he manages to update the site on a regular basis. Most of what you'll find are pictures of shoot-'em-ups and beat-'em-ups, but you'll often uncover a more delicate flower amongst the dirt.

SATURNWORLD

http://www.saturnworld.com

Whassit? This site is part of one of the most popular computing Internet sites in America, and it also happens to be one of the best. They guarantee an update every day and, although the information might be weak on some of them, there's certainly plenty of it.

DUSTIN'S SEGA SATURN PAGE

http://mason.gmu.edu/~rcushman/saturn/saturn.html

Whassit? One of the first Saturn sites I ever came across and good for the simple fact that Dustin manages to take a lot of the hard work out of searching the Internet for information by collating it for you in one place. He doesn't get it all, but he does get most of it.

ECLIPSE GAMING

http://www.eclipsegaming.com/

Whassit? A general all-round Sega site, but with the obvious problem of there not actually being much for any other system, most of it tends to be Saturn-related. Another keen researcher, Eclipse manages to have fairly regular news updates and reviews.

SEGA EUROPE

http://www.sega-europe.com/

Whassit? The home of the brave and, sadly, not the site we'd have liked. The information is well behind us specialist magazines and they even go so far as to occasionally get release dates wrong. An attractive-looking site, though, but don't expect the latest news.

ALTAVISTA

http://altavista.digital.com/

Whassit? Not so much an information site as a very powerful search engine. AltaVista is easily one of the best you'll find on the Internet and is also the one we use for anything we need to find. Just type in the words and it'll bring up a list of all the possible links available to you. A perfect place to start.

DIGITISER

http://www.teletext.co.uk/digitise.htm

Whassit? The hectic daily news feltch from Teletext on the Internet. A lot of the people I've talked to aren't sure about this one, but I tend to put it down to a lack of a sense of humour and an irony by-pass. It's not the most serious site you'll find, but it's good with the news.

CLASSIC VIDEO GAMES

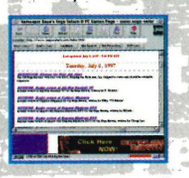
http://www.ambrosiasw.com/~dwareing/Classics.html

Whassit? Not a Saturn site, but a loving homage to the golden days of computer gaming when a collection of brightly-coloured lines would be guaranteed to be enough to bring on powerful shaking fits of ecstasy. There's loads of extra links and a few good emulators, too.

DAVE'S SEGA SATURN PAGE

http://www.sega-saturn.com/index.html

Whassit? Not greatly different from a lot of the news-sourced Saturn pages available to you, but regularly updated nonetheless and Dave does manage to get the odd story that others miss.



The Brits are coming

Despite both the Internet and the Saturn being of lower significance in this country, ol' Blighty's still managed to throw up a couple of worthy sites. Here they are... pop along and see them and remember to tell them we sent you.

G-MAN'S SEGA SATURN PAGE

http://www.blockhed.demon.co.uk/noframes/saturn1.htm

UK:RESISTANCE

http://www.mars01.demon.co.uk/ukresist.htm

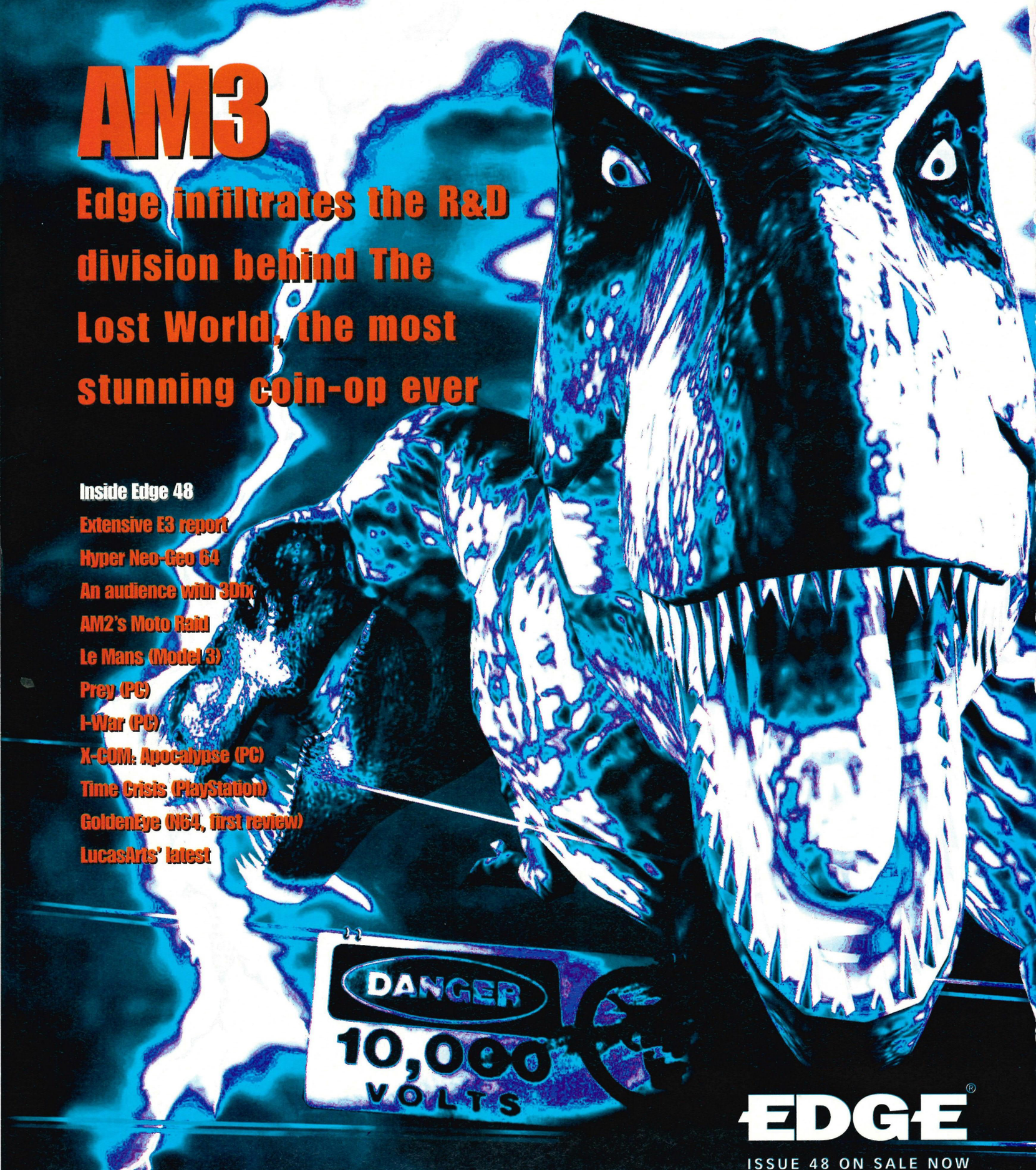
Document : Done.

AM3

Edge infiltrates the R&D division behind The Lost World, the most stunning coin-op ever

Inside Edge 48

- Extensive E3 report
- Hyper Neo-Geo 64
- An audience with 3Dfx
- AM2's Moto Raid
- Le Mans (Model 3)
- Prey (PC)
- I-War (PC)
- X-COM: Apocalypse (PC)
- Time Crisis (PlayStation)
- GoldenEye (N64, first review)
- LucasArts' latest



EDGE®

ISSUE 48 ON SALE NOW

POWER TIPS

This month's Power Tips sees the conclusion of our oh-so-popular *Fighters MegaMix* guide, more beat-'em-up tips in the form of our *King of Fighters '95* move listings and a special look at the various strategic nuances of *Dragon Force*. Power Tips – arguably the best tips section in the whole wide world...

Index

Power Tips . . .02
Fighters MM . .05
Dragon Force .10
King Of Fighters 14

Go on cheat! Everyone does it, don't be ashamed. It's part of a gamer's life – when you get stuck, get fixed by a hit of Power Tips. You know it makes sense.

POWER TIPS

Cheats and Hints

Mech Warrior 2

Effect	Password
Unlock All Missions:	T<XO/AXA<=
Extra Weapons:	T#XO/AX<<<
Extra Heat Sinks:	#XXO/A4>Y+
Elemental Chassis:	T/XO/AZ<#*
Tarantula Chassis:	#/XO/A4<LY
Continuous Throttle:	#AXO/A4YYA
Invincibility:	..##XO/A><UZ
Unlimited Ammunition:	TOXO/AX>TU
No Weight Limit:	...#OXO/A>>O/
Jump Jets (all mechs):	#YXO/A>YOL

Scud

Hidden answering machine messages

Turn the Saturn on with no CD in it, and wait until the CD player screen comes up. Now place the CD in and play track 8. This will play really funny answering machine messages.

Six Continues

Start a two player game and play as usual, but let Drywall die. A tragedy, yes, but you shall reap the rewards of six continues instead of four.

Level Skip/Dry Code

At the Title screen hold the diagonal Down/Right and the Y button, and press Start. If done correctly you should hear the answering machine messages. Any

Can you help?

I've reached Parallel Three on *Dark Savior*, but I can't beat J.J. This is at the end of the parallel, right after you fight Bilan. I can beat Bilan okay, but J.J is short and my attacks go over his head and completely miss him. How can I kick his ass? Can someone please give me some fighting tips as I am really stuck!
Tony Johnson, Hampshire

Mission Six of the Brotherhood of NOD missions in *Command and Conquer* has truly baffled my intelligence and made me feel like a right baboon. The skin on my ass is bubbling and turning pink, I've also started to walk on all fours, I'm now infested with fleas, and my vocal chords are getting so tight that I can only grunt. Help me, give me clues, tips, cheats, whatever it takes. My father has threaten me with the prospect of life in a zoo after I ripped his car aerial off! Please! Before it's too late!
Joe 'Funky' Gibbon

Cheat of the month

I've been playing *Pandemonium*, and it is definitely the best game I have bought for my Saturn. I've also seen the PlayStation version, and there is no difference between the two – proving that the Saturn can produce exact copies without loosing any quality. I have also discovered that the PlayStation cheats for the game also work on the Saturn. So here they are!
Lional Barrett, South London

Enter these codes as your passwords:

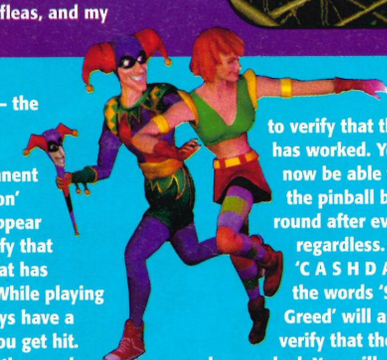
'F D A I F K O E' – this will allow you to access all eighteen levels, with seven hearts.

'A N A L A H O J' – this will allow you to access all eighteen levels, three boss levels, and will give you five hearts, and thirty one men.

'T W I S T E Y E' – the words 'Rock and Roll' will appear to verify the cheat has worked. While playing a game, hold the Left and Right Shift buttons and rotate the direction pad to move the screen.

'B O D Y S W A P' – the words 'Gender Bender' will appear to verify that the cheat has worked. Press the Z button while playing to change character.

'O T T O F I R E' – the words 'Permanent Weapon' will appear to verify that the cheat has worked. While playing you will always have a weapon, even if you get hit.



'V I T A M I N S' – the words 'Life of the Party' will appear to verify that the cheat has worked. You will now have thirty one lives when you start a game.

'C O R O N A R Y' – the words 'Hearts a Plenty' will appear to verify that the cheat has worked. You will now have seven hearts when you start a game.

'B O R N F R E E' – the words 'the World is your Oyster' will appear to verify that the cheat has worked. You will now be able to access any level.

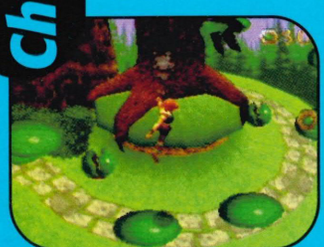
'T O M M Y B O Y' – the words 'Full Tilt' will appear to verify that the cheat has worked. You will now be able to access the pinball bonus round after every level, regardless.

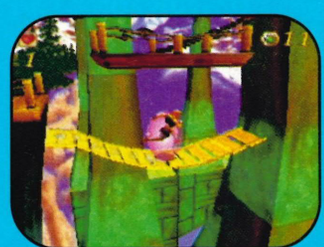
'C A S H D A S H' – the words 'Speed Greed' will appear to verify that the cheat has worked. You will now be able to access the bonus round after every level, regardless.

'H A R D B O D Y' – the words 'Can't Touch This' will appear to verify that the cheat has worked. You will now be invincible while playing.

'E V I L D E A D' – the words 'Immortal Enemies' will appear to verify that the cheat has worked. Your enemies will now be, shock horror, invincible!

'I N A N D O U T' - the words 'Just Visiting' will appear to verify that the cheat has worked. You will now be able to enter any level.





(one to the left, another to the right and in front of you there'll be a door). Keep running from the left path to the right path and back again and you should always be able to fight the 3333 exp monster.

time during the game press Start, and press the Left and Right Shift buttons simultaneously.

Mimic Mode
Input the Level Skip/Dry Code and select a two-player game. Just before the disc spins after selecting the game, pull out the second controller. Drywall will now mimic everything Scud does.

New Options
After beating the game Drywall will now be selectable as Player one. Additionally, a new story line and new cinemas will be added.

Incredible Hulk

Level Passwords
Level 1: 10C80B7C7C
Level 2: 10C82E5E54
Level 3: 80D82E206E
Level 4: 00D02702BA

Pandemonium

Level select and 31 lives
On the password screen enter ALMABHOL. You will now be able to start playing from any level and will start the game with 31 lives as well as seven hearts.

Shining the Holy Ark

Easy way to gain experience points
For constant meetings with the monster that allows you to gain 3333 experience points found in the tower to the east of the Capital of Enrich do the following. From the entrance of the tower, head north then turn right. You should then be able to see three paths in front of you

Hexen

Cheat Menu/link mode
At the Option screen, press Up, Down, Left, Right, Y, Y, Z, Z, A, X, Up, Down, C, B. As well as giving you cheat, this opens up the hidden Link mode. This link up is a little bit glitchy but worth persevering with because it is great fun to play. Get two Saturns and two TVs, connect them with the Sega Link Cable, and at the final link menu in the cheat menu, just before the "attempting to link-up" message, if both linked players hit the A button simultaneously, it should work.

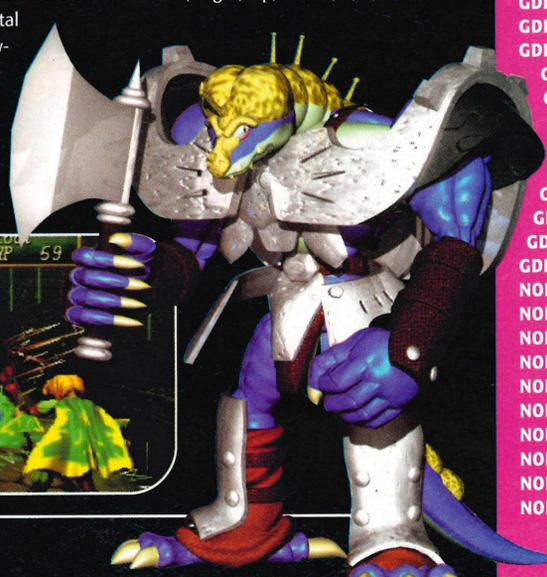
The Crow: City Of Angels

Level Codes
The Pier: AAAAXYBBAA (With Full Power)
The Ship: YXYXABYYXA (With Full Power)
The Tomb: AYABYBAYXX (With 2 1/2 Life Bars Filled)
The Church: ABBAABBBAB (With 2 Bars Filled)

Independence Day

Level Select
Go to the Options menu and enter your name as 'FOX ROX'. Exit to the game select screen and quickly press Left, Right, Up, Down, X, Z, Y.

Select Plane
Go to the Options menu and enter your name as 'MR HAPPY'. Exit to the game select screen and quickly press Left, Right, Up, Down, X, Z, Y.



Target Civilians and Friends
Go to the Options menu and enter your name as 'GODZILLA'. Exit to game select screen and quickly press Left, Right, Up, Down, X, Z, Y. Then select 'KILL CIV' and 'KILL WING'.

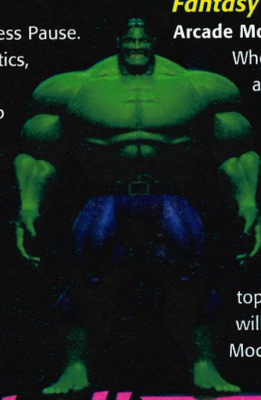
Andretti Racing

Cheat Codes
During gameplay, press Pause. Highlight Race Statistics, then press and hold Right + C to bring up the Parameters cheat menu.
wyred: Wire-frame mode
phatcars: Very fat cars
pressstart: A new opponent

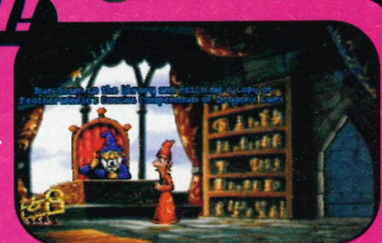
Bonus Stock Cars
Type 'GO BEARS!' at the Begin Career name entry screen for seven new stock cars.
Type 'GO BRUINS!' at the Begin Career name entry screen for six new indy racing cars.

Fantasy Zone (Import)

Arcade Mode
When the SEGA AGES logo appears (after the SEGA trademark), hold the A and C buttons and press Start on the second controller. You will hear sound to verify that the cheat has worked, and coins will drop from the top on the screen. The game will now play in Arcade Mode.



Sorted!



Penny Lee from Oxfordshire, asked if any other losers could help her in her quest to beat *Discworld*. Well, strangely enough, John Parsons from Pilton in Somerset can! He has written in – on toilet paper – and answered the query on how to get past the stupid dog. He's also asked for Penny's telephone number, so he can arrange for her to meet him to see his collection of fingerless Marigolds. Dave Brown from Salisbury has also sent in the passwords to *Command & Conquer* for Steve Foxen of Dudley. Thanks Dave, you're a star!

"Don't worry Penny, I can save the day. Read on and dream of a new life with me and my Marigolds"
At the Inn go into the bedroom and then into the bathroom. Inside the bathroom, use the soap in the pot of water collected from the wishing well. Now go outside the Inn and walk over to the table with the sailor, a dog, and another man. Give the dog the bone with the glue upon it, this will let you talk to the sailor without the dog interrupting. After talking to the sailor, go up to the innkeeper and order a glass of milk for the sailor. Study the sailor's tattoos, and when he's finished the glass of milk he'll kindly give Rincewind a whistle to find his parrot called Polly. Leave the sailor and make your way to the Alchemist's Guild in the Alley.

"Steve here's the passwords for *Command & Conquer*, you owe me big time!"

GDI Mission 2	Estonia	WF4S6YLVH
GDI Mission 3	Latvia	51M9FRHT9
GDI Mission 4	Belarus	WWMVUA55L
GDI Mission 5	Germany	WW4MQI666
GDI Mission 6	Czech Republic	FQZMHM2LU
GDI Mission 7	Czech Republic	WWMVVNWNY
GDI Mission 8	Austria	CPG32ANUR
GDI Mission 9	Hungary	GOØ2HJO8A
GDI Mission 10	Slovenia	6353QJD2N
GDI Mission 11	Greece	KQKHPRS6V
GDI Mission 12	Albania	6J49VTBL6
GDI Mission 13	Yugoslavia	YGJ98W2AQ
GDI Mission 14	Yugoslavia	HPOVD9LRR
GDI Mission 15	Bosnia	OS2LSFNP6
NOD Mission 2	Egypt	8KGSS7HE2
NOD Mission 3	Sudan	5L2ENZØØY
NOD Mission 4	Chad	C4QXD29ZE
NOD Mission 5	Mauritania	SCCQS2OA2
NOD Mission 6	Ivory Coast	EN9GAY1ZA
NOD Mission 7	Gabon	ØGERBWS3T
NOD Mission 8	Zaire	UXØH92UCF
NOD Mission 9	Egypt	K8SYXSKO5
NOD Mission 10	Angola	FOD7TV76M
NOD Mission 11	Mozambique	C4QXXVM1M
NOD Mission 12	Botswana	WF4S9XØZW
NOD Mission 13	CapeTown	RXLAVC2DT

Q+A

Norse by Norsewest

Could you please put my ten-year-old son out of his misery by printing the passwords for *Norse by Norsewest*. He has been trying his hardest to complete the game, but unfortunately he's got his fathers brains – so concentrating for long periods of time is unknown to him.

Mrs I. Wilkins

Passwords

Level 2	*1STS*
Level 3	*2NDS*
Level 4	*TRSH*
Level 5	*SW1M*
Level 6	*WØLF*
Level 7	*B4RT*
Level 8	*K4RN*
Level 9	*BØMB*
Level 10	*WZRD*
Level 11	*BLKS*
Level 12	*TLPT*
Level 13	*GYSR*
Level 14	*B3SV*
Level 15	*R3TØ*
Level 16	*DRNK*
Level 17	*YØVR*
Level 18	*ØV4L*
Level 19	*T1N3*
Level 20	*D4RK*
Level 21	*H4RD*
Level 22	*HRDR*
Level 23	*L0ST*
Level 24	*ØBØY*
Level 25	*HOM3*
Level 26	*SHCK*
Level 27	*TNNL*
Level 28	*H3LL*
Level 29	*4RGH*
Level 30	*B4RDD*
Level 31	*D4DY*

Soviet Strike

Could you please print the level passwords and any other codes that you have for *Soviet Strike*. The later stages get difficult, and any help would be greatly appreciated.

Sally Stevenson, Yorkshire

Passwords

Enter these codes at the level password screen.

COLDPIZZA	Fuel returns to 100 after going to zero.
FREEBIE	Extra life
VOODOO	Four extra lives
GABRIEL	Weapon power four times stronger for great destructive effect, like.
KRAZHA	Black Sea mission
VERBLUD	Caspian mission
YADRO	Dracula mission
PERIWOROT	Kremlin mission

Crusader: No Remorse

Thanks for printing the level passwords to *Crusader: No Remorse* – they were a great help. But have you any other cheats, like invincibility or infinite lives for the game?

Health and Weapons

At the level pass code screen, type 'L0SR'. You will see an 'invalid code' message. Start a new game or reload a saved game. While playing, press A + B + C to get full health and energy. Press X + Y + Z to get all weapons and reload the RP-22 or RP-32.

NBA Jam Extreme

To use the secret character codes, select to enter your name, then put in the initials and dates below. Some characters don't have a code, meaning that they are only available once you've selected someone else from their team. Each team has specially-designed kit and court.

Rookie 1

Kobe Bryant	SCT	Nov 14
Randolph Childress		
Kevin Ganett		
Alan Henderson		
Shareek Abour Raxim		
Shawn Respert		

Rookie 2

Lawrence Moten	REG	Jan 17
Cherokee Parks		
Bryant Reeves		
Joe Smith		
Kurt Thomas		
Ed O'Bannon		

Rookie 3

Jerry Stackhouse	BAP	Aug 11
Gary Trent		
Corliss Williamson		
Damon Stoudamire		
Allen Iverson		
Vitaly Potapenko		

All-Star East 1

Vin Baker	LMH	June 28
Terrell Brandon		
Patrick Ewing		
Penny Hardaway		
Grant Hill		
Juwan Howard		

All-Star East 2

Reggie Miller	EST	March 14
Alonzo Mouring		
Scottie Pipen		
Glen Rice		
Juwan Howard		
Patrick Ewing		

All-Star West 1

Clyde Drexler	WST	July 12
Sean Elliot		
Shawn Kemp		
Jason Kidd		
Karl Malone		
John Stockton		

All-Star West 2

Dikembe Mutombo	RMC	April 21
Hakeem Olajuwon		
Gary Payton		
Mitch Richmond		
David Robinson		
John Stockton		

Happy Team

Pirate Bill	SAL	Feb 2
Mr. Happy	MJT	March 22
Dufus the Clown	GRR	March 22
Three Feet Under	TOD	April 17
Mr. Unhappy	GEM	Nov 3
Ooohh	JLH	Jan 26

Invisible Team

Who	WHO	
Jan 1		

ACTION REPLAY CODES

Andretti Racing

Master Code F6000914 C305
.....B6002800 0000

Qualify In First 160B3786 0064

Black Dawn

Master Code F6000914 C305
.....B6002800 0000

Infinite Missiles 102B9630 0064
Infinite Rockets 102B9632 0064
Infinite Napalm 102B9634 0064
Infinite TAC 102B9636 0064

Bottom of the 9th

Master Code F6000914 C305
.....B6002800 0000

Home Team Wins 1605BD78 0025
Away Team Wins 1605BD78 2500

Casper

Master Code F6000942 C305

Infinite Health .....160D808E FFFF
Infinite Iron Keys .....1604D00E FFFF
Infinite Brass Keys .....1604D012 FFFF
Infinite Fools Gold .....1604D016 FFFF

Crusader: No Remorse

Master Code F6000914 C305
.....
B6002800 0000

Infinite RP Ammunition 160DBE24 093C
RP-32 .....160DBDE8 0100
Shotgun 160DBDEC 0100
Laser Rifle 160DBDF4 0100
Grenade Launcher 160DBE04 0100
Infinite Shotgun Ammunition160DBE28 040B
Infinite Spider Bombs 160DBDC8 0900

Crypt Killer

Master Code F6000914 C305
.....B6002800 0000

Infinite Health 16050D08 0063
Infinite Bullets 16050D0C 0063

We finally come to the end of our massive *Fighters MegaMix* guide and, for the last one, we're supplying you with everything you need to know about the *Fighting Vipers* characters. Included here are all the standard moves, plus the Armour Breakers and throws. If you missed any of our previous guides, *SP02* and *SP03* are two issues you should order from our back issues people.

Fighters Megamix

Final Part

Key

All the usual move notations apply – y'know, back, forward, kick and the like – but keep an eye out for the '/' symbol. This denotes a diagonal move and the directions surrounding it show which way to press the D-pad. Also, anything in brackets show the move to perform or state you have to be in to get the move to work. Bloody good luck Ginger, and we'll keep the cat warm for when you get back.

TOKIO

Body Attack

Open Roll .....P, P, K
Open Spin .....P, K
Sit Jab .....D+P
.....or D+P+G
.....or D+P+K+G
Open Uppercut .....D/F+P
Elbow Blow .....F+P, P
Open Arm Blow .....F+P, P, P
Low Kick .....D+K
Middle Kick .....D/F+K
Cratch Step .....D/F+K, K
Snap Knee .....F+K
Spin-off Kick .....K+G
Spin-off Sunrise .....K+G, K
Spin Float .....K+G, K, K
Spin Cosac .....K+G, D+K
Low Spin Kick .....D+K+G
Low Spin Hi .....D+K+G, K
Catapult Kick .....F+K+G
Catapult Hi .....F+K+G
Catapult Low .....F+K+G, D+K
Reactor .....K, P
Combo Edge .....K, P, K
Low Combo Edge ....D+K+G, P, K
Sit Down .....F, D+P+K+G
Sit Down & Kick ...F, D+P+K+G, K
Tokio Flash .....F, B, F, B+P+K+G

Guard & Attack

Block Buster .....B+K

Dashing Attack

Running Straight .....(Dash) P
Running Tackle .....(Dash) P+G
Fire Darts .....(Dash) K
Sliding Kick .(Dash) D+K or D/F+K
Running Tricks .....(Dash) U/B+K
Hop Spin Kick .....(Dash) U+K
Running Jump Kick ..(Dash) U/F+K

Throw

Wall Throw .....P+G
Back Wall Rush .....(Wall) P+G
Arm Cratch Slam .....F, B+P+G
Neck Grab & Throw .....B+P+G
Rolling Throw .....F, B+P+K+G
Clinch Knee .....(Wall) B, F+K
Back Drop .....(Back) P+G

Down Attack

Eagle Landing .....U+P or U+P
Spit Kick .....D+K

RAXEL

Body Attack
Jab Hi-Kick. ..... P, K
Sit Jab. ..... D+P
..... or D+P+G
Low Punch ..... D+P+K+G
Uppercut ..... D/F+P
Double Upper ..... D/F+P, P
Elbow Cut ..... F+P
Knuckle Black Crow ..... F+P, P
Light Hand ..... F+P, P, P
Knuckle Crow Kick ..... F+P, K
Elbow Side-K & Knuckle ..... F+P, K, P
Elbow Death Spin Kick ..... F+P, K, P, F+K+G
Elbow Low Death Spin ..... F+P, K, P, D+K+G
Back-off Ditch ..... K, K
Low Side Kick ..... D+K
Middle Kick ..... D/F+K
Side Kick Knuckle ..... D/F+K, P
Death Spin Combo ..... D/F+K, P, F+K+G
Low Death Spin Combo ..... D/F+K, P, D+K+G
Low Spin Combo ..... D/F+K, D+K+G
Back-off Kick ..... F+K
Somersault Kick ..... U/B+K
Vertical Kick ..... K+G
Sliding Kick ..... D+K+G
Raxel Flash ..... F, B, F, B+P+K+G

Armour Breaker
Guitar Trust ..... F, F+P
Guitar Swing ..... D/F, D/F+P
Guitar Swing Down ..... D/F, D/F+P, P
Death Spin Kick ..... F+K+G
Double Death Spin ..... F+K+G, D, D/F, F+K
3x Death Spin ... F+K+G, D, D/F, F+K, D, D/F, F+K

Guard & Attack
Lightning Upper ..... B+P
Looks That Kill ..... P, P, K
Block Buster ..... B+K

Dashing Attack
Running Straight ..... (Dash) P
Running Tackle ..... (Dash) P+G
Running Knee ..... (Dash) K
Sliding Kick ..... (Dash) D+K or D/F+K
Running Flipkick ..... (Dash) U/B+K
Hop Spin Kick ..... (Dash) U+K
Running Jump Kick ..... (Dash) U/F+K

Throw
Wall Throw ..... P+G
Wall Squash ..... (Wall) P+G
Neck Fold ..... B, F+P+G
Neck Throw ..... F, F+P+G
Mexican Typhoon ..... U, D+P+G
Back Drop ..... (Back) P+G

Down Attack
Guitar Crash ..... D+P
Grave Post ..... D, D+P
Flying Task ..... U+P or U+P
Spit Kick ..... D+K

Body Attack
Jab Uppercut ..... P, D/F+P
Jab Upper & Kick ..... P, D/F+P, K
Sanman Punch & Kick ..... P, K
Low Punch ..... D+P or D+P+G
Uppercut ..... D/F+P
Double Upper ..... D/F+P, P
Double Upper Peach ..... D/F+P, P, K
Chop ..... B, F+P
Double Chop ..... B, F+P, P
Triple Chop ..... B, F+P, P, P
Ignition Punch ..... F+P
Generator Punch ..... F+P, P
Generator 3 ..... F+P, P, P
Generator 4 ..... F+P, P, P, P
Generator 5 ..... F+P, P, P, P, P
Body Press ..... U/B+P or U+P or U/F+P
Jack Knife Throw ..... D/F+P+G
Sanman Kick ..... K or K+G
Low Sanman Kick ..... D+K
Leg Through ..... D+K+G
Peach Bomber ..... P+K+G
Double Peach Bomber ..... P+K+G, P+K+G
Hammer Down ..... D+P+K+G
Double Hammer Down ..... D+P+K+G, D+P
Hammer & Sledge ..... D+P+K+G, D+P+G
Sanman Flash ..... F, B, F, B+P+K+G

Armour Breaker
Elbow Smash ..... F, F+P

Guard & Attack
Block Bomber ..... B+K
1-2 Peach. .....
P, P, K

SANMAN

Dashing Attack

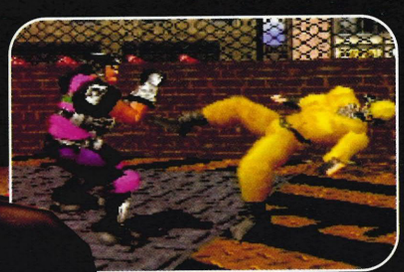
Sanman Attack .....(Dash) P
Running Peach Bomber .....(Dash) K
Sliding Kick .....(Dash) D+K or D/F+K
Hop Spin Kick .....(Dash) U+K
Running Jump Kick .....(Dash) U/F+K

Throw

Spark Scratch .....(Wall) P+G
Giant Swing .....B, roll, F+P
Neck Hanging Tree .....F, roll, B+P+G
Triple Neck Hang ....F, roll, B+P+G, F, B+P+G
Sanman Typhoon` ...F, roll, B+P+G, F, B+P+G, ...D/B, circle, B+P+G
Bear Hug .....F, B+P+G
Bear Hug & Press .....F, B+P+G, B, B+P+G
Canadian Back Breaker .....F, B+P+K+G
Pile Driver .....D/F, D/F+P+G
Super Power Bomb .....(Wall) F, B, F+P+G
Iron Claw .....(Wall) D/B+P+G or D+P+G
Giant Swing .....B, roll, F+P
Double Neck Hang .....D, D/B, B, F+P+G
Back Drop .....(Back) P+G

Down Attack

Peach Burger .....U+P or U+P
Mega-ton Stamp .....D+K



PICKY

Body Attack

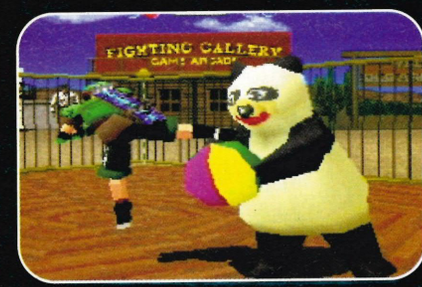
1-2 Coin .....P, P, K
Combo Toe Kick .....P, P, D+K
Combo Toe Kick Hi .....P, P, D+K,K
Combo Upper .....P, P, F+P
Combo Upper Spin .....P, P, F+P, K
Combo Upper Mid-Spin .....P, P, F+P, F+K
Combo Knee .....P, P, F+K
Combo Knee Kick .....P, P, F+K, K
Board Bash .....P, P, P
Punch Coin .....P, K
Punch Tail Kick .....P, D+K
Low Punch .....D+P or D+P+G or D+P+K+G
Low Punch Tail Kick .....D+P, K
Uppercut .....D/F+P
Upper Hi-Spin .....D/F+P, K
Knee & Hi-Spin .....K, K
Rocket MIssile .....(Back to Wall) D/B+K
Toe Kick .....D+K
Toe & Hi-Kick .....D+K, K
Tail Kick .....D+K
Middle Spin Kick .....D/F+K
Step Knee .....F+K
Heel Attack .....U, D+K
Hopping Knee .....K+G
Picky Flash .....F, B, F, B+P+K+G
Wall Climbing .....(Wall, Air) U, U+P

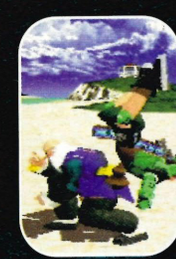
Armour Breaker

Board Slap .....B, F, F+P
Jumping Heel Drop .....(Top of Wall) U+P

Guard & Attack

Block Uppercut .....B+P
Block Knee .....B+K





Dashing Attack

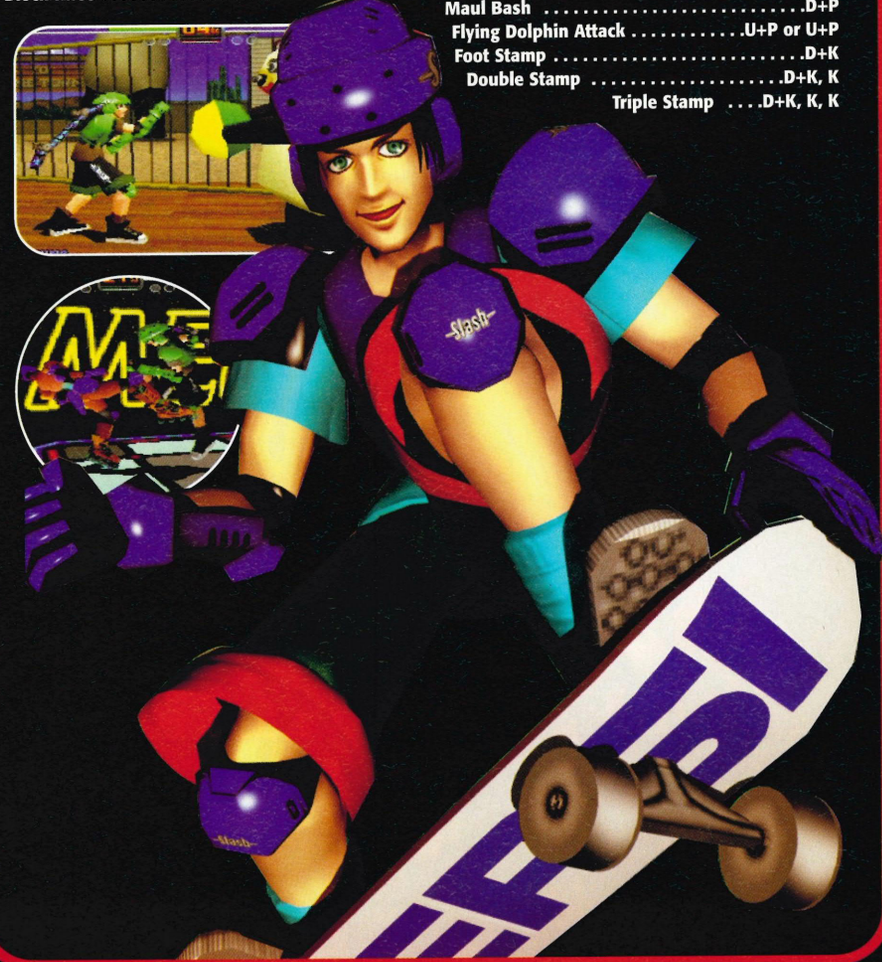
Dash Board Slap ..(Dash) P .....or P+G or P+K
Running Knee ....(Dash) K
Sliding Kick .(Dash) D+K or .....D/F+K
Hop Spin Kick .(Dash) U+K
Running Jump Kick .(Dash) .....U/F+K
Dash Air ....(Dash) P+K+G

Throw

Wall Throw .....P+G
Wall Crash .....(Wall) P+G
Neck Throw .....F, F+P+G
Fork Through .....D+P+K+G
Dead End Double Knee .....(Wall) B, F+K
Air Grab .....(Air) B+P+K+G
Frankensteiner .....(Air) D+P+K+G
Back Drop .....(Back) P+G

Down Attack

Maul Bash .....D+P
Flying Dolphin Attack .....U+P or U+P
Foot Stamp .....D+K
Double Stamp .....D+K, K
Triple Stamp ....D+K, K, K



JANE

Body Attack
Double Crap Rush Kick .....P, P, K
Low Spin Combo .....P, P, D+K
Triple Bash .....P, P, P
Knuckle Hi-Kick .....P, K
Combo Switch Upper .....P, K, P
Double Hand Attack .....D/B or D, F+P
Low Knuckle .....D+P or D+P+G or D+P+K+G
Low Knuckle Spin .....D+P,K
Toss Uppercut .....D/F+P
Rising Uppercut .....(FC) D/F+P
Body Blow .....F+P
Down Smash .....F+P, P
Rising Hammer .....U+P
Spin Kick .....(FC) K
Knee Launcher .....(FC) F+K
Low Spin Kick .....D+K or D+K+G
Middle Spin Kick .....D/F+K
Cut Knee .....F+K
Wandering Kick .....U+K
Low Spin Up .....D+K+G,K
Low Spin Down .....D+K+G, D+K
Jane Flash .....F, B, F, B+P+K+G
Wall Climbing .....(Wall, Air) U, U+P

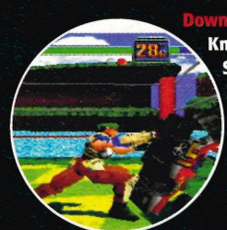
Armour Breaker
Power Smash .....F, F+P
Tornado Punch .....B, D/B, D, D/F, F+P
Ground Tornado .....F, D, D/F+P
Jumping Heel Drop .....(Top of Wall) U+P

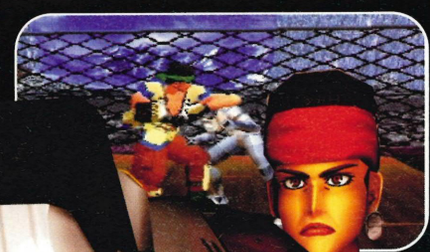
Guard & Attack
Block Straight .....B+P
Combo Block Straight .....P, P, B+P

Dashing Attack
Dashing Straight .....(Dash) P or (Dash) P+K
Shoulder Tackle .....(Dash) P+G
Dash Knee (Dash) K or K+G or P+K+G
Sliding Kick . . .(Dash) D+K or D/F+K
Hop Spin Kick .....(Dash) U+K
Dash Jump Kick . . .(Dash) U/F+K

Throw
Clinch Punch .....P+G
Clinch Punch 2 .....P+G, P
Clinch Knee .....P+G, F+K
Wall Scratch .....(Wall) P+G
Combo Wall Scratch . . .(Wall) P, P, P
Brain Buster .....B+P+G
Front Back Breaker .....F, D+P+G
Clinch Knee .....K+G
Clinch Knee 2 .....B, D/B, D, D/F, F+K+G
C. Knee Combo . . .B, D/B, D, D/F, F+K+G, D, F+K
Wall Strike Knee .....(Wall) K+G
Wall Strike Knee 2 .....(Wall) K+G, K+G
Combo Raid Knee .....P, P, F+K
Neck Fold .....(Back) P+G
Tiger Suprex .....(Back) P+K+G

Down Attack
Knuckle Dive .....U+P
Spit Kick .....D+K
Knuckle Butt .....D+P





GRACE

Body Attack
Triple Beat .....P, P, P
Quad Beat .....P, P, P, P
Vulcan Beat .....P, P, P, P, P
Punch & Kick .....P, K
Punch Sit Spin .....P, D+K
Beat Turn Leg .....P, K, K
Sit Beat .....D+P or D+P+G or D+P+K+G
Sit Beat Spin .....D+P, K
Rising Hammer .....U+P
Ice Leg .....K
Leg Beat .....K, P
Double Kick .....K, K
Vulcan Leg .....K, K, K
Low Kick .....D+K
Camel Kick .....D/F+K
Camel Spin .....D/F+K, K
Camel Spin Cutter .....D/F+K, K, K
Flipkick .....U/B+K
Front Roll Kick .....U+K
Jumping Front Roll .....U/F+K
Vertical Kick .....D/F, D/F+K
Blade Cutter .....U, D+K
Cross Kick .....K+G
Cross Kick Left .....K+G,K
Cross Kick Combo .....K+G, K, K
Cross Blade .....K+G, D/F+K
Cross Blade Launch .....K+G, D/F+K, K
Sit Spin .....D+K+G
Sit Spin Combo .....D+K+G, K, K, K,K
Long Axes .....F+K+G
Long Axes Turn .....F+K+G, K
Black Ice .....P+K
Hip Press .....(Air) D+P+K+G
Grace Flash .....F, B, F, B+P+K+G

Armour Breaker
Tip Slap .....F, F+P

Guard & Attack
Block Buster .....B+K
Block Slap .....B+P
Beat Block Buster .....P, P, K

Dashing Attack
Running Beat .....(Dash) P or (Dash) P+K
Shoulder Tackle .....(Dash) P+G
Dashing Blade .....(Dash) K
Sliding Kick .....(Dash) D+K or D/F+K
Flipkick .....(Dash) U/B+K
Running Jump Kick .....(Dash) U/F+K
Running Coin .....(Dash) K+G

Throw
Wall Throw .....P+G
Scratch Heart .....(Wall)P+G
Wall Zap .....(Wall) P, P, P
Izori .....D, B+P+G
Cross Arm Crutch Slam .....F, B+P+K+G
Frankensteiner .....(Air) D+P+K+G
Back Drop .....(Back) P+G

Down Attack
Stepping on .....U+P
Soccer Ball Kick .....D+K

CANDY

Body Attack

Snap Hi-Kick ..... P, K
Cat Scratch ..... P, P, P
Combo Upper Kick ..... P, P, P, K
Combo Low Kick ..... P, P, P, D+K
Low Snap ..... D+P or D+P+G or D+P+K+G
Low Snap & Kick ..... D+P,K
Cat Uppercut ..... D/F+P
Honey Swing ..... F+P
Honey Double ..... F+P, P
Honey Triple ..... F+P, P, P
Rising Cat Upper ..... F, D, D/F+P
Toe Kick & Scorpion ..... (FC) K, K
Toe Kick & Flipkick ..... (FC) K, U/B+K
Toe Kick & Heel Down ..... (FC) K, K+G
Low Kick ..... D/B+K or D+K
2 Low Kick ..... D/B+K, K or D+K, K
Leg Beat ..... D/B+K, K, K or D+K, K, K
Low Leg Beat .... D/B+K, K, D+K or D+K, K, D+K
Cat Tail ..... D+K
Cat Tail & Hi ..... D+K, K
Scorpion Attack ..... D/F+K
Flip Kick ..... U/B+K
Wandering Kick ..... U+K
Mid-wandering Kick ..... U/F+K
Jack Knife Kick ..... K+G
Horse Kick ..... F, F+K+G
Peach Attack ..... P+K+G
Honey Peach ..... P+K+G, P+K+G
Honey Flash ..... F, B, F, B+P+K+G
Wall Climbing ..... (Wall, Air) U, U+P

Armour Breaker

Cat Slap ..... F, F+P
Cat Diving ..... D/F, D/F+P
Low Kick Punch .. D/B+K, K, D+P or D+K, K, D+P
Cat Heel Drop ..... (Top of Wall) U+P

Guard & Attack

Block Bomber ..... B+K
Block Slap ..... B+P

Dashing Attack

Dashing Straight ..... (Dash) P+K
Shoulder Tackle ..... (Dash) P+G
Dash Peach ..... (Dash) K
Sliding Kick ..... (Dash) D+K or D/F+K
Running Cat Somersault ..... (Dash) U/B+K
Hop Spin Kick ..... (Dash) U+K
Running Jump KIck ..... (Dash) U/F+K

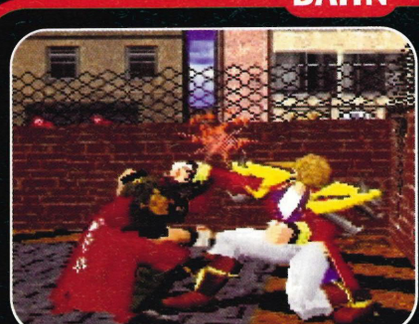
Throw

Wall Crash ..... (Back to Wall) P+G
Peach Press ..... D/B, F+P+G
Cat Flip ..... D, B+P+G
Parading Horse ..... U/F+P
Fork Through ..... D+P+K+G
Honey Aerial ..... (Air) B+P+K+G
Back Drop ..... (Back) P+G
Knee Trap ..... (Back) P+K+G

Down Attack

Spin Landing ..... U+P or U+P
Spit Kick ..... D+K

BAHN



Body Attack

Low Punch ..... D+P
Uppercut ..... D/F+P
Iron Elbow ..... F+P
Steel Elbow ..... F, F+P
Combo Elbow ..... F, F+P, F+P
Rising Uppercut ..... F, D, F/D+P
2 Rising Upper Combo ..... F, D, F/D+P x 2
Rising Hammer ..... U+P
Low Kick ..... D+K
Yakuza Kick ..... D/F+K
Quick Kick ..... F, F+K
Wandering Kick ..... U+K
Mid-wandering Kick ..... U/F+K
Bahn Flash ..... F, B, F, B+P+K+G

Armour Breaker

Piety Punch ..... D/B, D/F+P
Spirit Elbow ..... B, F+P
Super Straight ..... F+P
Body Check ..... B, F, F+P+K
Elbow & Body Check ..... F, F+P, B, F+P+K
Head Attack ..... P+K+G

Guard & Attack

Guard & Elbow ..... B+P
Guard & Uppercut ..... B, D, D/B+P
Guard & Rising Upper ..... B, D, D/B+P, P
Guard & R.Upper 2 ..... B, D, D/B+P, F, D, D/F+P

Dashing Attack

Dashing Straight ..... (Dash) P
Shoulder Tackle ..... (Dash) P+G
Dash & Body Check ..... (Dash) P+K
Dashing Knee .. (Dash) K or K+G or P+K+G
Sliding Kick. (Dash) D+K or (Dash) D/F+K
Hop Spin Kick. ..... (Dash) U+K
Running Jump Kick. .... (Dash) U/F+K

Throw

Wall Throw ..... P+G
Wall Throw Combo ..... P+G, F, F+P+G
Wall Scratch ..... (Wall) P+G
Wall Crash ..... (Back to Wall) P+G
Throw Down ..... B+P+G
Head Butt ..... B, F+P+K+G
Atomic Drop ..... (Back) P+G

Down Attack

Pounce ..... U+P or U+P
Spit Kick ..... D+K
Todomo ..... D+P
Requiem ..... D+P, P

Dragon Force

This guide isn't a walk-through, as *Dragon Force* hardly requires one. Instead, we decided to serve you with a strategy guide which will explain all the basic tactics, forward planning and even dirty tricks to help you win a few more battles...

Rulers

Teiris

A good starter. She's a particularly easy character to play, as you'll find that one or two rulers really don't have the heart to fight her. You'll gain a couple of allies near the start of the game.

Wein

Again, a good starter. Wein's also an easy character to play, because he starts out in a good position on the map – nowhere near the highly powered kingdoms of Tristan and Fandaria.

Junon

Fairly straightforward, due to the formidable army of harpies right at the start. However, Junon's not really recommended as a starter – because there's a special twist to the character which is spoiled for the other scenarios if you select the kingdom of Tristan at the outset.

Gongos

Infuriating. The beast tribes aren't well received in Legendra, so very few captives will be persuaded to join until you're well into the campaign.

Mikhal

Also difficult, but don't rule Izumo out completely if you want the game to be challenging from the start. However, if you've never played a strategy game before, go for Teiris or Wein. Izumo's main annoyance is Fandaria, so leave the north castles alone at first.

Leon

About average challenge, but be prepared for a higher concentration of fights as Topaz is surrounded by other kingdoms on each side. The constant sieges from Fandaria can get on your nerves, so don't conquer any castles to the west until you have some backup.

Reinhart and Goldark are selectable when you've finished the game. Both of them are fairly difficult to play as.

Hey, manual

First of all, note that the manual which comes with *Dragon Force* is a good place to start if you want general assistance with battles. Take special note of the chart which details how effective each class of troop is against the others. The other thing you need to learn is which formations to use with which types of troops.

A guide to the each ruler, to help you decide which to choose.

Formation Hints

1

2

3

4

Mages or Archers

Mages and Archers are poor fighters, but they can be manipulated well enough to defeat almost anything.

1 Standby: This can be used to great effect. It you have Mages or Archers, always Standby at the outset, unless you are facing a very small army or a lone general.

Cheap Tricks

2 Place all your fighters in offensive position, and standby. As soon as the opposing troops reach your general, retreat and then Standby again behind. This way, you won't lose many troops. Only do this if you are sure the general can take the punishment.

3 Once you've killed all the troops, advance your army. As they are milling around the enemy general, regroup. When there's at least one mage/archer to the front and back of the general, use Standby. The general will be repeatedly hit from the front and behind... but don't do this until you're sure the general has exhausted any possible Sonic Boom or similar magics.

5

Fighting characters

(every class except Mages/Archers)

It's often a good idea to choose the same formation as your enemy does, if you are deciding to Advance. Tailor this technique according to the situation. For example, in the case of Offense, most troops advance leaving some behind to protect the general. You want to be protected at least as much as your foe.

Often it's a good idea to Standby at the start, even with fighting classes. If you have a spell which will diminish the enemy army before they reach yours, Standby will keep your party behind so that when they do fight (once you've cast the spell) they fight a smaller amount of foe.

Cheap Tricks

4 If you are facing archers or mages, disperse to the edges of the screen, cast any magic on the opposing side, then use the 'disperse and advance' trick. Basically, advance your army, then as they start to get hit, disperse them again. Keep doing this until they are running mostly around or behind the army of mages/archers, then choose Melee or Advance. Instant carnage! Of course, keep an eye on your general's hit points.

5 Another trick while facing mages or archers is to Regroup your army in the middle, and advance. You'll lose far less men as there's less in front to hit. It especially works if you have a Sonic Boom spell to take out the middle of the enemy army.

6 You can use Standby in almost any situation to give you the advantage. The opposing forces will have far less effect on an army which is standing still than they would on charging troops. In the picture, the small army of 30 cavalry has defeated half of the 70 Samurai already.

7 And here, a small contingent of Beasts headed by a level one commander is destroying a huge army of cavalry.

If, while using the above technique, your enemy general starts to get hit rather a lot, then choose Regroup to bring your fighters around him/her. Standby again once you've done this. Of course, once the enemy forces are wiped out using the Standby trick, you can advance or Melee on the general to finish him off.

Cautionary Formations

(all classes)

8 Disperse your army a little and Standby if you know that the enemy general has a Sonic Boom-type spell. If you don't do this, you could lose fighters – as in the picture.

Special techniques

(all classes of fighter)

The extra techniques are explained in the manual. Use trial and error to work out the best situations for them – they aren't as easily manipulated as the basic moves. Use common sense; for example, a Wedge formation will drive through archers with ease.

6

7

8

Magic Techniques

1 You can check the statistics of generals on either side before a battle to see which spells they have – select Info and highlight the character. In the picture, the enemy has Holy Shield, so in this particular fight it would be advisable to exercise caution.

Watch out for the following spells.

Resurrect – Very useful means of reviving dead fighters

2 Holy Shield – Disperse or retreat your fighters, then when the opposing army is near your general, use Holy Shield to kill almost all of them. Use Melee to pick off the remainder, or if you have mages or archers, Advance and Standby. An incredibly cheap spell – beware of enemy generals who have it.

3 Thunder Fall/Meteor Storm – Big on effect, but the result is usually that around 1/3 to 1/2 of the opposing side are defeated. You may be better off waiting and unleashing Holy Shield, if you have it. Meteor Storm gives a similar effect.

4 Sonic Boom – Cuts through the middle of the opposing army, killing off anybody it hits before it collides with the other side's general. Don't Melee against generals who have this spell, as your fighters tend to all group up in the middle of the field. Disperse troops to avoid it (this spell is usually used by fighters or knights). And watch out for the variants of Sonic Boom – Sonic Wave and Sonic Blast, boasting 3 and 5 combined Sonic Booms respectively. Similar techniques can be used for these spells – note that they kill a lot more characters.

5 Note that if you disperse all the way to the edges of the screen, you can completely avoid Sonic Wave or Blast.

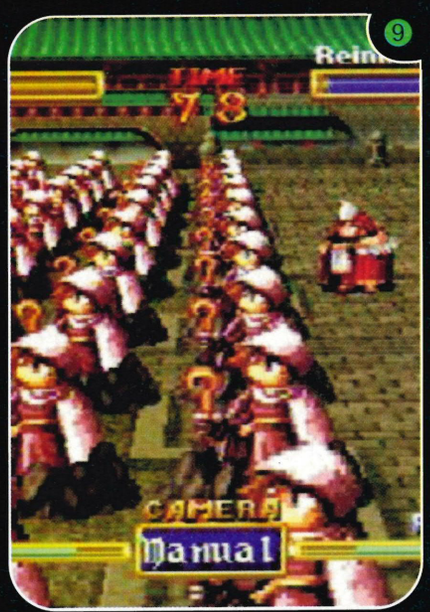
Cheap Move: Pit a character with this spell on his own against any number of mages or archers. The troops will automatically melee, allowing you to Sonic Boom them away into non-existence.

Hyper Storm – Cuts right through the middle of the enemy army, sucking them away. Unlike Sonic Blast, this spell doesn't affect the enemy commander.

Cross Rush – Similar effect to Sonic Boom, but with greater damage on the enemy general. Cross Flash is the variant, which solely damages the general.

6 Shiva's Dagger (Ninja/Thief) and Assassin's Star (Ninja) – Similar to Sonic Boom, but instead of knocking off the general's HP, this attack knocks their magic bar down, leaving a longer time for the general to charge up and unleash a spell.

Assassin's Star has a devastating variant – the Mirage Star, which is three of the Assassin's Stars side by side.



Ensnare – Very useful. If you cast this spell, the enemy commander will not be able to retreat.

Wind Dancer – This spell will kill a lot of troops if they are bunched together, and will also knock HP off the opposing general. However, you can't aim the spell at either troops or general, and the effect is random. Wind Dancer is good against Mages and Archers though, as the army and general tend to stay in one place.

7 Trident's Daughter and Dante's Inferno – Similar to Wind Dancer, with the same shortcomings.

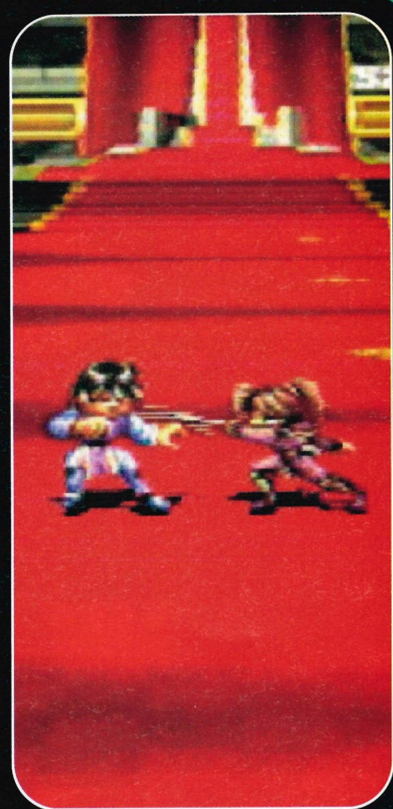
8 Aura Assault/Flame Cannon/Reptile Cannon – Projectile attacks which knock HP off the opposing general.

Holy Blast / Dark Vortex – Kill a great number of troops, but it's important to unleash these spells just before the troops reach the centre of the field.

9 Stone Pedestal – Turns around half of the enemy troops to stone. Troops can be killed while affected by this spell.

Duel

Spirit Users, Mages and Magicians are nigh-on useless in a duel situation – if they are on the opposing side then they will usually run away. As for the others, experiment to see which fighters are best. Note that Ninjas, Monks, Beasts and Thieves are generally of average ability in duels, while Fighters, Dragons, Samurais and Knights are of high ability. Similar logic can be applied when guessing your general's resistance in a battle situation.



Story Events

And finally, in case you are stuck, make sure you've done these things.

a) Travel to Shadow Tower with your leader when prompted, and defeat Scythe and Gaul on the way back towards Topaz.

b) Visit the shrines with the following members: Reinhart, Teiris and Gongos to the South, Wein and Goldark to the North, and Leon, Mikhal and Junon to the East. It helps if you equip your fighters with Samurais; search Mikhal's domain for the necessary items.

c) Equip the Star Dragon Sword in order to defeat Katmando.

d) Send all the Dragon Force to Bloodly Castle once Katmando is dead.

Extra characters

Bastion

Bastion resides in a town area north of Wein's domain. But note that after you recruit him, he is easily wooed by armies of higher abilities than your own. The best way to deal with him is to leave him in your dungeons.

Hayate and Shirox

These two secret characters are to be found in the town south of Mikeral castle. The first time you are there, you will fight Shirox. Then send your leader to the town to meet Hayate.

Dragonmen

There are at least two dragonmen to be found, though seemingly only one for each ruler can be located. Check every town, especially those around Tradnor. After locating the secret character, send your ruler to defeat it.

Vlad and Sierra

Two enigmatic vampires, who will join your quest if you defeat Vlad at the Fiend's tower (near the Highland region). Vlad will only join if your ruler challenges him on his own.

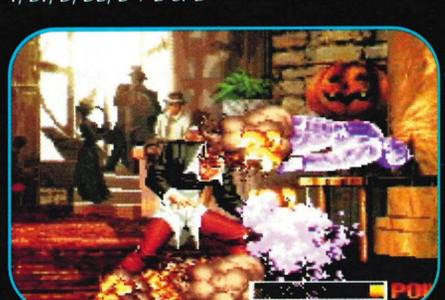
King of

With over 20 characters crammed into *King of Fighters '95* like wrestling sardines, you're likely to spend the next 56 years trying to work out the very best of their moves... unless you have this ridiculously helpful guide to all the players in the game, that is. Oh, and keep an eye out for some of the more strange names in the moves list – those jovial Japanese, eh?

Iori Yagami

Dark Thrust
D, DF, F + A or C

Dark Crescent Slice
F, DF, D, DB, B + B or D



Dark Crescent Uppercut
F, D, DF + A or C

Deadly Flower
D, DB, B + A or C x 3

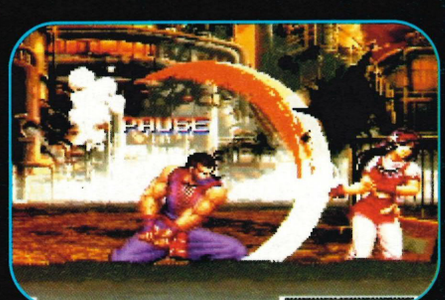
Super Move
Maiden Masher – D, DB, B, DB, D, DF, F + C

Eiji Kisaragi

Spirit Blast
D, DF, F + A or C

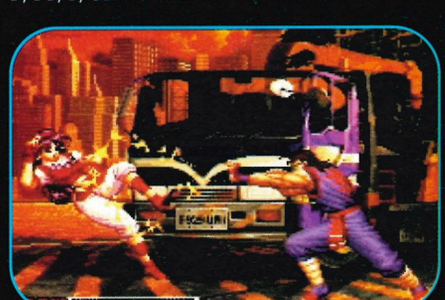
Mist Slash
D, DB, B + A or C

Shadow Slicer
B, DB, D, DF, F + A or C



Shadow Attack
D, DF, F + B or D

Stallion Slicer
D, DB, B, UB + B or D



Super Move
Mantis Punch – B, DB, D, DF, F, DF, D + B

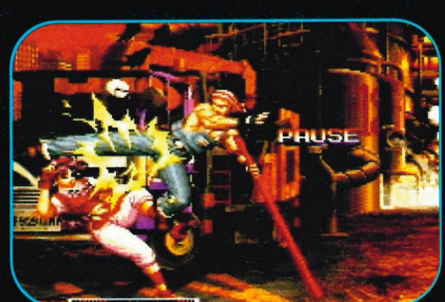
Billy Cane

Club Twist

Press A or C Repeatedly

Super Power Club
DB, D, DF, F + B or D

Sparrow Drop
D, DB, B, UB + A or C



Club Blow
B, DB, D, DF, F + A or C

Super Move
Flaming Hurricane - D, DF, F, DF, D, DB, B + A & C

Terry Bogard

Power Wave
D, DF, F + A or C

Crack Shoot
D, DB, B, UB + B or D

Buring Knuckle
D, DB, B + A or C

Rising Tackle
(D), Up + A or C

Power Dunk
F, D, DF + B or D

Super Move
Power Geyser – D, DB, B, DB, F + B & C

Andy Bogard

Sho Ryu Dan
F, D, DF + A or C

Shoigun Kick
(DB), UF + B or D

Zan Ei Ken
(DB), F + A or C

Fighters '95

Hisho Ken
D, DB, B + A or C

Dam Breaker Punch
D, DB, B + BBB or DDD

Super Move
Super Sonic Swirl – (D), DF, F + B & D

Joe Higashi

TNT Punch
Press A or C Rapidly

Hurricane Uppercut
B, DB, D, DF, F + A or C

Slash Kick
(DB), F + B or D

Tiger Kick
D, DF, F, UF + B or D

Golden Heel Hurter
D, DB, B + B or D

Super Move
Screw Upper – F, B, DB, D, DF, F + B & C

Robert Garcia

Dragon Blast Punch
D, DF, F + A or C

Tiger Uppercut
F, D, DF + A or C

Downward Kick
D, DB, B + B or D

Lightning Legs
(DB), F + B or D

Haoh Sho Koh Ken
F, B, DB, D, DF, F + A or C

Geneikyaku
D, DB, B + B or D

Kyoku Gen Kick Dance (Near Opponent)
B, DB, D, DF, F + D

Super Move
Ryuko Ranbu - D, DF, F, DF, D, DB, B + C

Ryo Sakazaki

Tiger Fireball
D, DF, F + A or C

Tiger UpperCut
F, D, DF + A or C

Jumping Tigerball
During Jump D, DF, F + A or C

Lighting Legs
(DB), F + B or D

Haon Sho Koh Ken
F, B, DB, D, DF, F + A or C

Zenretsu Ken
D, DB, B + A or C

Kyoko Gen Kick Dance (Near Opponent)
B, DB, D, DF, F + C

Super Move
Ryuko Ranbu – D, DF, F, DF, D, DB, B + C

Takuma Sakazaki

Tiger Fireball
D, DF, F + A or C

Shoran Kyaku Attack
F, DF, D, DB, B + D

Lighting Legs
(DB), F + B or D

The wobble around a bit
F, B, DB, D, DF, F + A or C

Zenretsu Ken
D, DB, B + A or C

Super Move
Ryuko Ranbu – D, DF, F, B, F + A & C

Kyo Kusanagi

Dark Thrust
D, DF, F + A or C

Dark Crescent Uppercut
F, D, DF + A or C

The humpy jumpy throwback
B, D, DB + B or D

New Wave Smash
D, DF, F + BB or DD

Crescent Fire Slash
F, DF, D, DB, B + B or D

Super Move
Serpent Wave – D, DB, B, DB, D, DF, F + C
(Hold C for greater damage)

Benimaru Nikaido

Lightning Fist
F, D, DF + A or C

Shinku Kataegoma
F, DF, D, DB, B + B or D

The Chris Patten
D, DF, F + B or D

Lightning Kick
(D), Up + B or D

Triple Resist Kick (Near Opponent)
(D), Up + B or D

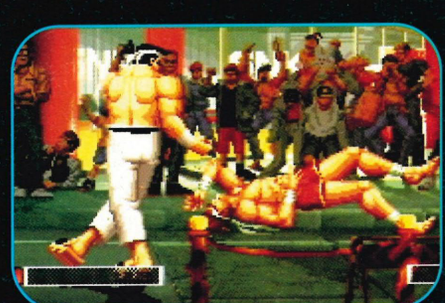
Super Move
Heaven Blast Flash – D, DF, F, D, DF + C

Goro Daimon

Mine Layer
F, D, DF + A or C

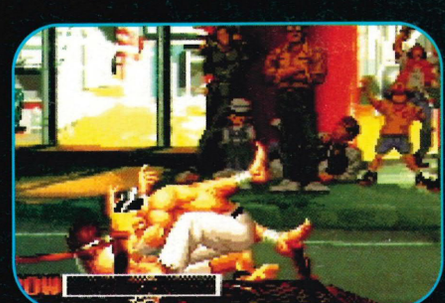
Cloud Tosser
B, DB, D, DF, F + A

Tea with two sugars
D, DB, B + B or D



Stump Throw
B, DB, D, DF, F + C

Super Ohosotogari (Near Opponent)
F, DB, D, DF + D



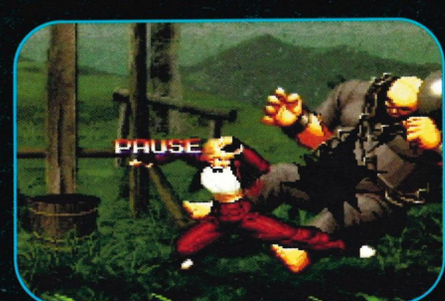
Super Move
Heaven to Hell Drop - F, DF, D, DB, B, F, DF, D, DB, B + C

King

Venom Strike
D, DF, F + B or D

Double Strike
F, B, F, DF, D + B or D

Tornado Kick
F, DF, D, DB, B + B or D



Trap Shot
F, D, DF + B or D

Chinese Burn
D, DB, B, UB + B or D

Super Move
Illusion Dance – B, F, DF, D, DB, B + B & D

Next Month

Part two of our fantastic *King of Fighters '95* guide... and much more Power Tips. Don't miss it!

Reviews

68

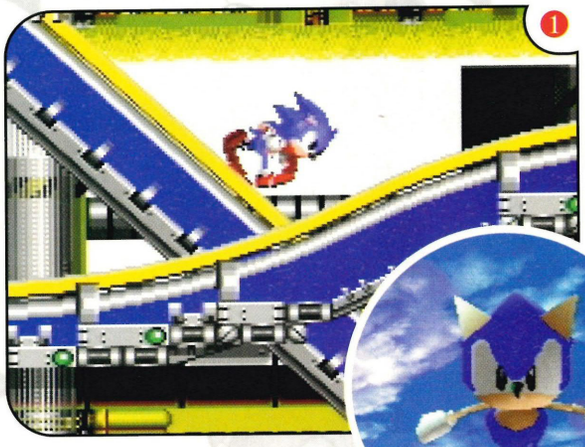
Sonic Jam

TOP GAME

"Money for old rope" may be a phrase the ignorant may, foolishly, use to describe *Sonic Jam*. But, in doing so, they'd be woefully, woefully wrong. A collection of the four *Sonic* platform games to hit the Mega Drive with extensive Sonic extras – including a 3D mini-game – *Sonic Jam* is an essential Sega purchase, offering some of the best 2D platform action your pennies can buy. Sure, they're old 16-bit games, but polygons aren't everything...

Reviewed

68	*Sonic Jam*
72	*Wipeout 2097*
76	*Warcraft 2*

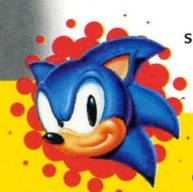


Sonic

It's Sonic! On the Saturn! But it's another Mega Drive port! This one, though, looks a lot more promising.

When I joined this company I was fortunate enough to be sat down in front of a Mega Drive with a steaming hot cup of tea and a copy of *Sonic the Hedgehog*. Before those heady days I'd been used to the plodding nonsense that was the Amiga game but suddenly everything was different. Here was a game that looked better than anything we'd seen before, played like a dream (although you may argue that it was a little bit too simple to complete) and managed to impress anyone who even caught the slightest glance of it out of the corner of their eye.

Sega mutated from the quiet little company with that funny Master System thing into one of the trendiest companies in the world. *Sonic the Hedgehog* could be shovelled down your child's throat as a breakfast cereal, plastered all over their lunchbox, watch, bedclothes, bedsheets, wallpaper,



Sonicworld

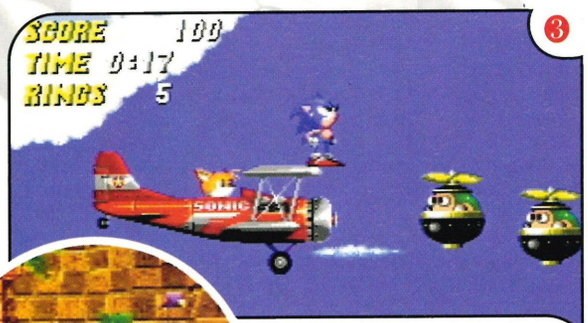
The wonderful 3D intro to *Sonic Jam* is more than just a fancy intro screen for the games, it's a whole game in itself. In it you have to work your way through eight increasingly difficult time-based challenges. There's not much of a reward at the end of it, but it's a good indication of what to expect from Sega's racing-based Sonic game, *Sonic R*, when it's released towards the end of the year.

1 ***Task: Collect 20 Rings***
Time allowed: 1 minute
Simple. Just collect 20 rings in a minute. It'll take you a while to get used to the controls and layout of the level, but you should still be able to do this after a couple of tries.

2 ***Task: Hit 3 Red restart points***
Time allowed: 1 minute
A bit harder, but all the restart points are fairly close to the start point, so just try to remember where that was and you should be fine.

3 ***Task: Collect 50 rings***
Time allowed: 1 minute
A bit trickier now, but fly around the outside of the level, collecting every ring you come across and you should

Players	One/Two	**Levels**	4 packed games
Difficulty	Easy	**Release Date**	August 28
Top 100 Position	16	**Sega**	☎ (0181) 995 3399



1 The second, and very speedy level of *Sonic 2*. **2** This is your first meeting with Knuckles in *Sonic 3*... still having fun, are we? **3** Why did the hedgehog cross the road? To see his flat mate! Ha ha ha ha ha ha... etc.

Jam

Cheats STILL prosper

One of the more pleasing aspects about this compilation is that all the cheats have been included. These range from the standard level select ones (like the one shown here) to far more complex level creation ones. We'll probably print them all next month, but (for now) here's the level select cheat for *Sonic the Hedgehog 2* to keep you going.

Go to the options screen and listen to the following sounds in this order: 19, 65, 09, 17. You will then hear a 'ping'. Return to the title screen and hold down button A and press Start.

The bonus ball

One of the beauties of the *Sonic* games has always been the bonus stages. Not only (usually) a graphically-impressive sub-game, but also the key to fully completing the game. Each of the levels has a progressively harder bonus stage and each one contains one of the Chaos Emeralds. In order to properly complete the game you need to collect every single one of them. This is certainly the hardest aspect of the gameplay.

The main way to get into these bonus stages is to collect a number of rings and enter through either a ring at the end of the stage or a restart post. If you fancy perfecting your technique before getting down to it, though, each of the special stages can be practiced separately.

Sonic 1

The bonus stage from *Sonic 1* has you spinning around a rotating mini-maze. The emerald is tucked away in the centre, but there's plenty of exit points scattered around the edges of the maze to send you back to the game.

Sonic 2

The sequel had a more ambitious 3D tunnel racing section. Here you have to collect a set number of rings, while also avoiding black, spiky balls. A lot trickier than the first game's stage, it impressed us all with its graphics at the time of release.

Sonic 3 and Sonic & Knuckles

The bonus stage for *Sonic 3* and *Sonic & Knuckles* is the same... you run around a 3D chequered area, avoiding the red balls and collecting the blue ones. It's tricky, but nothing *too* strenuous. When you play *Sonic 1* through *Sonic & Knuckles*, this is the game that you'll play as another bonus extra.

lampshade, cuddly toy and, I suspect, the odd game or two. Sega was a trendy word, Sonic was 'cool' and you could even probably talk a member of the opposite sex back to your house for a quick game of *Sonic* or, better still, *Mean Bean Machine*.

Sonic Jam isn't one of the worst ideas we ever heard. After the fairly playable (but, for Sega, slightly embarrassing) *Sonic 3D*, this is a much better teaser for the Saturn's first original *Sonic* game (which we should have a full report on in the E3 feature in this issue).

What you get here for your stupidly attractive amount of £34.99 is a compilation of *Sonic 1*, *2* and *3* and *Sonic & Knuckles*. Enough on its own, you may think, but Sonic Team have also included a taster of what to expect when their new *Sonic* game is released at the end of the year. Included in the package is a *Sonicworld* mini-game. At first glance it appears little more than a posh interface for choosing extras included on the CD, but after a smidge of investigation you soon discover it has a small (but incredibly simple) game of its very own. Again, more on that later.

When you get into the game of your choice (after playing the *Sonicworld* game to death – let's face it, nostalgia will always come second) you'll find an unusual range of options. You can play the standard game or you can choose to 'time attack' any of the stages. Also

have enough time to get back to the start.

4 ***Task: Touch Miles***
Time allowed: 1.5 minutes
Very easy. Just wait until Miles is flying past the start point, jump onto him and then quickly off to get through to the next stage.

5 ***Task: Hit 5 blue restart points***
Time allowed: 1.5 minutes
Getting harder now, as some of the blue restart points are tucked away on platforms. The best way is to learn where they are first and then go for it.

6 ***Task: Find 7 secret cards***
Time allowed: 2 minutes
Most of these cards are hidden away (there's three in the water, two behind buildings and the other couple are on platforms), but all but one are easy to get to. How do you get the last one? I'll leave you to work that one out.

7 ***Task: Burst 3 balloons***
Time allowed: 2 minutes
The balloons have to be popped and all three of them are large enough to easily spot. The only one that causes any problems is the one without any platforms near it, so use Miles to get to it.

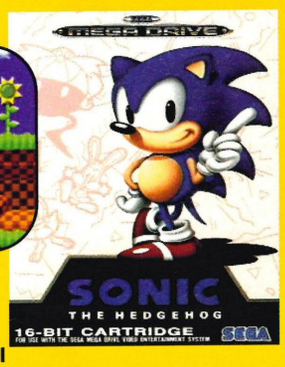
8 ***Task: Collect 100 rings***
Time allowed: 2.5 minutes
Now for the final challenge, you have to collect all the rings in the stage, but you do have two and a half minutes to do it and you should know the layout of the stage very well by now. After a few practice runs to find a suitable route, you'll complete this with ease.

9 ***End Ring***
After you complete all eight of the challenges this ring appears. Jump through it to... well, you wouldn't want me to spoil it for you, would you?

A slice of History

He may look like a blue rat with spikes and red shoes, but Sonic headed the Mega Drive phenomenon of a few years ago. Here we present a breakdown of all the games included on this historic compilation.

Sonic 1



Released: June 1991
Scored: 97%

Here's what the reviewer said at the time: "Simply the best – *Sonic* scores higher than any other game we've ever reviewed. This is one game that no Mega Drive owner should be without. No matter what your personal preferences, *Sonic* will impress, thrill and amuse you. If you're a Master System owner, then buy a Mega Drive just for this!"

Sonic 2

Released: November 1992
Scored: 89%

A controversial score at the time (reviewed by one Dean Mortlock), the general feeling was one of slight disappointment after the speed rush of the first game. The sequel still tended to flop more into the easy mat than the challenging harder one, although the split-screen two-player mode was very welcome indeed. *Sonic 2* also marks the debut of one certain Miles 'Tails' Prower.

Sonic 3

Released: February 1994
Scored: 91%

We'd really seen it all before by now and, although *Sonic 3* was a pretty impressive game, it wasn't until Sega brought us *Sonic & Knuckles* (with its clever backwardly-compatible ways) that the game really came into its own.

Sonic & Knuckles

Released: November 1994
Scored: 90%

As a game in itself, *Sonic & Knuckles* was plainly average, what allowed the game to shine further, though, was the ability to insert previous *Sonic* games into a slot at the top of the cartridge. This had the effect of allowing you to play extra bonus stages on *Sonic 1 & 2* and opening up whole new stages on *Sonic 3*. Marvellous.

❶ **I've just bought the new Prodigy album today and I'm listening to it on my headphones. It's very good, but not quite up to the standard of their last album.** ❷ **'I'm a firestarter, twisted firestarter'... sorry.** ❸ **A classic graphical moment from *Sonic 1*.** ❹ **There's a song called 'Smack my bitch up'. Hmm, very PC.**

"*Sonic Jam* has more nice touches than a frisky, frenzied date with the entire Spice Girls. Apart from the sporty one, because she's a bit of a hoofer."

included is the ability to play through all of the bonus stages as separate games. This all adds up to *Sonic Jam* having more nice touches than a frisky, frenzied date with the entire Spice Girls. In a lovely mood. Apart from the sporty one, because she's a bit of a hoofer. You also get the opportunity to play the games in a harder mode or stick to the soft original versions. Another option, and a bizarre one, is that you can view scans of all of the games manuals, zooming in and out to view particular sections. Why? Hell, why NOT.

The games? Is there really any point in waffling on about the virtues of the *Sonic* games and dissecting them into minute pieces? Of course not, we'll leave that to our more anal friends in Saturn Magazine... you've played a *Sonic* game by now and if you haven't then you surely don't deserve to be playing computer games. It's like asking someone if they've ever seen *Eastenders* or been to the cinema or played football in the park. Ahh, jumpers for goalposts... grazed knees... younger brother coming up and telling you to get back for your tea before your mam goes spare. Um. We've all done it. We've all sweated as we desperately try to get that last Chaos Emerald so we can HONESTLY say we've completed the games without any cheats and we all appreciate the *Sonic* games for what they are... the finest slice of Mega Drive gaming ever seen.

It doesn't matter that the games don't have rendered intros and 3D polygonised graphics. The games are just fine as they are, thank you very much and what that is is the perfect retro conversion. Four games that are old, but perfectly formed. Without a doubt, this is the first of the many essential Sega purchases this year.

Dean Mortlock SP

Added extras

There are five curious buildings in the *Sonicworld* part of *Sonic Jam* and, although designed primarily for the Japanese audience, they give an interesting insight into the hog of much hedgeness. Read on.

Gallery
This is your straightforward gallery of hi-res artwork, unspecific to any particular game. The categories are Sonic, Sonic & Miles, Sonic & friends.

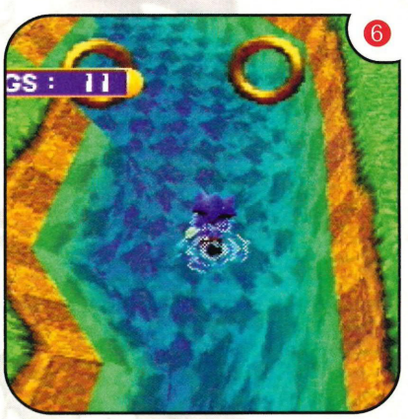
Character House
This one has some amazingly detailed (but ultimately tedious) sketches of Dr Robotnik and other characters from all four games.

2

3

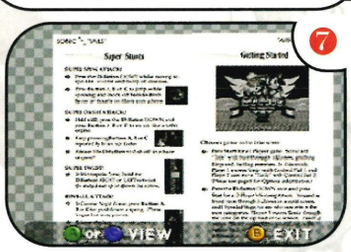
4

5



6

5 Sonic was once barred from a nightclub for having a large arse. 6 Quick! Put your foot on his head! 7 All the instruction manuals are included and can be viewed and zoomed in on. Which is nice. 8 Choose your time attack level wisely, young Jedi. 9 Sonic is fast. Yes.



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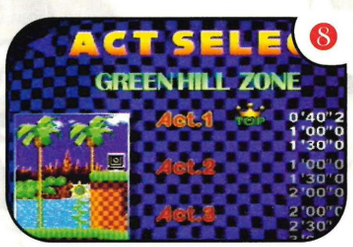


8

9

Music Shop

We all just looooovvee Japanese music, don't we kids? and here's your chance to listen to ALL OF THE TUNES AND SOUND EFFECTS IN THE GAME... EVERY BLEEDIN' ONE. Contained in this packed building are all the ear-bleeding tracks and nose-running effects for all four games and even the new ones specially composed for *Sonic Jam*.

Movie Theatre

Now this is, without a doubt, the most interesting room in the game. It contains a bumper crop of bizarre Japanese television adverts and animation for all the *Sonic* games released over there... including *Sonic Drift* and *Sonic Spinball*.

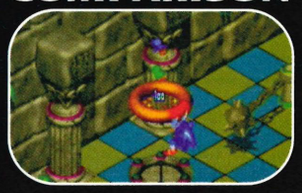
Our favourite is the one pictured above, where several Japanese people scream around the streets (*Sonic 3*).

Hall of Fame

A comprehensive list of dates and posters for every *Sonic* release on any format is to be found here. Any of the images can be viewed and zoomed in on.

Technically fairly useless, you might want to have a quick look to find out the original release date for *Sonic 1* in Japan, or you could go outside and do something far more interesting with your time.

COMPARISON



SONIC 3D

▲ Well, Sonic's in it.
▼ But it's a tad ARSE.

There's a distinct lack of decent platform games on the Saturn. *Sonic 3D*'s near the top of the list, but you might also want to consider *Pandemonium* (also from Sega). Things are looking better, though, with the new *Sonic* game just around the corner and high hopes are also pinned on *Croc* from Electronic Arts and developers Argonaut.

SECOND OPINION

Bargain of the year, this. Four of the biggest Mega Drive releases ever in one package with enormous amounts of extra features – the 3D Sonicworld, artwork, music, digital instructions... the list could go on. Each *Sonic* game is still immensely playable, rivalling modern equivalents for sheer speed, depth and, above all, fun. This is, without question, the best retro compilation we've seen in the **Saturn Power** offices. You can shove yer *Pac Man* derivatives and *Asteroids* clones – I'm off for a game of *Sonic*...

James Price

VERDICT

Graphics

9 — Ported straight from the Mega Drive, but the *Sonicworld* graphics are simply incredible.

Sound

7 — Ahh, you've heard it all before. The bells, the tinkles and THAT theme tune...

Group play

7 — There's a time attack option and the old faithful split-screen races for two to enjoy.

Lifespan

9 — The games aren't too tricky on their own, but packed together they provide a fair challenge

Some may criticise Sega for collecting these old Mega Drive games together, but we applaud it for the excellent compilation that it is. Marvellous.

92

Wipeout

The futuristic racer that redefined the word trendy, and thrust video games into the forefront of modern culture is back. *Wipeout 2097* makes its entrance on the Saturn. And a pretty impressive one at that...

It may be stating the obvious, but videogaming has come along way since its birth in the late '70s. Aside from the obvious changes in the sound and vision departments, which have obviously changed beyond our wildest dreams, the face of video gaming has changed. For nowadays, instead of embracing just a few spotty boys, who couldn't speak for hanging around at the new fangled 'arcades' and reciting scenes from *Star Wars*, videogaming is a big, trendy, mainstream business. For those of you cursing the name Playstation at this point, bite your tongue, for it was Sega's baby, the Mega Drive, that caused all this fashionable video games thing, and the Playstation has merely build on that success.

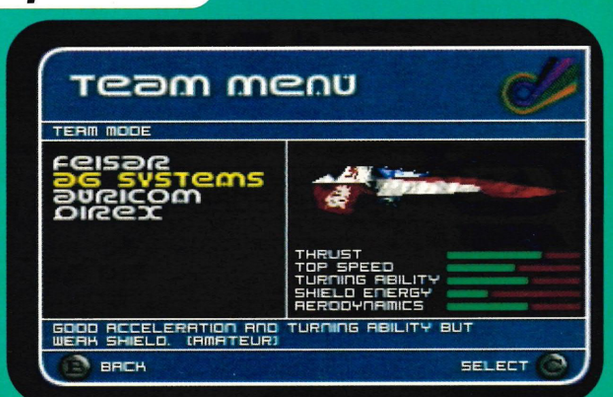
Anyway, for those of you wondering what all this nostalgia and moaning about the culture of video games is leading to, just take a look at *Wipeout 2097*. Could there be a game that has been more successful at

Crafty business

There are four different craft, each owned by a different team, to choose from in *Wipeout 2097*. They all have different attributes, and are therefore suitable for different levels of player.

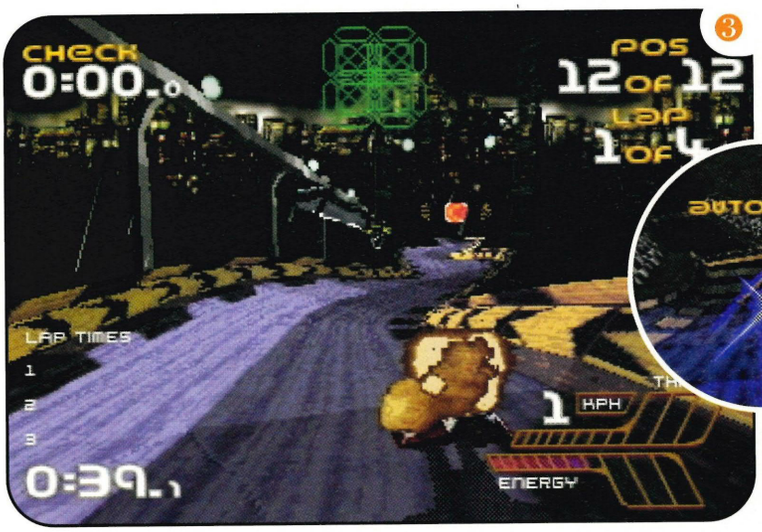
Feisar

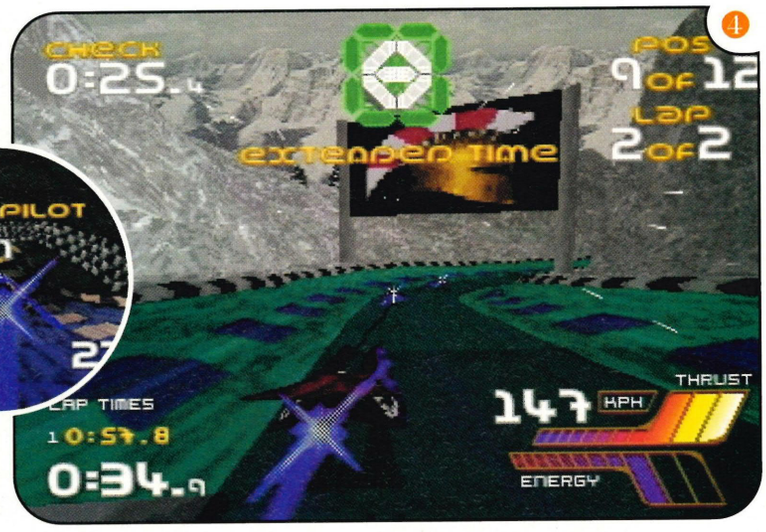
This craft is owned by the European consortium, so naturally, it's perfect for beginners. It's easy to control and it accelerates well, although it's top speed could be better.



This Japanese owned craft is similar to the European effort, and again, is good for beginners. Be warned though, its shields aren't up to much.

Players	One	**Levels**	Eight tracks
Difficulty	Medium/Hard	**Release Date**	August
Top 100 Position	7	**Sega**	☎ (0181) 995 3399





1 A message players soon begin to dread – the autopilot ALWAYS disengages as you plow headlong into a wall... 2 The colourful jungle track is considerably more cheerful than a few of the others, believe us... 3 Bugger. 4 Extended time – that's the cheese, kids. 5 Recognise this track? Why, you ought to. 6 Reviewer Dave Perrett's lack of driving skills CAUGHT ON CAMERA. So it's official, like. 7 Strangely enough, the difference in lighting makes going into and coming out of tunnels a decidedly tricky business.

2097

becoming a fashionable item? That's doubtful. And why is it fashionable? Because of the music that accompanied it, that's why. Yes, the Prodigy *et al* did wonders in getting the Playstation version of *Wipeout 2097* to fly off of the shelves. But we all know that those famous bands don't grace Saturn version with their over inflated presence, so does that mean that Saturn owners miss out

Suitable for the intermediate player, the American-owned Auricom team is exceptionally fast, and therefore not the easiest to handle.

Qirex

The only word ever not to have a u after the q is of Russian design, and is extremely powerful and fast. However it's very hard to control, and should only be piloted by experts. Hidden in the game is an extra craft too, this secret vehicle can only be used via the entry of a cheat, or by gaining a gold medal in all of the tracks. It's extra fast, and it's handling and acceleration are amazing. Unfortunately though, it can't pick up weapons.

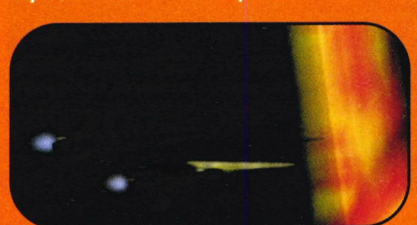
What about that trendy intro?

Those of you who are wondering whether the brilliant intro sequence is included within the Saturn incarnation of the game are in luck, because it's in there, and it's exactly the same as it's forefathers. Even the music's identical. Here it is in all its trend-setting glory.

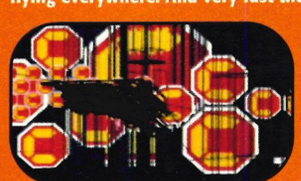
Designers Republic is the name of the game's designers, and this is their trendy logo.

Although this bizarre Japanese cat type thing has appeared in every single piece of coverage that *Wipeout 2097* has received, we've no idea what it is. Sorry.

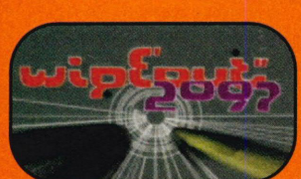
The Feisar logo, as with all of the logos in *Wipeout 2097*, is ridiculously cool.



The craft come shooting past, smoke and dust flying everywhere. And very fast they are too.



Trendy images constantly flash on and off during the intro sequence, which, by the way, is not recommended to people that suffer from travel sickness.

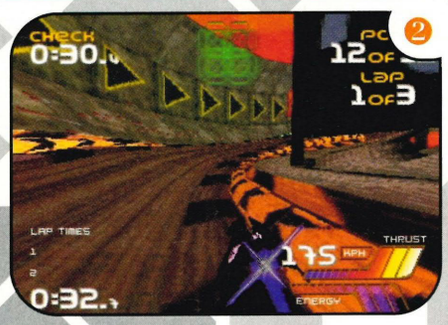


Soon everything settles down as the sequence evolves from the frenetic race that was into the lovely-looking title screen.

Captain's analogue

Next time your PlayStation-owning mates come round your house bragging about their version of *Wipeout 2097*, just look them in the eye and ask them calmly whether their version of the game supports an analogue pad. (Or for that matter, whether their machine has an analogue pad yet). Then, politely ask them to leave your house, which they will no doubt do, dragging their tails rather solemnly behind them. Ha!

For players of the original Playstation version, the analogue pad will prove initially quite difficult to use. However, practice and perseverance will reap it's rewards. Once you've reached competence with the analogue, you can take corners in a much more instinctive, thumb-friendly way. And, although it's obviously not a necessity to use the analogue pad, it certainly adds to the authenticity of playing, and hey, it looks good too.



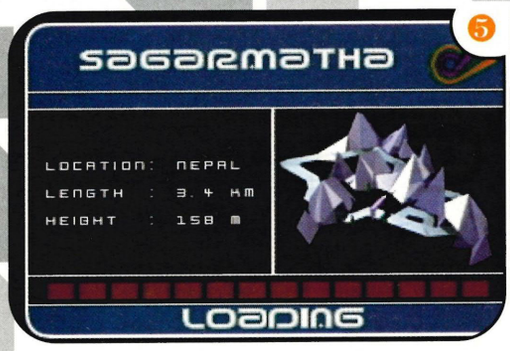
in the music department? Quite simply, no, because although there's no *Firestarter* instrumental, there are ten great tracks from Cold Storage, which are every bit as atmospheric, and dare we say it, as good, as their more well known counterparts.

For those of you who don't know what *Wipeout 2097* is all about, let us explain. The object of the game is to race at high speeds around one of the six different tracks, beating your CPU controlled opponents in a race to the finish line. Add to that basic description a sprinkling of special weapons, which can either help you or disadvantage your opponents, four different craft (cars), a real feeling of speed and a time trial mode, and you have the makings of a great game. With two bonus hidden tracks and a hidden craft too, there's plenty of scope to avoid the boredom that can come so soon into play with some games, which has to be a good thing.

> "The object is to race at high speeds around one of the six different tracks, beating your CPU controlled opponents in a race to the finish line."

Wipeout 2097 looks excellent, with hardly any loss of detail in it's translation from the Playstation, the only exception being the replacement of the Red Bull signs to those displaying Perfect Entertainment, the name of the developers. The stunning feeling of speed has not been lost in the conversion either, with a few minor jerks being the only noticeable difference between the two console versions. The

1 It's the pits, man. 2 Cornering is made easier by using your pad's shoulder buttons to 'slide' around, a technique Sega Rally owners will be well aware of. 3 Which chimp was driving when this was taken? 4 The caption took the drivers *completely* by surprise... 5 man.



loss of the two player link up option is a bit of a blow however, although not enough of one to dramatically effect your enjoyment of the game.

OK, so we all know what the burning, $64,000 question is, "Is it as good as the PlayStation version?" Well, yes and no. You see, although the Saturn version may not have the music that its cousin boasts or such subtle transparency effects... when you're playing the game, it really doesn't matter. It's so engrossing and playable that never once during play to you think that you're playing an inferior translation, because you're not, you see?

Against the PlayStation version, this translation of *Wipeout 2097* can proudly hold it's head high up in the air, because apart from the music, the loss of a two-player option, and a few minor graphical details, it's just as good. It's addictive, fast and it has a difficulty curve, that makes it easy to learn, but hard to master. It will also keep you coming back time and time again, because even if you've completed all the tracks, it's still a great challenge to keep improving your times, and blast away some more opponents without getting bored. *Wipeout 2097* is a superb game that offers a welcome and alternative twist to the might that is *Sega Rally*, and it should definitely take a take up a prominent position in anyone's games collection.

Dave Perrett

Spot the difference

We know that your friends have had *Wipeout 2097* on their PlayStation for ages, and that it's got the original music and everything, but look at the screenshots and say what the difference is, we dare you...

This is the PlayStation version, and it looks great, but the music doesn't make any difference from this perspective does it? Well, DOES IT?

And is the Saturn version. It doesn't look any different does it? So that proves it, the game looks just as good on either console. OK?

COMPARISON

WIPEOUT

▲ An new slant to the racing genre.

▼ Too slow and god-damn picky

Wipeout was another one of those games that pushed the boundaries of video gaming that little bit further. A futuristic racer with weapons that was also really fast was something that we hadn't seen since the likes of *Road Blasters* on the Commodore 64. Compared to *2097*, though, it's utter arse.

SECOND OPINION

Superlatives don't do *Wipeout 2097* sufficient justice. A superb conversion of a superb game, I consider it second only to *Sega Rally* as Saturn racers go. With eight tracks and a number of increasingly difficult challenges, it's fast, slick and immensely playable.

Wipeout 2097 is amazingly fast during its earlier stages, but the speed on the first challenge – to complete all six starting tracks within the top three – is stunning. Here's hoping *Destruction Derby 2* is as good...

James Price

VERDICT

Graphics

9 ***Wipeout 2097*** **has slick, good looking graphics, with a high detail level. Lovely.**

Sound

9 **The tracks by Cold Storage are excellent... and the spot FX aren't too bad, either.**

Group play

5 **There's no two-player link mode, but consecutive time trials are fun for a group.**

Lifespan

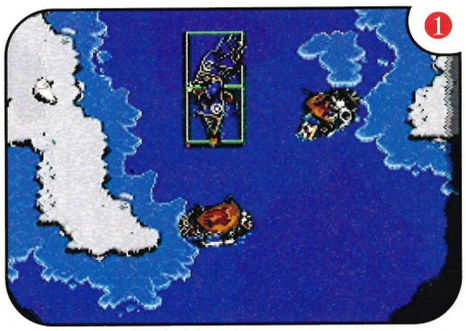
9 **Eight tracks – with a variety of challenges – make for a long-lasting racer.**

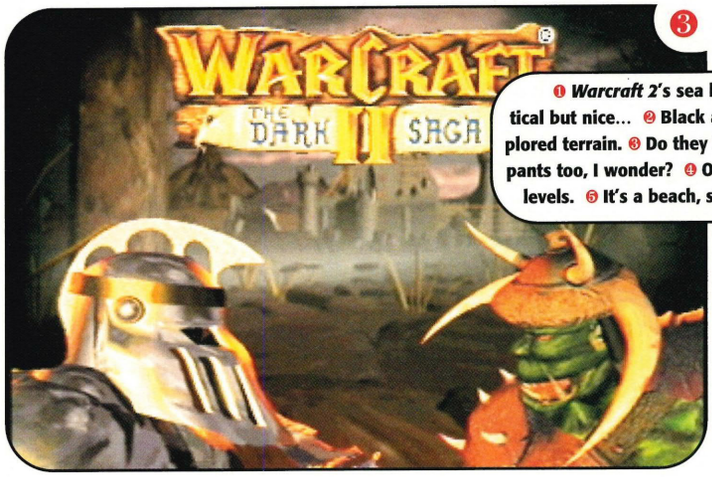
Wipeout 2097 **is a great game that not only looks like a dream, but it plays like one too. It's fast and it's good looking. Buy it.**

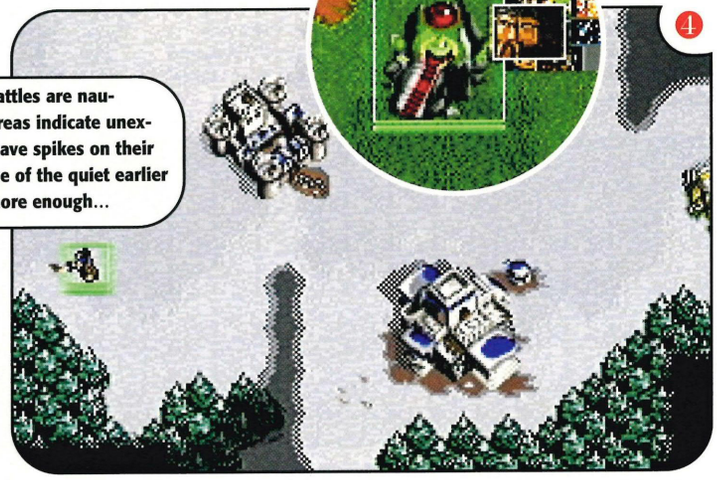
92

Saving the day

One of the better ideas EA had during *Warcraft 2*'s conversion to Saturn was to include a save option. This, on a basic level, may not seem overly innovative, but when you consider how long some of the battles go on for, it's a blessing to be able to save a position to cart.



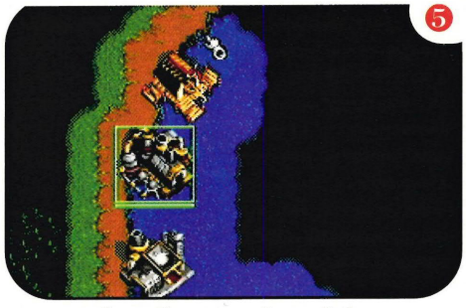




❶ *Warcraft 2*'s sea battles are nautical but nice... ❷ Black areas indicate unexplored terrain. ❸ Do they have spikes on their pants too, I wonder? ❹ One of the quiet earlier levels. ❺ It's a beach, shore enough...

Warcraft 2

One of the most popular PC games ever hits the Saturn. Don't be frightened by the 'olde world' setting – let's go twat some orcs...



On a superficial level, comparisons between *Warcraft 2* and *C&C* are inevitable. Both are real-time strategy games, utilise a similar interface and place varying degrees of emphasis on resource management. But beneath *Warcraft 2*'s decidedly 16-bit surface, cool waters of engrossing gameplay are disturbed by eddies of original and exclusive subtleties. No, really.

Warcraft 2 is mission based, with successful completion of one section leading to a password and another (invariably more complex) level. Each has its own set of objectives to be met. Early levels concentrate on introducing players to various buildings and the resources they produce or refine. This initially daunting management aspect is actually one of *Warcraft 2*'s strongest aspects.

> *"Warcraft 2 can be described as a successful conversion because, control problems and lack of multiplayer option aside, it's a carbon copy."*

Essentially, there are two classes of character – peasants (or workers) and warriors. Peasants alone can build new structures and gather basic materials such as lumber and gold, whereas warriors fight for their living. Having built farms in order to sustain units, players can add barracks, shipyards and other buildings in order to increase the range of attack weaponry. Raw materials – including oil, lumber and gold – are used to purchase and construct these once acquired by workers. The fruits of this labour should ideally include a well-defended town and a sizable attacking army.

Skirmishes take place as opposing troops collide but player control is limited to positioning of individuals or groups. Each unit has an energy bar, the depletion of which leads, obviously, to death. One novel feature of *Warcraft 2* is that every

A beginners' guide

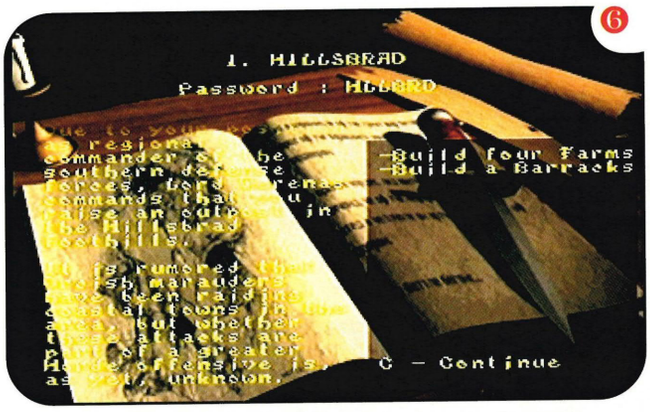
Starting with three warriors and one peasant, the first thing a player has...

...to do is mine a bit of gold (y'know, filthy lucre?) in order to fund...

...the war effort and make more peasants (!) using the above building.

Wahey! Ruck ahoy! Three on one, them's the odds. And golly, I won 'em!

Players	One	**Missions**	52
Difficulty	Varied	**Release Date**	August
Top 100 Position	30	**EA**	☎ (01753) 549 442



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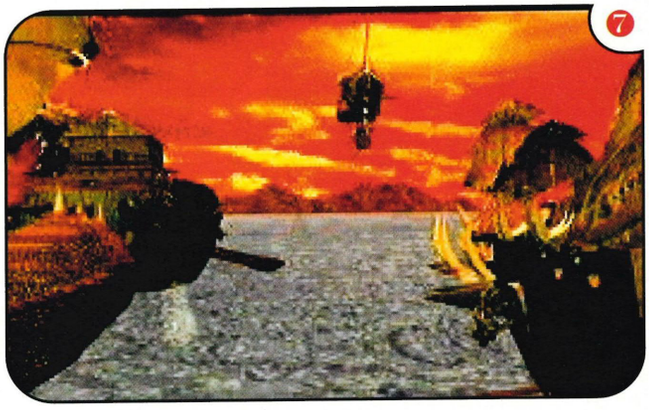


7

And here's one I made earlier

By altering these parameters, players can customise a battleground to their liking.

Here we are, in a world of my creation. Damn. Where's the 'supermodel infestation' option?

Where's the 'look like a pretty screenshot' option? Every game should have one, by law.

character has a physical presence, meaning that units can be used to block off routes and hold certain positions. This makes for interesting battles, rather than the perhaps arbitrary exchanges you get with *C&C*.

But here's a catch: as a PC game, *Warcraft 2* is regarded as being one of the best multi-player titles money can buy, with its considerable network and internet play options making it a virtual must-buy. Once the solo missions are completed, its lifespan is increased exponentially by the challenge human competitors and its map edit option (which *is* in the Saturn version – see box-out) can offer. Does the Saturn version boast this? Why, no. I can understand that, with no official link cable available in the UK, that option wasn't really viable for EA... but why not include a split-screen two-player option? Or, for that matter, a four-player option with an appropriately divided display?

It's not as if technical restrictions can be offered as an excuse, because *Warcraft 2*'s game engine is arguably as basic as can be found on the Saturn. It can be described as a successful conversion because, control problems and lack of multiplayer option aside, it's a carbon copy of a superlative PC original. But is this necessarily praiseworthy? *Warcraft 2* is not an attractive game; its visuals comprise simple scenery blocks with scantly-animated sprites. While its core gameplay is undeniably top-notch, surely upgrading functional graphics for 32-bit console release is a logical step? This may be criticism for the sake of criticism – after all, I think we've already established that *Warcraft 2* is a superb strategy title – but I, for one, berate EA for their lack of ambition.

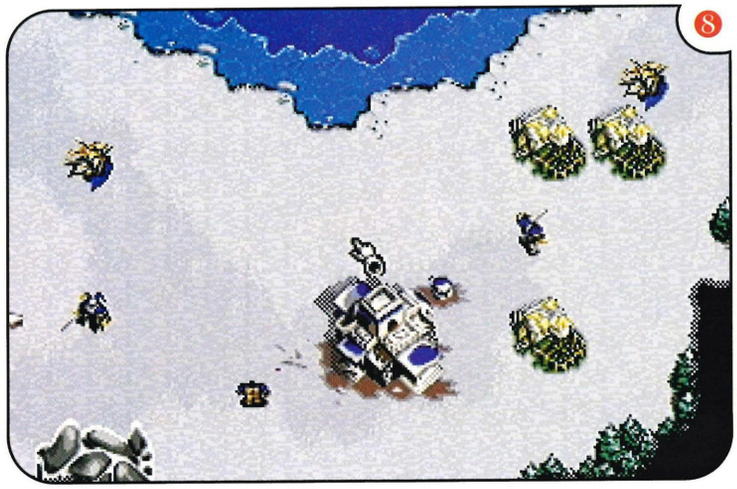
Warcraft 2 is, warts 'n' all, a superb Saturn release. With 52 missions (including the expansion pack scenarios sold separately for the PC release) and a level editor to play with, its longevity can't be faulted. But it could and *should* be better. Simply bolting on six pieces of arduous FMV – as EA have done – doesn't automatically establish it as an improvement because...

a: *D&D*-style FMV is crap

b: *D&D*-style FMV is crap

...and to continue the critical point-enhancing repetition lark: NO MULTI-PLAYER MODE! NO MULTI-PLAYER MODE! Woe, lament... and so forth. But it's still bloody good, regardless. If *Sonic Jam* weren't reviewed this issue, I'd be making 'game of the month'-type comments by way of recommendation.

James Price



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6 Mission objective screens are spoiled by awful OTT voice-overs. 7 A token rendered intro shot. They really are poor, y'know. 8 Trouble brewing.

COMPARISON

Command & Conquer

▲ Superb strategy conversion

▼ No two-player mode and over-picky win conditions

C&C is brilliant. Realtime strategy complemented by excellent presentation and easy-to-grasp controls, plenty of missions... it's almost got the lot. But, alas, let's go back to that 'almost'. The multi-player game that made the PC original so essential, like *Warcraft 2*, is missing. The console AI puts up a fair fight but... well, it's just not quite the same.

SECOND OPINION

Change a few sprites, alter the time of the game, release it through a different company and what you basically have here is *Command & Conquer*. Now whether that's a bad thing depends on how much you liked Westwood's game, but everything, from collecting a substance to earning money for weapons, etc, to the little energy bars by each character to the style of speech to the way that the maps unfold is identical. I found it all lacked a bit of imagination, but what do I know? Quite a lot, if the true be known.

Dean Mortlock

VERDICT

Graphics

2 Crap, crap, crap, crap, crap, crap, crap, crap, crap, crap... but functional.

Sound

4 Embarrassing OTT speech, irritating spot FX and somewhat dodgy music.

Group play

0 No multi-player mode! Come on lads, let's go push dog mess through EA's letterbox...

Lifespan

9 Fifty-two missions and the option to tailor individual missions to your liking? Fab, mates.

An essential strategy purchase let down by a lack of multi-player support and piss-poor visuals, *Warcraft 2* is an otherwise fine release from EA.

88

Sega

In this month's Sega World: yet *more* games unlikely to ever be considered for European release, but worth a look nonetheless. Takara's new fighter and a shoot-'em-up are this month's foreign fare. Please enjoy.

D-XHIRD

Japan ● Developer: Takara ● Publisher: Takara

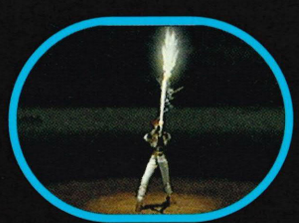
The Saturn is currently enjoying an abundance of top quality fighting games. *Fighting Vipers*, the *Virtua Fighter* series, *Fighters MegaMix*, *Street Fighter Alpha 1* and *2*... the list goes on, but unfortunately it also has a fair amount of average titles. *D-XHIRD* (pronounced D THIRD) falls into the latter category.

Developed by the company behind the Toshinden games, *D-XHIRD* is a 3D fighter that takes a leaf out of practically every other successful fighting game. Take for instance the arenas that you fight in. Some are on raised platforms while some are inside cages as in *MegaMix*. It also borrows the light sourcing from *Tekken 2* and the weapons-based combat from *Soul Edge*. Now you would probably think that this would make it a worthy addition to the Saturn's already bulging library of fighting games but *D-X* just doesn't manage to pull it off.

D-XHIRD welcomes you with a very Namco-like introduction with all the characters waving their various weapons about and generally looking very tough, apart from the girls who float about the screen half naked. So far so good. Press the Start button and the main menu pops up which gives you the options of a One Player game, VS mode, Time Attack, Practice, as well as other options which allow you to rename all the fighters in the game and view the ending and movie sequences that you have gained so far.

Hitting the One Player option brings up the player select screen offering you an initial selection of ten characters ranging from a school girl to an executioner. Once you've selected your guy or gal, off you go. At this point the game goes downhill. The graphics may look pretty in the screen shots but the animation is just not up to the standard of *Virtua Fighter 2* or *Vipers*, and a majority of the characters share the same unexciting moves, so to a certain extent, once you've pick one you've picked them all. The sound is also distinctly average with mumbled speech and tinny screams. All this adds up to make the game very uninspiring to play.

Pete Coulson



VERDICT

75% – Basically, if you have *Fighters MegaMix* or *Fighting Vipers* for that matter, you won't find anything new here..

STATUS

As far as we know this game will not be released in this country, but if it where I would advise that you leave it on the shelves.

World

Many, many thanks to the wonderful Martin at Video Games Centre in Bournemouth for the loan of the games. They can be contacted on (01202) 527314 for copies of the games mentioned here and all your other import needs.

Skull Fang

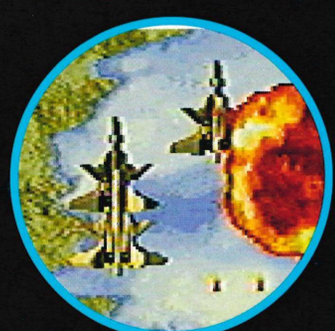
Released in: Japan ● Developer: Data East ● Publisher: Data East

You know when you're in a pub and there's always a sad old lonely coin-op standing in the corner that no one has played since the place opened? Well that coin-op is probably something like *Skull Fang*. A vertically scrolling shoot-'em-up complete with boring weapons, crappy graphics, cheesy sound, and that all important difficulty factor that lets only super humans get past the first level without losing half their lives. Yes, it really is that bad.

After the intro you get to choose one of the four different ships that represent the Navy, Airforce, Army, and Sub-Space Force, each with different handling and weapons capability. Once you've decided what ship to fly you can select a pilot from, yes you've guessed it, one of the four different characters each with their own yawn factor. The first thing you notice during play is the sheer amount of bullets that are heading in your direction which you'll end up frantically trying to dodge while the power-ups float about at the top of the screen. It's this fantastic game design that makes *Skull Fang* an absolute joy to play. Oh sorry, did I say joy, I meant pants. The ground that you fly over is actually quite detailed although you'll never really get a chance to look closely at it because before you know it, you'll come limping up to a great behemoth of an aeroplane or UFO or whatever, which then proceeds to fire ten thousand bullets per second at your craft, sending it spiralling down to the nicely detailed ground.

So is there anything good about this game? Well, as I said, the levels are quite detailed and there is a good variation of enemies to fight. You also have plenty of options to fiddle with that allow you to flip the display (and your TV) on its side for that arcade machine feel, but is anyone really bothered? You also have an interesting Trial Mode, which as far as I can see, completely bypasses the small craft and pits you against each boss, one after the other. It just gets better and better... no, actually I'm lying. Sorry.

Pete Coulson



VERDICT

60% – Overall this is a disappointing game, but what do you expect from a vertically scrolling shoot-'em-up?

STATUS

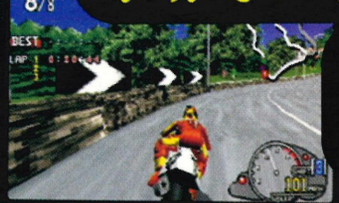
Fortunately for us Brits, there's no chance that *Skull Fang* will be released in UK.

the State

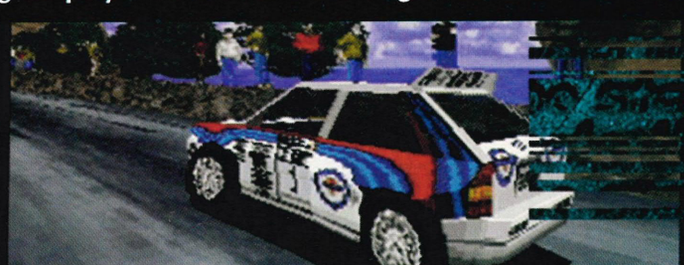
the State of the Arts

the State of the Arts

the State of the Arts



Has the era of the 32-bit machine obscured the true goal of compulsive gameplay with complex but pleasing polygon-based visuals? Are games designers committed to a style over content cause that, ultimately, results in lacklustre gameplay? *Saturn Power* investigates...



In the beginning

Think back to the first time you ever played a video game. Think hard. It might have been in an arcade when you were at school, on a friend's computer or on one of those hand-held toys with a huge adaptor that took 6 AA batteries and always ran out on Boxing Day halfway through The Great Escape just before you reached the final level. Bugger.

But consider this. When you first won at *Monopoly*, you didn't mind the cardboard table, fake paper banknotes or the tiny green plastic houses. When you first got an adrenaline buzz from a videogame an otherworldly tingling feeling ran down your back – and god damn it, you wanted MORE – the game that did it would undoubtedly look pretty poor put beside today's polygon, light-sourced, multi-tasking custom processor-generated offerings. Think *Tempest, Asteroids, Pac-man* and *Space Invaders* – we blindly worshiped at their cabinet-shaped altars in our coin-op fixated boyhoods and gladly fed them pocket-money by the bucketful.

Andy Dyer, Computer journalist and games expert
Fave games to play – *Mario 64, ISS Pro, Sega Rally, Porsche Challenge, Rage Racer, F1, Wipeout 2097.*

Fave three best-looking games – *Mario 64, Tomb Raider, Wipeout 2097*

Fave game of all time – *Mario 64*

Andy freelances for many of Future's magazines including *GamesMaster*, *The Official Playstation Magazine* and is the resident games expert on *PlayStation Power*. He is an expert of all things gameular and, in his spare time, also a father.

SP: What was the worst game you've ever played?
AD: Of all time? *Dick Tracy* on the Commodore 64. Recently, *The Crow*.
SP: What was so bad about it?
AD: I can't say for sure, but it seemed to me that the game hadn't been finished. You had a punch button and if you held it down, Dick's arm just stayed outstretched killing anything it touched. There's no other word for it – it was a load of bollocks.
SP: Best game?
AD: If i had to choose one it's *Mario 64*, because of the impact it made on me. But let me stress there are many different games that appeal to me for different reasons.
SP: What was so good about it?
AD: Put it this way, I finished playing the game a while ago, but I can still remember the places I visited and the characters I met in vivid detail. There's something very solid and real about the *Mario 64* experience.
SP: Do you have a favourite historic game which looked dodgy but was a blast to play?
AD: There have been loads over the years. *Galaxian* is still a favourite. I still play Game Boy *Tetris* almost every day and that's about as grim as videogame graphics get.

Back in the blocky primordial mists of the early eighties, arcade machines succeeded or failed purely on gameplay. That's all that attracted the punters and really all that mattered. We used to buy games for how they played, but now, we're equally likely to buy them for reasons based around their appearance. Or are we? I spoke to a few experienced industry pundits and quickly discovered that looks aren't all they're cracked up to be.

Richard Eddy, Marketing Manager at Codemasters, believes the secret of a good game lies in its its playability, and this is central to his company's game development policy. "When we first develop a game we spend the first three months getting the gameplay just right. If we can't perfect the playability at that point, then the project generally goes no further," Richard explains. "When *Micro Machines* first started years ago, its graphics were fairly basic. It's a very clever game in that it's for multiple players but also includes lot of depth – you can play with a lot of strategy and tactics. With it coming out on the PlayStation and now the Saturn, we've got the advantage where we can run really smart graphics too. So you've got the best of both worlds, something which is really fun to play with non-stop action which you can also apply strategy elements to. It looks great as well."

The best after pub game you can play

Richard rates *Soul Blade*, ("A truly beautiful game"), *Wipeout 2097* and *Tomb Raider* as the top three titles which excel in the graphics department. In gameplay terms he likes *Micro Machines* ("The best after-pub game you can play"), *Tomb Raider* and *Cool Boarders* – a Saturn version of which should appear soon.

"*Tomb Raider*'s like a huge novel. I've been playing it for the last six months," he said. "*Wipeout 2097*'s a good game but where it really succeeds is in producing the atmosphere of a futuristic theme park."

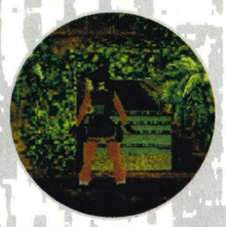
"We spend the first three months getting the gameplay just right. If we can't perfect the playability at that point, the project generally goes no further."
RICHARD EDDY

Codemasters have a reputation built on great games with unrivalled playability. Richard explains the three key elements behind their pure gameplay ethos. "The games are specifically created so that when you switch them on you can immediately pick up the joypad and feel like you're achieving something without reading the instructions. This creates a 'pick up and play' feeling much like an arcade machine at its heart.

"Secondly, the game must have a good learning curve, so that the players can slowly learn 'the tricks' as they occur," he continues. "The third key element lies in creating lastability – the property which will keep people coming back to the game time and time again. So once you've played it lots and have learned loads of tricks, then there is an impetus to keep going back to rediscover new things. *MMV2* is the perfect example of that, because once you've mastered it, and really know all the tracks inside out, you still want to play it with a friend," he explains.

Saturn Power recommends • Sa

We've heard what other people think, but what's our opinion? What do we think are the top five games for both graphics and gameplay? Aanndd, how much do they cross over? Read it and weep...



Graphics
1) Tomb Raider
To die for, simple as that.
2) NiGHTS
A ground-breaking attempt from the Sonic Team.
3) Virtua Fighter 2
Hi-res and ultra-smooth.
4) Exhumed
The fastest and smoothest *Doom*-clone available. Loads of light-sourcing, too.
5) Pandemonium
Proved a lot of people wrong by being a almost-perfect conversion of the PSX original.

rn mmends • Saturn Power recommends Power rec

Gameplay

1) *Fighters MegaMix*
Loads of characters and a stupid amount of options and hidden extras.

2) *Sega Rally*
Superb car handling and, again, loads of extras supplied for the home version.

3) *Tomb Raider*
Large, tricky and featuring some very ingenious puzzles.

4) *Exhumed*
A difficult game to complete and a lot of thought put into level design.

5) *Street Fighter Alpha 2*
Still one of the most playable beat-'em-ups available.

So, to conclude, the clear winner for both graphical effect and pure gameplay has to be the stunning *Tomb Raider*... we can but hope for a decision that will reverse the current farcical situation that is the lack of a *Tomb Raider 2* conversion.

Does he think that poor graphics will make a game intrinsically less enjoyable?
"Poor graphics do effect gameplay. In the arcades, *Alpine Racer* (a downhill ski simulation) is a good example of a game which is at its heart intensely playable, but is graphically excellent too."

Market share

Graphics have changed with the times as consoles have scaled the evolutionary ladder in leaps and bounds from their 8-bit blocky forefathers to the 16-bit console boom, and more recently the 32-bit wars between Sony and Sega, with Nintendo's N64 streaking off into the realtime 3D generated horizon.
PCs still hold the majority of the software market with a 60.3% share as oppose to the console's 39.7%. So even with a host of arcade-perfect conversions slewing out of the black and grey boxes, the PC's lead is set to be further consolidated by recent MMX performance-enhancing chipsets. Will this further encourage developers to create software to be sold by merit of looks alone?

Andy Dyer, videogame journalist, believes that the newer 32 and 64-bit machine's improved graphic capabilities have not harmed playability. After all, when one considers the latter stages of the animation-obsessed 16-bit era, has anything really changed?

"After *Cool Spot* and *Aladdin* on the Mega Drive, there was a slew of bloody awful platformers that looked great, but were ruined by overtly complex animations," he recalls. "As the 16-bit market declined and the next generation machines had yet to appear, there was a lack of originality and an abundance of good-looking but dire titles."

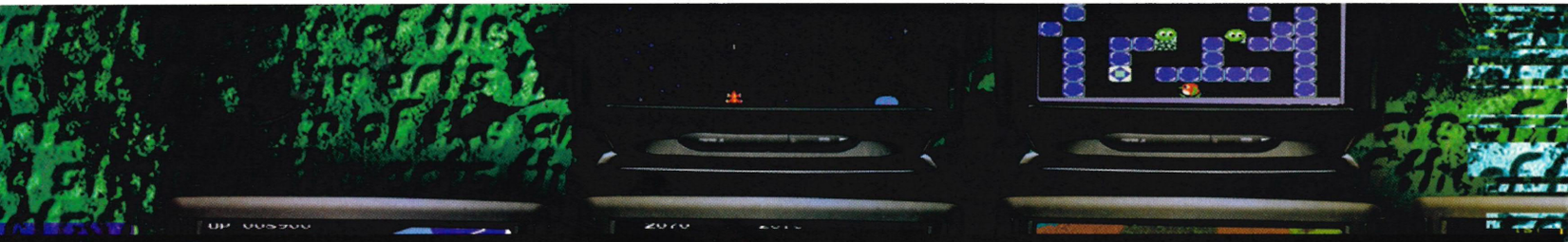
This doesn't necessarily mean that 32-bit machines don't have their fair share of sub-standard titles, but perhaps the good outweighs the bad, as Andy speculates. "There's also been an awful lot of very dodgy 32-bit software, but at the moment you can feel a real buzz of creativity from within the industry. We're now getting some of the most exciting software we've seen in a long time." Andy sees the current fixation with 3D as something of a mixed blessing.

"It was the obvious step really, given the power of the latest consoles. Once someone creates something original or, more importantly, successful, you're bound to be deluged with similar titles. So now we have dozens of racers, beat-'em-ups and 3D action adventures ranging from the mind-blowingly good (Ms Croft *et al*) to the gut-wrenchingly bad. The industry's fixation with 3D has both positive and negative implications. It's really up to the consumer to vote with their wallets to ensure that quality of gameplay is maintained."

The good, the bad and the ugly...

Andy concedes that poor software is everywhere. "Where do you begin, really? There's a lot of it about. Any 3D beat-'em-up that isn't one of the really high profile titles. After the *Virtua Fighters*, *Tekkens*, *Toshindens* and *Soul Edges* you start to get on very shaky ground," he explains. "The very worst thing I've seen in the last year, though, is *The Crow: City Of Angels*. When the software's bad, its really very poor indeed. Most bad software is just laughable. That one was offensive."

Andy remembers that good games were possible even fifteen years ago on a 32k BBC B computer. "There were certainly some very ingenious programmers around back then, and the results they achieved on those old systems were amazing. How did *Elite* ever come about on a 32k BBC computer? But to keep harking back to the past is to ignore the immense talent that exists at the moment. You just



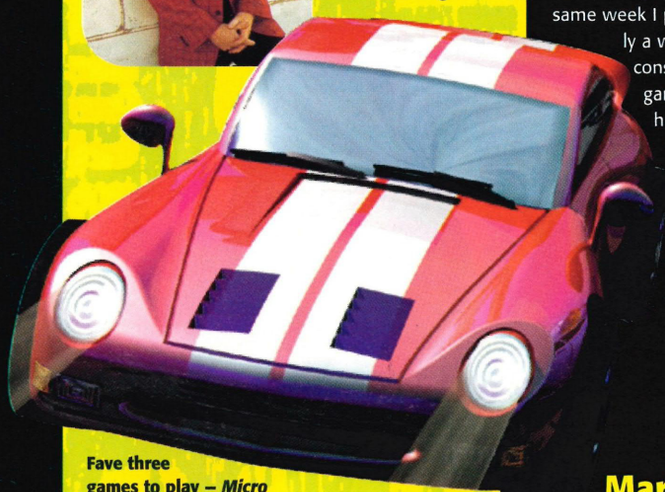
Richard Eddy
Richard is the Marketing Manager at Codemasters. What he doesn't know about the games market isn't worth knowing.

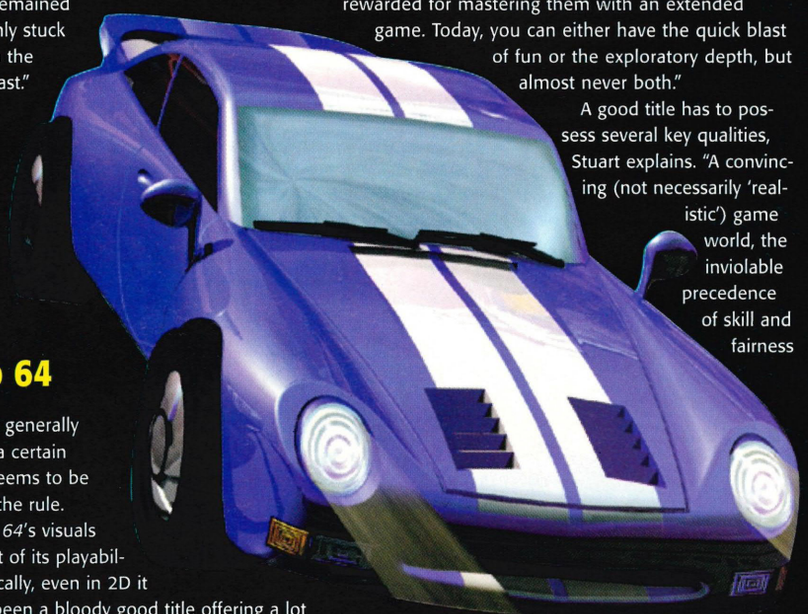
Fave three games to play – *Micro Machines V3, Tomb Raider, Cool Boarders*
Fave three good-looking games – *Soul Blade, Wipeout 2097, Tomb Raider*
Fave game of all time – *Micro Machines 2* (Mega Drive), *Tomb Raider*

SP: What do Codemasters do differently when developing their games?
RE: If a game doesn't feel right at the very beginning then its very difficult to improve the playability later. Normally we spend about three months perfecting the playability with wire-frame models, before any further graphic development takes place.
SP: What was it about *Micro Machines* which made it such a huge hit?
RE: Playability, definitely. With *MMV3* you get the best of both worlds – a game with smart graphics which is great to play.
SP: What is the crux of Codemasters 'pure gameplay' ethic?
RE: Firstly a pick up and play experience, which allows the player a feeling of achievement without first having to read the instructions. Secondly a good learning curve, and thirdly, lastability. There must be enough depth in the game to keep the player coming back to it.

need to look at the software released over the past year and, more importantly, the releases lined up for the rest of '97 to see the immense levels of originality and creativity at work in the industry," he explains.

"I was reviewing a wargame a short while ago and it was utterly dreadful. It looked like an 8-bit game, the interface was clumsy... it was shameful. The underlying strategy game wasn't that bad. In the same week I played *Vandal Hearts*, which is essentially a wargame but plays and looks like a slick console RPG. If we're lucky, we'll see more games like this, but until now, wargaming has remained firmly stuck in the past."





Mario 64

While looks don't generally make the game, a certain Italian plumber seems to be the exception to the rule. "Curiously, *Mario 64*'s visuals are a integral part of its playability. But hypothetically, even in 2D it would still have been a bloody good title offering a lot more moves than the previous one (*Super Mario World*) and a whole new game world to explore," Andy explains.

The burgeoning retrogames market is testament to the fact that a nice pair of polygons aren't everything. Stuart Campbell tests games for industry and understands that the retrogame market hinges on a cocktail of nostalgia and gameplay. There were fundamental differences in the design of these games, in terms of theme and structure – concepts well worth considering when looking at the genre.

"What's worth noticing, though, is the fundamental difference between old and new videogames. Older games were immeasurably more innovative, both in theme and structure, but more than that they were designed with two things in mind – to be instantly graspable, and to last longer the more you played them," Stuart opines. "Today, you either get arcade games designed to be over in three minutes maximum whatever you do (racing games are the best example – in old ones, you keep going until your time runs out, whereas in modern ones, the better you get the quicker your game ends), or complex "strategy" games that require you to spend half an hour reading the manual just to find out how to go left (*Mechwarrior 2* springs to mind).

"What's nice about retro games," he continues, "is that although you can pick one up just for 10 minutes and still have fun, you have to constantly learn new dramatically different skills, and you're rewarded for mastering them with an extended game. Today, you can either have the quick blast of fun or the exploratory depth, but almost never both."

A good title has to possess several key qualities, Stuart explains. "A convincing (not necessarily 'realistic') game world, the inviolable precedence of skill and fairness over luck and memory, a tangible correlation between challenge and reward, and absolutely no "Loading Please Wait" signs. Pictures of cute puppies are nice, too, but not essential," he said.

"Most gamers don't give a toss about 'playability' or other such high-minded concepts, they just want to be part of the experience."
Stuart Campbell

Does he think too much emphasis is being put on graphics these days?

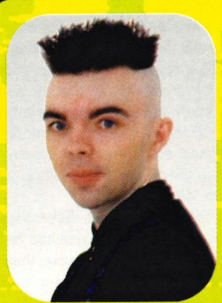
"Only if it's at the expense of other features. Fabulous graphics are great, obviously, but I actually think they're the least important single aspect of a good (critically speaking) game. "Think about it – your brain has the imagination to expand on very abstract visual concepts (otherwise, how did anyone ever manage to have fun playing a ZX81 game, which millions of people did?) and create a game world from them. Sound, on the other hand, is much more absolute – it's difficult to imagine better sound effects than the ones you're actually being played. And there's nothing much your brain can do with crap game design," he concludes.

What does he think consumers are more attracted to – a title that looks great or one that plays like a dream? "I only wish consumers were that intelligent. Most gamers don't give a toss about "playability" or other such high-minded critical concepts, they just want to be part of the 'experience'," says Stuart. "I wouldn't have thought history left much room for doubt on this one."

To conclude

Meanwhile, the graphic revolution continues unabated. The latest MMX chip updates PC graphics beyond the realms of even the customised console chips.
With recent news that Sega have bought into 3Dfx technology – responsible for one of the many 3D accelerator cards for the PCs and chipsets for coin-op kings Atari and Taito – it's more than likely that their new Black Belt machine will feature chips built on these predecessors. The basic PC 3Dfx card can turn already-impressive titles such as *F1*, *Tomb Raider* and *Wipeout 2097* into stunning visual experiences. But to see this potential advance (and equivalent jumps by other hardware manufacturers) as a cure-all for a software industry plagued by titles of little content would be naive. After all, being 'state of the art' is all very fine and well... but it's the state of the gameplay that *really* matters.

Iain White



Stuart Campbell
Fave three games to play – *Mario 64, Tempest X, Robotron*
Fave three looking games – *Mario 64, Tempest X, Robotron*
Fave game of all time – *Mario 64*

Stuart is a smart boffin who tests games for industry and runs his own company, Thumbs Aloft. He's been playing games since he was an embryo and knows his stuff better than anyone we know (or at least outside the *Saturn Power* office). The *SP* team diligently picked away at his huge brain and received some very illuminating answers.

SP: Can you think of any examples of good games which have been hampered by bad graphics? What appealed or appaled you about these games?

SC: Hmm. You don't tend to see 'bad' graphics very often these days. The most obvious example would be something like *Tempest 2000*, which has simple geometric shapes for graphics, albeit very nicely rendered. I actually like that – I prefer to use my imagination a bit (I find it's still better than anything a Silicon Graphics station can come up with), and I'd rather play a game without having my motivation destroyed by worrying about another idiotic rescue-the-princess/save-the-world/kill-everything plot.

SP: Can you think of examples of poor games with good/outstanding graphics? What appealed or appaled you about these?

SC: You have several days to spare here, I trust? Perhaps *Manx TT* is the best recent example – a genuinely useless game in which the player's input makes almost no difference to the result (the best way to win is to sit still on the starting line for 20 seconds, then let the game's handicapping catch up on the field for you, overtaking the leader just before the finish line, so that you don't have to worry about staying in front with that same handicapping working against you). Everybody appeared to be too busy going "Ooh! Pretty motorbikes!" to notice, though.

SP: Codemasters developed and sold *Micro Machines* on the strength of its gameplay. Do you think this is the exception to the rule ?

SC: Pretty much. On the list of attributes used to sell games (licences, gore, brand), gameplay is a long way down. And no, having an advert that says 'and the gameplay's great!' doesn't count.

SP: Platform and beat-'em-ups have been modernised and upgraded to 3D environments, the legacy of Nintendo's *Mario 64* and Sega's *NiGHTS*. Do you think this has harmed or improved the games?

SC: Hmm. Difficult one. I don't think you can say that the move to 3D in itself has made any difference, gameplay-wise. It's easier to screw up a platformer or beat-'em-up in 3D – there's just more to go wrong – but get it right, as *Mario 64, Tekken 2* or *Fighters MegaMix* do, and you're looking at a huge step forward from the 2D equivalent. As ever, it all comes down to the quality of the actual basic game design itself.

SOMETHING HAS SURVIVED. FIND OUT WHAT, IN...

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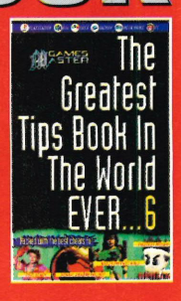


TOP 100

Many *Saturn Power* readers have written in to question certain Top 100 placings. To try and curtail a few arguments, we included a Reader Top 20 last month. This issue we're giving you the opportunity to vote in our special Reader Top 50 feature, to be printed in *SP05*. If you've ever looked at placings in our Top 100 and found yourself shaking your head sadly, this is your chance to make your voice heard...

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.

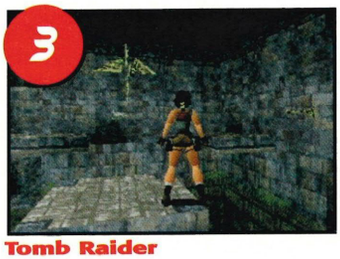
2 Fighters MegaMix

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. *Megamix*'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.



3 Tomb Raider

Core • 95%

Quite simply the most impressive looking adventure game ever seen and one of the true 'next-generation' computer games. The graphics, depth and freedom to the gameplay in *Tomb Raider* are like no other.

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 has more in the way of originality than almost every other release of 1996. We look forward to its sequel with bated breath...

Best points: Getting eaten by a dinosaur, impaled on spikes or falling ten storeys and, despite being aware that it's only a game, wincing. Shooting a wolf with a shotgun. We could go on...

4 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.

5 Virtua Fighter 2

Sega • 96%

What can we say? We could argue about the merits of *Virtua Fighter* verses *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.

6 Sega Worldwide Soccer '97

Sega • 91%

The football arguments that had been raging since the release of both *Olympic Soccer* and *Striker* were finally quashed when this game appeared. *Sega Worldwide Soccer* is a superlative two-players game but, unfortunately, it's flawed to hell in some respects. Sega have an update planned for Xmas '97 – hopefully, this will take into account *SWS*'s goalkeepers are utter tosspots. *Worldwide*'s NTSC version (on a USA or Jap machine) is faster, smoother and better to play. Import buyers take note...

Best points: The animation and movement of the players is spot-on and there's a lot of moves that are pretty simple to get to grips with. Slightly dodgy when played against the Saturn, it's brilliant against a friend.

7 Wipeout 2097

Psygnosis/Sega • 92%

The second best racer for the Saturn. For months we coveted a Saturn conversion of *Wipeout 2097* and, when it first arrived in the **Saturn Power** office, we were quite frankly stunned. We'd spent so much time speculating how good it could be that, when it turned out to be bloody excellent (and it undoubtedly is) we were somewhat at a loss. Well, you know what we mean.

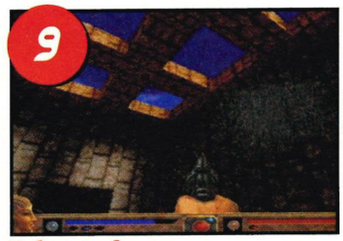
Best points: Eight tracks, each with their own array of hazards, weapons and power-ups that actually have a bearing on the racing and, unusually, improve it... we could enthuse all day and still not scratch *Wipeout 2097*'s considerable (and, metaphorically speaking, gold-plated) surface. Brilliant.

8 Ultimate Mortal Kombat 3

GT Interactive • 94%

Old as the proverbials *Mortal Kombat* may well be, but this is still the ultimate 2D fighting game, and this is (by far) the best version of it. Of course, not everyone agrees that the *Kombat* series is a pinnacle of beat-'em-up perfection. Indeed, *Street Fighter Alpha 2* is technically superior in almost every respect. However, casting votes in the **Saturn Power** office put *Ultimate* above *Alpha 2*.

Best points: The atmosphere is darker than ever and the amount of finishing moves and fatalities are unrivalled by any other. Of course, there's the small matter of gore. Although surpassed by other titles in terms of sheer 'ugh!' value, *Ultimate Mortal Kombat 3* still makes players wince as their character meets a grizzly end.



9 Exhumed

Sega • 91%

There have been a few *Doom* clones now on the Saturn, but only one can claim to look and play better than the original. The sheer speed, smoothness and detail to the game makes it utterly unique.

Lobotomy are arguably the most exciting Saturn developer of the moment not working in a Sega office. Everything they currently touch turns to gold – so, while you're waiting for *Quake* and *Duke Nukem*, playing this would be a good way to spend your time.

Best points: The light sourcing is incredible for the Saturn. *Exhumed* also boasts impressive depth; you'll struggle to complete it and, should you do so, it's assured that you missed secrets, features and the elusive Loboflight.

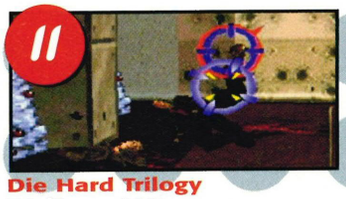
10 Virtua Cop 2

Sega • 92%

Like the first *Virtua Cop* game, the AM fellows have produced an almost faultless conversion. That, when added to the optional light-gun, makes an awesome package.

Trouble is, without the use of a plastic pointing peripheral, *Virtua Cop 2* is – again, like its predecessor – an attractive but unsatisfying blaster. Those without one should buy Sega's fairly good-value gun/game bundle.

Best points: Light-gun games have always been popular and one of the best things about the *Virtua Cop* games is the way it responds to the gun – the victims for instance, move in a natural way, depending on where you hit them. Shooting felons repeatedly in the pants has never been so much fun...



11 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.

16 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...

21 Puzzle Fighter Turbo 2

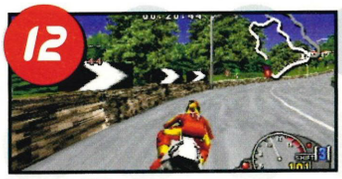
Virgin/Capcom • 81%

Slightly better fun that *Bust-a-Move 2* as a one player game, *Puzzle Fighter* perhaps has the edge over its bauble-busting rival. Cheap and essential for two-player sessions.

26 Pandemonium

Sega • 88%

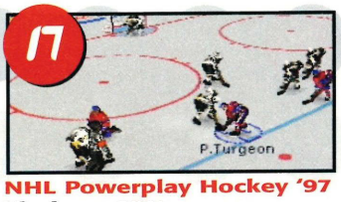
Bouncing, boinging visually 3D but technically 2D platform game achieves fair PlayStation success. Saturn version appears over four months later. Sad, but true. Top game, though.



12 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...



17 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.

22 Dark Savior

Sega • 91%

Programmed by the *Landstalker team* and a appealing action RPG. There's certainly enough gameplay to appeal to all types, but enough puzzles to keep the thinkers among us happy.

27 Virtual On

Sega • 88%

Any game with huge robots fighting each other with multiple weapons is bound to go down a storm, and this AM3 arcade conversion is pretty true to the original.

13 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.

18 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.

23 Bust-a-Move 2

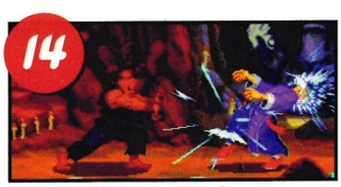
Acclaim • 91%

A hopelessly addictive puzzle game that seems simple, almost dull at first appearance, but draws you in like, like, well like heroin we suppose. It's almost a bargain at £30, too.

28 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.



14 Street Fighter Alpha 2

Virgin • 88%

Good enough and playable as *Street Fighter* ever was. Is *Ultimate Mortal Kombat* significantly better, if at all? Opinion in the **SP** office is split, but *SFA2* is undoubtedly the looker of the two.

19 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.

24 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.

29 Wipeout

Sega/Psygnosis • 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.

15 Command & Conquer

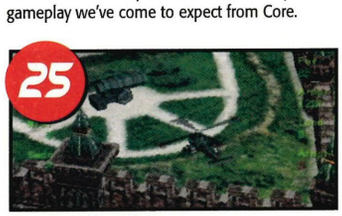
Virgin • 91%

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.

20 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.



25 Soviet Strike

EA • 87%

The famous *Strike* series makes it to the Saturn in a moderately successful way. The landscaped graphics may look highly realistic, but it's a bit more jerky than it should be.

30 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.

Index

3D Lemmings (87)
Actua Golf (80)
Alien Trilogy (31)
Alone in the Dark 2 (55)
Amok (98)
Andretti Racing (69)
Athlete Kings (39)
Baku Baku Animal (44)
Black Dawn (59)
Blam! Machinehead (83)
Blazing Dragons (95)
Bomberman SS (19)
Break Point (90)
Bug! (54)
Bust-a-Move 2 (23)
Casper (97)
Command & Con... (15)
D (64)
Darklight Conflict (55)
Dark Saviour (22)
Daytona USA: CCE (13)
Destruction Derby (71)
Die Hard Arcade (58)
Die Hard Trilogy (11)
Discworld (78)
Doom (94)
Dragon Force (28)
Earthworm Jim 2 (77)
Exhumed (9)
FIFA '97 (82)
Fighters MegaMix (2)
Fighting Vipers (41)
Ghen War (85)
Golden Axe (88)
Grid Run (50)
Hardcore 4x4 (68)
Hexen (47)
Jonah Lomu Rugby (48)
Keio Flying Squad (75)
Loaded (100)
Lost Vikings 2 (51)
Madden '97 (41)
Magic Carpet (57)
Manx TT (12)
Mass Destruction (65)
Mech Warrior 2 (52)
Mystaria (43)
NBA Jam – Tournament Edition (76)
NHL '97 (96)
NHL Powerplay Hockey (17)
Night Warriors (18)
NiGHTS (4)
Olympic Soccer (37)
Pandemonium (26)
Panzer Dragoon ZWEI (33)
Pro Pinball: The Web (46)
Rayman (69)
Sega Rally (1)
Sega Worldwide Soccer '97 (6)
Shellshock (89)
Shining Wisdom (99)
Sim City 2000 (46)
Slam 'n' Jam (91)
Sonic 3D (42)
Sonic Jam (16)
Soviet Strike (25)
Space Hulk (74)
Spot Goes To Hollywood (40)
Story of Thor 2 (84)
Street Fighter Alpha 2 (14)
Street Racer (34)
Swagman (32)
Tempest 2000 (66)
The Need for Speed (86)
Theme Park (49)
Thunderhawk 2 (24)
Tilt! (81)
Tomb Raider (3)
Torico (36)
True Pinball (62)
Tunnel B1 (20)
Ultimate Mortal Kombat 3 (8)
Victory Boxing (38)
Virtua Cop (60)
Virtua Cop 2 (10)
Virtua Fighter 2 (5)
Virtua Fighter Kids (73)
Virtua Racing (79)
Virtual Golf (70)
Virtual On (27)
Warcraft 2 (30)
Wipeout (29)
Wipeout 2097 (7)
World Series Baseball 2 (93)
WWF Wrestlemania (92)
X-Men: Children of the Atom (68)

Highest entry: Wipeout 2097 (7)

Next Month...

The Saturn Power Reader Top 50!

After much begging, pleading and polite suggestions, we've finally granted our most common reader request. Next month *Saturn Power* readers will have their own Top 50 compiled from votes cast by the coupons in the last two issues. And, of course, the coupon below. Just to make things a little more interesting, we've included a few extra categories for you all to vote on. Naturally, we're offering prizes for five entrants drawn at random – probably a piece of software or hardware, we'd imagine – so don't delay. Cast your vote, or forever hold your silence...

Name:

Address:

Favourite *Saturn Power* issue:

Favourite *Saturn Power* section:

Best Graphics

Best Sound FX

Best Music

Best Presentation

Best Publisher

Best Programming Team

Best Conversion

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31 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.

32 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.

33 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.

34 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.

35 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.

36 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.

37 Olympic Soccer

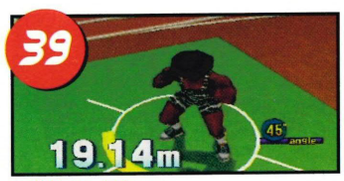
US Gold • 83%

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 *WWS '97*.

38 Victory Boxing

JVC • 82%

Build up your fighter and fight through to the champ. Then there are hidden characters ahoy and plenty of extra moves. Plays well, too – especially in two-player mode.



39 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.

40 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.

41 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.

42 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.

43 Mystaria

Sega 82%

An RPG in 3D an 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.

44 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.

45 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!

46 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.

47 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*.

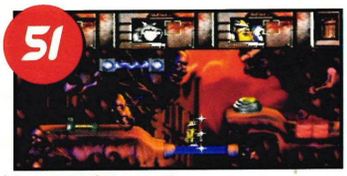
48 Jonah Lomu Rugby

CodeMasters • 79%

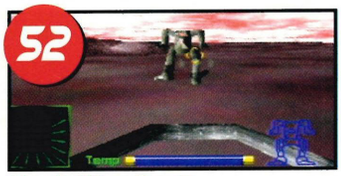
Its subject matter may not be of great interest for many, but Jonah Lomu Rugby is a distinctly playable rendition of its sport. It's rather slow, but nothing's perfect, eh?

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.

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.



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...

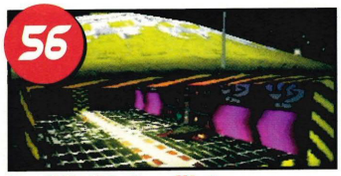


Mech Warrior 2
Activision • 79%
A decent conversion of the popular PC title, *MW2* is flawed unless you're playing it with an analogue pad. You could also argue that Activision were wrong to remove the strategy of the original...

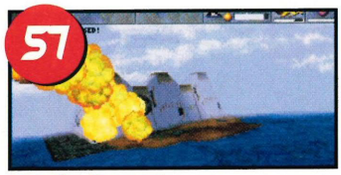
King of Fighters '95
Sega • 90%
A beat-'em-up for fighting game purists. Despite its usage of a performance-enhancing ROM cart, *KOF '95* is still inferior to Capcom's *Alpha* games, but enthusiasts will love it regardless.

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.

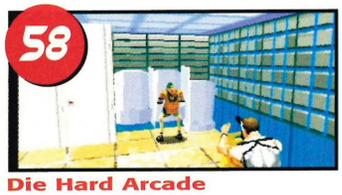
Alone in the Dark 2
Infogrammes • 88%
Very French and fairly tricky, *AITD2* manages to translate well to the consoles and is large enough for most people. Lots of stops and starts, though.



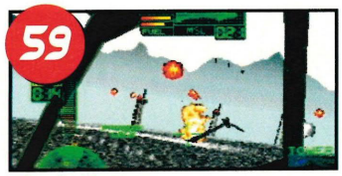
Darklight Conflict
EA • 76%
First-person space combat games are two a penny on the PC, so it's rather surprising that this inoffensive effort from EA is the Saturn's first. Worth a look if you like this type of thing.



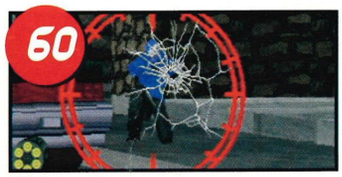
Magic Carpet
Bullfrog • 89%
Another classic Bullfrog game and another worthy conversion from the PC original. Make spells and fly dragons, but do it in an *arcade* type of way, folks.



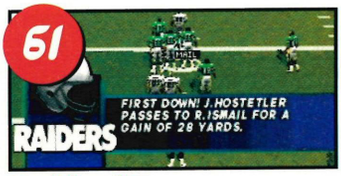
Die Hard Arcade
Sega • 88%
Based on the AM1-developed game from the Titan board, the second *Die Hard* game in as many months is a little short, but playable enough for it's style of game.



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.

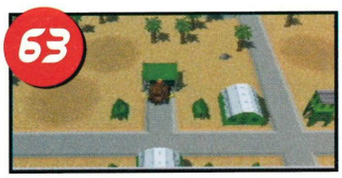


Virtua Cop
Sega • 92%
Superseded by its sequel, *Virtua Cop 1* is still an excellent arcade game and a perfect example of showing how good Sega Saturn arcade conversions can be.



Madden '97
EA • 90%
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?

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.



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.

D
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.

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.

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.

The best driving games

1 (1)	Sega Rally
2 (7)	Wipeout 2097
3 (12)	Manx TT
4 (13)	Daytona USA: CCE
5 (29)	Wipeout

The best shoot-'em-ups

1 (9)	Exhumed
2 (10)	Virtua Cop 2
3 (11)	Die Hard Trilogy
4 (20)	Tunnel B1
5 (25)	Soviet Strike

The best beat-'em-ups

1 (2)	Fighters MegaMix
2 (5)	Virtua Fighter 2
3 (8)	Ultimate Mortal Kombat 3
4 (14)	Street Fighter Alpha 2
5 (18)	Night Warriors

The best adventure games

1 (20)	Dark Savior
2 (32)	Swagman
3 (35)	Shining the Holy Ark
4 (47)	Hexen
5 (55)	Alone in the Dark 2

The best football games

1 (6)	Sega Worldwide Soccer '97
2 (37)	Olympic Soccer
3 (82)	FIFA '97
4 (NR)	Actua Soccer Club Edition
5 (NR)	Striker

The best other sports games

1 (17)	NHL Powerplay Hockey
2 (38)	Victory Boxing
3 (39)	Athlete Kings
4 (61)	Madden '97
5 (70)	Virtual Golf

The best strategy games

1 (15)	Command & Conquer
2 (28)	Dragon Force
3 (30)	Warcraft 2
4 (43)	Mystaria
5 (46)	Sim City 2000

The best platform games

1 (3)	Tomb Raider
2 (16)	Sonic Jam
3 (26)	Pandemonium
4 (40)	Cool Spot GTH
5 (42)	Sonic 3D

The best puzzle games

1 (21)	Puzzle Fighter
2 (23)	Bust A Move 2
3 (44)	Baku Baku Animal
4 (50)	Grid Run
5 (87)	3D Lemmings

Dipping out this month...

Goodbye and farewell to *Scorcher, Actua Soccer Club Edition, Tetris Plus* and *Independence Day*. We won't mourn your passing because, frankly, you always were a bit arse. Bye!

The joy of percentages

Percentage of Top 100 titles that have had scores of 70% or lower awarded in a *Sega Power* or *Saturn Power* review: 3%

Last month: 6%

Percentage of third-party titles – those not released by Sega – in Top 100: 59%

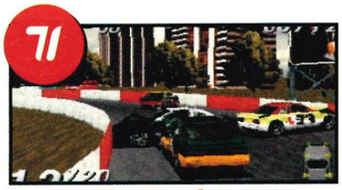
Percentage of third party titles – those not released or licenced by Sega – in top 10: 10% (which equates to one, alright?)

Rayman
UbiSoft • 81%
Despite the over-the-top cartoony graphics and solid platform gameplay, *Rayman* proves too hard for most and boredom can set in. It's very 16-bit in terms of design, too.

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.

Andretti Racing
EA • 79%
Andretti 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.

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.



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.

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?

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.

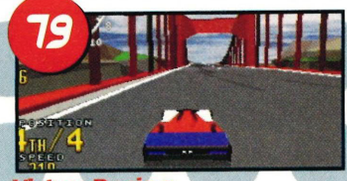
Space Hulk
EA • 81%
Expect *Doom*-style action and *Space Hulk* is terribly disappointing. Take it as it is – a strategic blaster with slightly crap graphics – and *Hulk* can be enjoyed as such.

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.

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.

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.

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...



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.

Actua Golf
Gremlin • 84%
Graphically superb, with two detailed courses and multiple views. We at **Saturn Power** prefer the gameplay of *Virtua Golf*. Peter Aliss – the commentator – gets on your tits after a while.

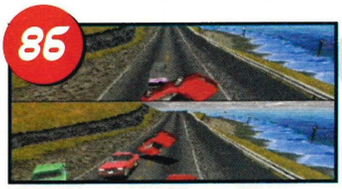
Tilt!
Virgin • 85%
Pinball on a console. If that short sentence doesn't nauseate or discuss some weird purist strain in your character, *Tilt!* could well be worth a few tries.

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...

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.

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.

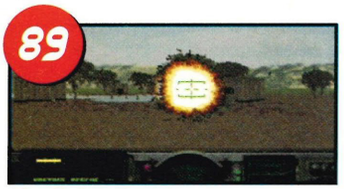
Ghen War
Virgin • 80%
Varied level design and clever gameplay makes *Ghen War* a more interesting and challenging mission-based *Doom*-like affair. Speed fans beware – it's as fast as a dead sloth to play.



The Need for Speed
EA • 80%
In a different world *The Need for Speed* may have fared better, but in the Saturn market it's up against some very stiff opposition. It's a nice idea that you race on roads, though.

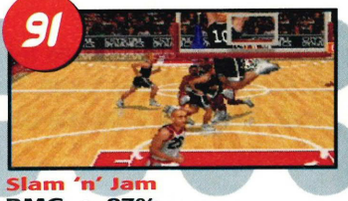
3D Lemmings
Sega/Psygnosis • 82%
A clever update of one of the best-selling and most popular games ever. Sometimes the third angle makes things a tad confusing, though. It's TV-smashingly frustrating at times.

Golden Axe
Sega • 70%
A beat-'em-up based on the characters from *Golden Axe* is no bad idea, but the game just doesn't have the flair of the other Capcom 2D fighting titles.

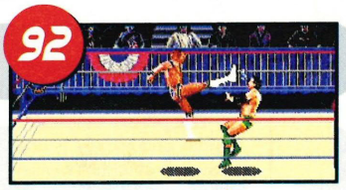


Shellshock
Core • 79%
An excellent soundtrack and some very good rendered FMV made up for an average game based on the same game engine as the better *Firestorm: Thunderhawk 2*.

Break Point
Ocean • 78%
Not the worst game we've ever seen, and it's definitely the best tennis game around at the moment, but it needs to be faster. It also needs more varied plays, better shot angles...



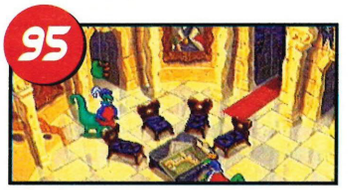
Slam 'n' Jam
BMG • 87%
Crystal Dynamics convert their 3DO basketball simulation across perfectly and, although it isn't the best, it's fairly close. If 'slam-dunk' doesn't sound like nonsense to you, give it a try.



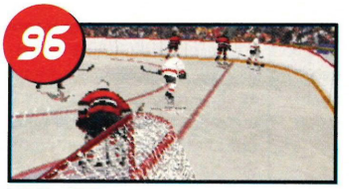
WWF Wrestlemania
Acclaim • 82%
It's commonly agreed that the WWF is a useless waste of time, money and brain-power, but thankfully the game's better than the license behind it.

World Series Baseball 2
Sega • 81%
Despite the obvious lack of appeal of the sport in this country, Sega manage to produce the finest game of its type. It graphics are perhaps its best feature.

Doom
GT Interactive • 70%
Rage take a large knock in their reputation as they turn up with a fairly shoddy Saturn conversion of the classic id game. For incredibly hardcore fans only.



Blazing Dragons
BMG • 85%
Another ex-*Python* designed 'point 'n' click' adventure game. Despite mixed reviews, we quite liked it (apart from James, who finds it simplistic and decidedly unfunny).

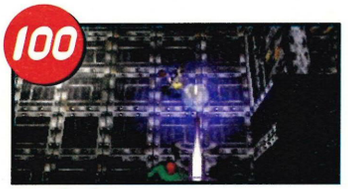


NHL '97
EA • 79%
Another case of another disappointing EA Sports release; its stop-start gameplay strangely unsatisfying. Virgin's *Powerplay Hockey* is a far superior game.

Casper
Interplay • 81%
A decidedly unoriginal puzzle game based on the film of the same name. Decidedly 8-bit gameplay married to 16-bit visuals make *Casper* one for the easily impressed.

Amok
Sega • 78%
Another typical Scavenger game in that its graphics and idea are strong enough, but the *Amok*'s too short and far too hard. Is it any wonder they folded recently?

Shining Wisdom
Sega • 79%
Graphically awful – despite a few nice effects – but a sturdy Saturn sequel to the highly-praised Mega Drive role-playing game. Those not entirely fond of RPGs should wait for its 3D sequel.



Loaded
Gremlin • 82%
Some good effects and graphics, and Gremlin marketed the game very well but, at the end, a case of style winning over content. Its sequel promises puzzles... but we've yet to see for sure.

Next Month

Only three releases this month, but the quality of the trio can't be denied. *Wipeout 2097* becomes the first title in *Saturn Power*'s first five issues to break into the top 10 and, in doing so, spills the excellent *Die Hard Trilogy* into Small Mention Hell. Next month we're expecting another high showing – this time from Lobotomy's superb *Duke Nukem* conversion...

Although Sega's Saturn is renown 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 crawls 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 ploys 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%
Infogrammes' Saturn conversion of their crap 3DO 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.

Reader Reviews

Rather a good month for reviews this month. Although a meagre three titles flopped into our grateful laps, they were three titles of a rather high standard. We liked them, we think you'll like them, but for a small acid test, we've given them to these three fiercely independent young individuals to separate the wheat from the chuff.

Speak Your Brains

Mandy Bason
While not searching for her ideal man – that is, one that leaves her alone to spend his pre-requisite millions and, preferably, lives elsewhere – former Mega Drive owner Mandy plays Saturn games as a way to while away time.

Stephen White
'Mean and moody' is how Stephen describes himself but remember, that can always be taken two ways. Steve's waiting for *Duke Nukem 3D* and *Quake* above all else, but reckons he'll buy *Wipeout* now after seeing it.

Stuart Hill
Stuart reckons that *Fighting Vipers* is still the best game ever written and we'd dive in for an argument if he wasn't a black belt in Karate. He lives in darkest Kent and was amazed by how messy our office was.

Sonic Jam

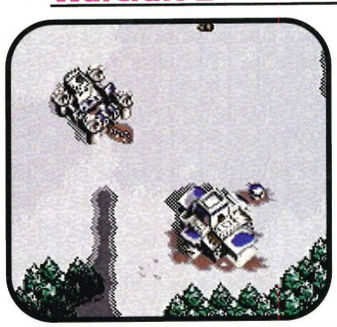
We gave it: 92%
We said: "The Sonic Team have really pulled out all of the stops to pack in more features and extras than you'd normally expect. Marvellous."

When I got my Mega Drive, *Sonic* was one of the games I got with it and I thought it was really great. I went on to buy both *Sonic 2* and *3*, too. The thing that was bothering me, though, was how the games looked a few years later and, although they're converted from a 16-bit format, they still look just as fresh as they ever did. The extra Saturn bits add loads to the package and I'll definitely be buying this one.
90%

I think I was more interested in seeing the 3D extra game than I was the actual *Sonic* games again. I must admit to never being a fan of the original games, so I don't really see an awful lot of point to buying them all lumped together. I was always a fan of the slower (but infinitely better) *Mario* games for the SNES. Sorry, but I think I'll be waiting for *Croc* and *Sonic R* myself, even at £35.
72%

It's okay. I liked the amount of thought put into the presentation of the game. You really feel that you've got a unique package with this game – in fact, it feels more like a multi-media title, although a lot of the artwork and sounds were boring after the first time you'd seen or heard them. The games though are good and I really like the way you can choose to play any of the bonus stages as stand-alone games.
86%

Warcraft 2



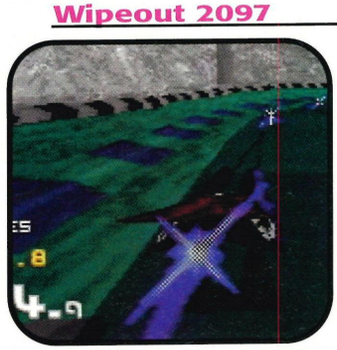
We gave it: 88%
We said: "An essential strategy purchase let down by a lack of multi-player support and piss-poor visuals, *Warcraft 2* is an otherwise fine release from EA."

I bought *Command & Conquer* as soon as it was released and I really liked the simple strategic gameplay in it and *Warcraft 2* is a very similar game to that, but with humans and Orcs instead of NOD and GDI. In fact, I'd say that if you changed some of the graphics around then this could be the same game. I liked it, though, but don't think I'd buy it as I got *C&C* a few months ago and it seems a bit pointless.
79%

I was a bit miffed that it was such a straight rip off of *Command & Conquer*, but I quite liked that game (I'd played it a lot on the PC), so they could've chosen a worst game to copy. I must admit that I preferred the hack and slash of this game to the weedy shooting of *C&C*, but it's difficult to criticise *Command & Conquer* because it was the first game of its kind... and probably still the best.
75%

I'm sorry, but I've never really liked these sorts of games. I remember playing *Populous* on a friend's Amiga a couple of years ago and eventually getting into it a little bit, but he was mad for it. I've never played *Command & Conquer* so I can't really compare it to that, but it looks okay for the sort of game it's trying to be – the FMV's very good, too – it just doesn't appeal to me.
73%

Wipeout 2097



We gave it: 92%
We said: "*Wipeout 2097* is a great game that not only looks like a dream, but it plays like one too. It's fast and it's good looking. Buy it."

Now this is more like it. I liked the first Saturn one more than some people I know and this one's much better than that. I must admit that I nearly sold my Saturn to get a PlayStation when I saw this game last Christmas on my friend's PlayStation. It's just so fast and smooth and by putting in a ghost mode they've improved the one-player game very much. Sadly still no split-screen version included, though.
92%

Excellent, really excellent. The ships now scrap along the side of the walls a lot more rather than just grind to a halt when you hit them. There's plenty of tracks, options, craft and I was really impressed by how close the developers managed to translate it across (I didn't think they'd manage to get it anywhere near as close as this. It's a shame that the original soundtrack's missing, but I think I can live with it.
90%

There's a noticeable difference between the PlayStation and Saturn versions of the game but, to be honest, it's not large enough to be worrying. Some of the textures are limper, but the speed and smoothness is still spot on. I also was slightly disappointed by the lack of the original soundtrack but, whatever way you look at it, *Wipeout 2097* is still a classic game for the Saturn.
88%

Fancy a go?

There's a slight change to the way we're doing **Speak Your Brains** from now on. Basically, we decided that we'd never be able to get everyone in (as so many of you were writing in), so we're changing it a little. What we want you to do know is to write a short review (about 100 words) on the last Saturn game you bought and send it to us with this coupon and a flattering photo. This way, we should be able to get plenty more of you in the mag... which is surely no bad thing, eh?

Name _____

Address _____

_____

_____

Send it to: **Speak Your Brains**, *Saturn Power, 30 Monmouth Street Bath BA1 2BW*

You might have missed...

Mystaria & Actua Golf

***Mystaria* is one of the best strategy games available for the Saturn, while *Actua Golf* is great little golf sim. Have you missed them? Let Saturn Power refresh your memory...**

Mystaria, like *Dragon Force*, is a curious fusion of strategy and RPG concepts. Its core gameplay is based on turn-based battles. With a team of individuals – each boasting their own abilities – players attempt to defeat hordes of troops under the leadership of the evil Lord Bane.

After preliminary, plot-establishing opening exchanges, *Mystaria* reveals its world map. Packed with villages, hidden features and near-obligatory misty woods, it's possible to wander around to your heart's content. The continent is split into a group of nations, each boasting a series of sub-plots to engage in. This proves initially bewildering. With so many areas to choose from, it's conceivable most first-time players will find themselves cursing Sega's choice of near free-form progression over a more traditional linear approach. But this is the mana truly magical games are made of. If you find yourself struggling on one section it's possible to tackle another, returning with the requisite experience and equipment.

Mystaria's battles owe more than a passing nod to RPG boardgames, with player and Saturn taking turns in moving respective troops. Each character can move a certain distance before performing an attack, preparing a defence, casting a spell or using an item. Once your group have used their moves, play switches to the opposition. The subtleties of its combat system make for compulsive play. Sending big men forward to block a passageway from an onrushing army of foes, storming a ship, battling up a mountain... the list could go on and on. Add to this the sheer number of attacks, spells and items players can utilise – not to mention the scope of the world map – and this aging Sega release looks distinctly evergreen.

It would be easy to categorise *Mystaria* as an RPG and, by that coin, not worthy of attention for anyone other than an enthusiast. True, it uses narrative in a distinctly role-play manner (or should that be mana?) with sub-Tolkien quests, pigeon English and embarrassing exchanges being part and parcel of play. The translation from Japanese has been ineptly performed, thus adding to the agony of plot links and cut sequences. But, to be frank, it matters not. Over ninety percent of *Mystaria*'s gameplay is spent participating in long strategy-oriented battles.

1 *Mystaria* is a very well-presented title – still attractive by today's standards 2 Towns provide a chance to collect gossip and equipment.

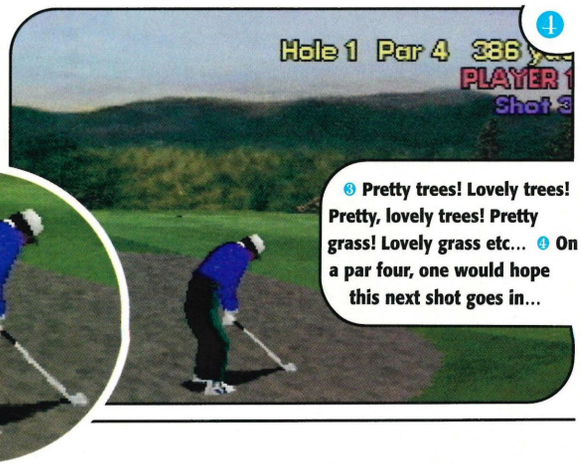
Like many niche (read 'not arcade') titles for the Saturn, Sega appeared to release to release *Mystaria* as other companies release shovelware; apologetically, like 'we're not sure if you'll like this, so we'll sneak a few copies out on the quiet'. Yet it could proudly stand against any equivalent release on any other format, including Konami's recent PlayStation derivative, the coveted *Vandal Hearts*. Visually impressive even by today's standards, it's an absolute must for individuals seeking a more involved type of game. You'll have to struggle to find a second-hand copy, but were Sega to capitulate and release a UK budget range, this could be a gem of a release at £20.

We thought *Actua Golf* deserved a mention this month as although it's due to be superseded by a sequel this autumn, it's still a fine golf game. As multi-player games go, it's perfectly paced for relaxing hours in front of the telly. Sit back, cup of tea in one hand, joypad in t'other and feel the urge grow to wear a sweater. With a pattern. *Great*.

Pleasant to observe, *Actua*'s only real faults are its rather long loading times and lack of courses. The two locations on offer are adequate for a few weeks' worth of play, but thereafter the need for new challenges leads to boredom and a strange desire to strangle *Golf* commentator Peter Aliss. Gremlin are making a number of improvements for their sequel, including more courses and, phew, better voice-overs. It may render this original version fairly obsolete when released, but it'll also make it cheaper. Hurrah for discounts and low-cost frippery!

Price check – f/p and s/h.

Electronics Boutique		
Mystaria	£39.99	£24.99
Actua Golf	£19.99	£12.99
Games Exchange		
Mystaria	£39.99	£16.99
Actua Golf	£39.99	£29.99
Game (note: no s/h sales)		
Mystaria	£39.99	n/a
Golf	£29.99	n/a



3 Pretty trees! Lovely trees! Pretty, lovely trees! Pretty grass! Lovely grass etc... 4 On a par four, one would hope this next shot goes in...

Coin Slot

Coin-ops often rely on visuals to create the jaw-drop that precedes the exchange of pounds, dollars or yen for credit. There are princes among arcade machines, and for every group of princes a king coin-op (like, for example, *VF3*). But Sega have created an emperor with *The Lost World*. Come see what we 'saur' at E3...

As you'll no doubt already be very aware, there was a little videogames show in Atlanta last month. Whenever one of things happen, at the end of the day, all of the attendees walk away and have a good old-fashioned argument about what was officially The Game Of The Show™, the one chunk of software that caused the most jaw-to-floor interfaces. This year the choice was pretty much unanimous: *The Lost World*, the coin-op which took pride of place on Sega's stand and was near-constantly clogged with punters eager to get their sweaty palms around its lightguns.

We've already had a brief look at the game in issue two's Coin Slot, but now I've had a proper look at it, I thought it prudent that we give it a more fulsome going over.

TLW is presented in an enclosed cabinet, so rather than standing in front of the screen, striking your rockest Charlie Bronson pose, you sit modestly in front of it – alongside an optional second player (one player is a bloke, the other a lass, both supposedly based on characters from the movie but neither very convincingly). This is in keeping with the game's scenario: for the most part you take on the enemy from within the not-especially-protective confines of a jeep, which thunders over hill and down dale as you move throughout the island upon which dinosaurs have been given freedom to roam once more.

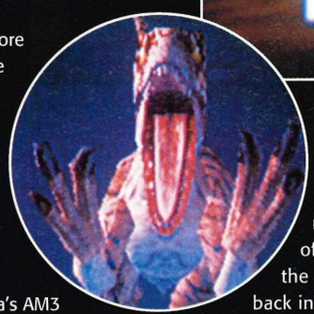
The Lost World grabbed the lion's share of attention at E3 chiefly because it looks utterly dreamy. Let's face it, as a game element, dinosaurs are pretty easy to get excited about: they come in all shapes and sizes, they're all angry about their lot, and, significantly, some of them have teeth the size of Mars bars. But when they're rendered real time in spangly Model 3-O-Vision™ they're especially tops, with super-realistic skin textures, hugely complex animation routines, and maws that gape like dumper-truck scoops.

In terms of putting the game together, Sega have taken a fair few liberties with the movie's plot in order to maintain the maximum level of testosterone pumpage. The game's locations bear a certain level of similarity to that of the flick, though, and include sections such as the central laboratory, replete with stained-glass windows and enormous dinosaur skeleton centrepiece. Obviously, interior sections like this involve your character(s) taking on the foes on foot, the action encapsulating tinges of Sega's other recent lightgun shooter, *House Of The Dead*, with corridor-style sections where dinosaurs unexpectedly pop out all over the shop.

The exterior locales deliver much less predictable action. In fact, one in particular presents what is definitely a (rather unsettling) first in videogames: as your jeep moves into wide-open plains territory, you encounter a number of lumbering brontosaurus which

❶ The T-Rex is, unsurprisingly, the scariest fellow in the game. He chases your jeep and everything. ❷ Yes, it's *them* again. ❸ There's that 'gator I was talking about. Lurvely water effects here. ❹ Save the NPCs to earn bonuses. ❺ Ooh, you can almost smell his breath. Yum.

threaten to crush your vehicle with enormous, tree trunk-esque tails. More significant danger beckons from one particular bronto's bowels, though: as you attempt to drive past, it unloads what can only be described as a titanic dump upon your windscreen – not the kind of deposit yer average windscreen wipers were built to sweep away.



This kind of set piece prevails throughout the entire game, as Sega's AM3 department endeavours to give the player as movie-like an experience as possible. One other notable example occurs when you take your jeep down to a lakeside and onto a rickety wooden jetty. The view ahead shows a small (relatively) helpless-looking dino just minding his own business, when suddenly a giant prehistoric alligator beast thing bursts from the calm waters, engulfing the critter in its thrashing chops. Things turn uglier as it turns on the player, cruising beneath the surface of the water before lurching out and onto the jetty. In keeping with videogaming tradition, bosses like this have particular weak spots (usually their mouths), which are only revealed intermittently, so it's a matter of being patient as you wearing down the 'gator before finally sending it crashing back into the depths.

Throughout the course of the game you encounter a number of innocent characters who've somehow got caught up in this mess, and, naturally, these must be protected from danger (and yes, that means you mustn't blow them away, however much of a larf it is). Saving these NPCs can offer rewards – some kindly fellows offer power-ups, for example, including a laser-sighting device which considerably eases the task of picking off your prey.

Like Sega's other recent lightgun games, *The Lost World* attempts to build some form of plot as the missions progress. This involves some passable spoken dialogue between the humans that appear, but also includes content which attempts to inject some humanity into the proceedings: at one point it's possible to save a baby dinosaur – not everything with scales is to be ripped apart with gunfire, it would appear. Fear not, though – there's hardly any room for sentimentality in this game, and it's soon back blowing dinos to pieces

While the movie playing at cinemaplexes near you now might not be as impactful as the first one, then, take respite in the fact that Sega have delivered an interactive version that's packed to the gunwales with bang for the buck, as they say. Yes, we can honestly say that this has got to be the most entertaining lightgun game ever created.

Tony Mott

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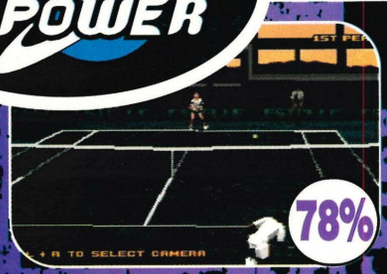
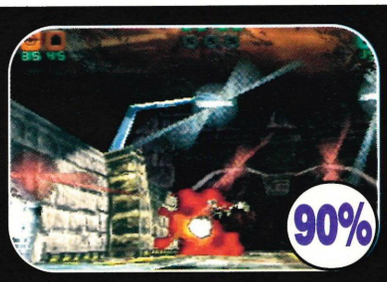


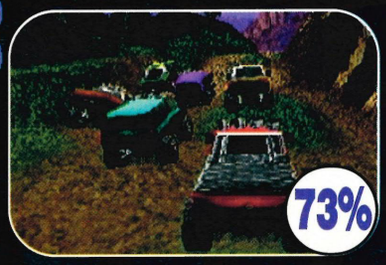
Breakpoint Tennis
The finest Saturn tennis game.

True Pinball
Lots of tables and superb graphics.



Tunnel B1
Very fast *Doom/Wipeout* crossover.

Reloaded
The gut-pounding sequel.



Hardcore 4x4
4x4 driving never looked so good.

Actua Golf
The best Saturn golf game?

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April 1997
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ISSUE 90
March 1997
Giant Top 100 feature, an exclusive review of *Fighters MegaMix*, plus the first pictures of *ID4* and *Resident Evil* thing.

Dammit, we all miss the slippy, spilly world of *Sega Power*. How we miss the cutting wit, jabbing editorial and sarcastic swipes at our grim-faced opposition. But what's this? The chance to buy a limited edition, collectors item copy of a bygone issue? Course you want it, and we might be all swanky and clever with our new magazine, but it pays to remember your roots; where you cut your journalistic teeth. *Sega Power* is that gnawing bone and a couple of the best are still available.

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SPMAG/0297

At the time of writing this, we're still waiting for summer to finally burst through the door like a bullish nephew, put its feet up and start ordering us about, but we have every hope that when you're reading this we'll all be in the middle of the largest heatwave to hit this country since the famous head-melting summer of 1787, when the heat was so severe that peoples heads were, quite literally, melting. Um, yes... see you next month, with that elusive *Wipeout 2097* demo.

Last Orders

Classics of our time

Number 4: *Exhumed*

It's just *Doom* in Eygpt, surely?

Thank God it's not that tedious. What it is, though, is one of the finest pieces of third party programming we've ever seen on the Saturn.

That good?

Yessirre, Bob. The graphics are easily up to the standard of what we can expect from *Duke Nukem* and *Quake*.

That's a point. Isn't there a connection?

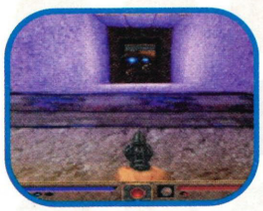
Yes again. Sega saw how well Lobotomy converted *Exhumed* across to the Saturn and also saw how badly the developer they entrusted with *Quake* was getting on with the job and immediately gave Lobotomy both *Quake* and *Duke Nukem* to do.

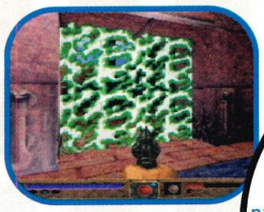
That's pretty high praise?

Deserved. We've played both *Duke Nukem* and *Quake* and, as they're both based on an updated version of the *Exhumed* engine, they're both as close to the originals as we could possibly hope for.

Anything else we should know about *Exhumed*?

Plenty. The speed and smoothness of the graphic, coupled with the sharpness and quality of the locations, the enemies and the amazing light-sourcing means that *Exhumed* really is in a league of its own. The game's huge as well. You constantly have to go back to different locations to find extra objects, and even when you've completed it, a whole new game opens up for you (collecting all the developer dolls).





Remember, remember...

...**August 22**. It may seem like any ordinary day to you, but it reaches new heights of preposterous pomposity when you realise that the FIFTH issue of **Saturn Power** is destined to arrive in your newsagents. There, changes everything now, doesn't it?

20 Questions... the answers

1) 91.
2) 266-270 Gunnersbury Avenue, London.
3) Andy Mee.
4) Sega Japan.
5) *Bio Hazard.*
6) Electronic Entertainment Expo.
7) New Zealand.
8) Six.
9) *Command & Conquer.*
10) *Pandemonium.*
11) 23.5 Hfl.
12) Very.
13) A bowling simulator.
14) Tecmo.
15) Jaleco.
16) AM Annex.
17) Dean is 28, James is 22, Lisa is 23 and Iain's 30.
18) *Thunderforce 3.*
19) *FIFA: Road to World Cup.*
20) Four.

Who is who....

EDITOR Dean Mortlock
ART EDITOR Lisa Kellett
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STAFF WRITER Iain White

PUBLISHER Chris Power
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CHAIRMAN Nick Alexander
PRODUCTION COORDINATOR Pete Travers

AD MANAGER Anne Green
AD SALES Vivette Thomas

CONTRIBUTORS Laura MacGregor, Quay Contract Publishing, Rachel Ryan, Tony Mott, Dave Perrett

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Special Thanks to: Perfect Entertainment (especially Tristan) for their sterling work in trying (in the face of stinking bureaucratic toss from the likes of certain people I could mention) their best to get the CD out to us on time. Thanks guys.

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This issue is dedicated to: The fantastic Pete Travers who (sadly) leaves us this month to go and work on something else. Hey... it's been fun, let's do lunch?

Good Day, Newsagent Person

Please you could you reserve a copy of the highly desirable *Saturn Power* for me each and every month, as frankly I'm terrified that they'll all have sold out by the time I can get to you. Oh, and if you put any copies you might have of other Saturn mags behind *Your Dog, Railway Enthusiast Monthly* or something then I'd be very grateful. Thanks. Very much.

Name _____

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Points of view

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What was your favourite thing about this issue?

_____

What did you dislike most about this issue?

_____

What would you improve about this magazine?

_____

Anything you'd like to see included?

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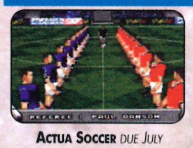
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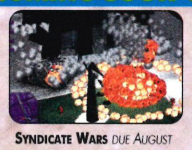
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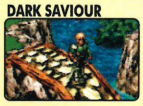

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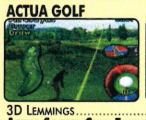

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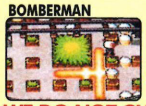

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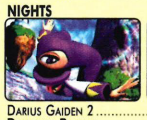

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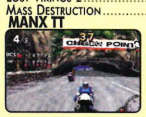

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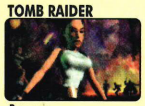

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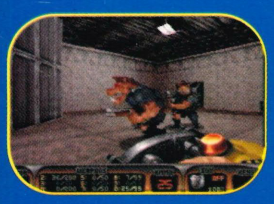

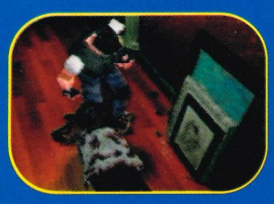

In SP05 we'll be bringing you reviews of *Duke Nukem 3D*, *Last Bronx*, *Resident Evil* and *Discworld 2* – amongst others. Plus hopefully the first in-depth look at what's bound to be one of the biggest third-party Saturn releases this year... fingers crossed, eh?