

TOTAL SATURN

Impact Racing

JVC's fast-paced drive-'em-up — reviewed!

On your CD!

Impact Racing — take a free test drive!

**Erie
Indiana!**

Tomb Raider — the best
adventure game ever?

Drive On!

Crimewave from Eidos —
cultured criminal or filthy felon?

**Command
& Conquer**

Virgin's coveted conversion — previewed!

No CD?
Go and see your stockist!

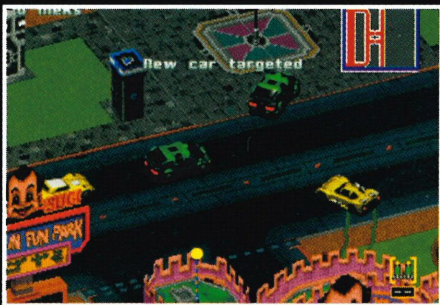
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Unofficial

Printed in the UK
Not an official
Sega Saturn publication

Volume One
Issue Two **£4.95**



**IN A FUTURE
WHERE
CRIMINALS
MAKE A
LIVING, IT'S
THE COPS
WHO MAKE A
KILLING...**



CRIMEWAVE



...COMING SOON



EIDOS
INTERACTIVE



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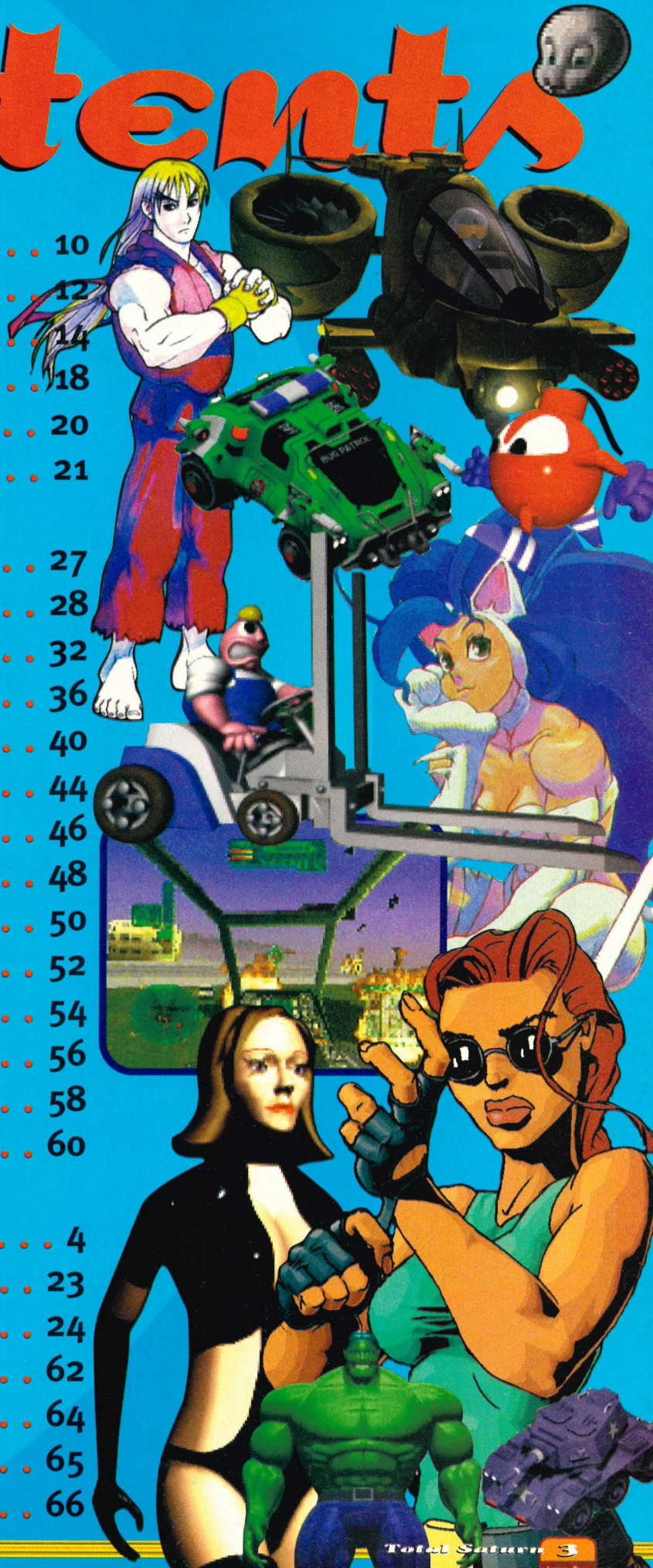
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TOTAL SATURN
Editorial

Okay, so we had a few problems getting this issue to you. You may have noticed that TOTAL SATURN, while purporting to be a monthly magazine, actually took two of the twelve names on your calendar to hit the stands. This is, of course, nothing to do with us, the people who write it. But who wants to hear excuses when they could be reading our review of the fantastic *Tomb Raider*, flicking through Mini Tips or playing on their exclusive cover CD? Not you, we hope. Obviously having demonstrated yourself as being a more discerning Saturn owner by buying this illustrious title, all you need to know is that Total Saturn will never be late again, and it'll feature all the hot game action you'll soon come to expect from it.

Good news has come from a variety of sources this month, including the gossip from *Hulk* and *Blast Chamber* developers ATD that their boffins have come up with a revolutionary new number-crunching technique sure to cut loading times across the board. The Saturn's a great piece of kit but, like other CD-based systems, suffers from delays while its drive reads thousands of bytes worth of information. This obviously takes up valuable gaming time, so Attention To Detail's efforts will be appreciated by Saturn owners worldwide.

On the software front Sega have shown shrewd business sense by acquiring the publishing rights to Core's astonishing *Tomb Raider*, undoubtedly one of the most incredible games the TOTAL SATURN team have ever seen. If you don't at least play it once, you've missed out on a piece of classic gaming, sure to go down in history as an influential title that spurred other programmers into writing more innovative titles instead of aping *Doom* to the nines. Speaking of which, fans of the aforementioned genre – *Doom* can be described as such, given the impact it made – will be delighted with the arrival of *Alien Trilogy*, *Exhumed* and *Blam Machinehead*, all examples of how the first-person perspective can be utilised to create superb games. A far cry from Mega Drive titles of old, these great examples of next-generation gameplay deserve a place in any self-respecting software collection.

You want more good news? Well, here's a choice morsel – our subscriptions page can be found towards the back of this issue. By filling in the supplied form and supplying the required payment, you can receive TOTAL SATURN every month for a bargain sum. If that ain't good news, we don't know what is... ●

News

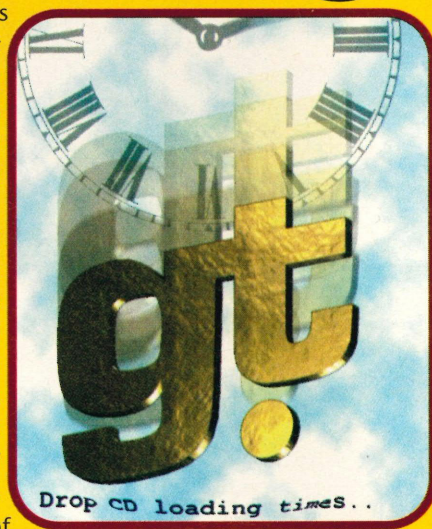
So Long to Long Loading!

Attention to Detail – developers of Eidos's *The Incredible Hulk* and Activision's *Blast Chamber* – are set to give CD-based gaming systems a huge boost. ATD have developed a new data compression technique that, they claim, cuts loading times by up to 75%, an impressive figure.

Compression programs are used by developers to speed the time it takes to load a game or multimedia CD. GT, as the software is called, is available for Saturn, PlayStation and PC CD ROM, performing admirably on each format. Martin Green, director of ATD Research explained the technique to us. "GT compresses data files by eliminating repeated strings of bytes from within the file. The system used is similar to the basic algorithms found in most of the LZW-derived compression programs, but with a simpler encoding scheme to maximise loading decompression speed. What is more, the simple decompression API results in effortless integration."

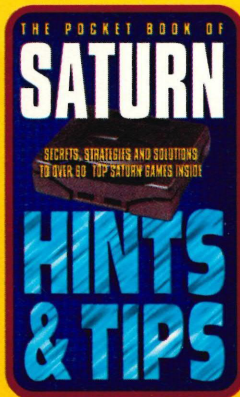
So it must be good, then.

The first game to employ the GT software will be *The Incredible Hulk*. Just how many other developers choose to use the package will become more apparent with time, but expect GT to start making an impression on disc access times after Christmas.



Have we got Tips for you?

Although TOTAL SATURN can offer a select few mini tips each month, we can't compete with the new book pictured to the left of this news piece. Packed full of cheats and hints for the most up-to-date releases, the Pocket-Book of Saturn Hints & Tips is also replete with guides and codes for the titles you're most likely to currently own, too. We asked our boss if we could steal loads of tips from it for use in our own cheats section, but he told us 'no' because, get this, Rapide (the company that publish TOTAL SATURN) are the company responsible for this excellent reference guide! Need you more reason to place an order now? If you fancy yourself as a bit of a gaming veteran and 'above' the purchase of a tips book, then that's fair enough. But don't come crying to us when you get stuck on a new game, post an order and have to wait a few days for salvation. Want to order now to avoid the rush? Turn to page 9 for the appropriate form...





Have a blast with Sega!



More good news: the release of *Sonic 3D Blast* for the Saturn isn't too far off. This will be the blue hedgehog's first outing on Sega's flagship machine, so expect polygons, Robotnik, bells, whistles and naked women* to featuring in its no-doubt huge number of levels. Fans of *Sega Rally* will also be delighted to hear that the new *Daytona* game is being programmed by AM2, Sega's genius programming division. More news next issue...



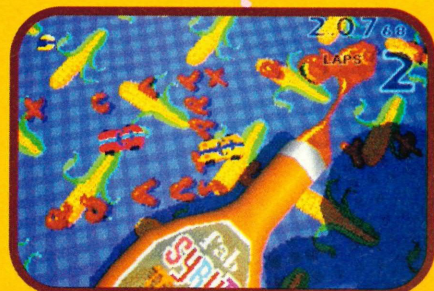
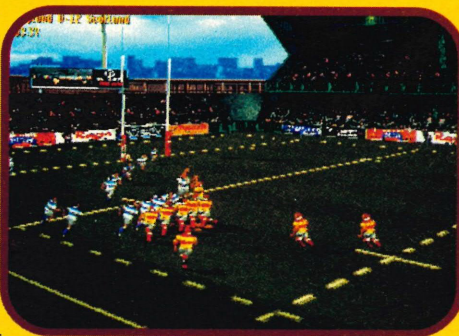
Codemasters Hit Saturn!

Following the immense success of their two previous miniature racing games on the Mega Drive, Codemasters are to release *Micro Machines 3* on the Saturn. Comprising the inimitable playability of its predecessors with next generation 3D graphics, it should be one of next Spring's biggest sellers. For those of you unfamiliar with the series, *Micro Machines* hit the 16-bit consoles in a blaze of publicity and sold in droves.

Viewing vehicles from above, players raced through scrolling environments such as bedrooms, bathtubs, breakfast tables and a host of other courses. What's more, *Micro Machines*' two player mode is still highly regarded and considered by many one of the best found in any driving game ever.

Jonah Lomu Rugby is also set for a Spring release. Rugby rarely gets its foot in the proverbial console door, so it'll be interesting to see how Lomu's coders set about converting the sport. One thing's for certain, though – it looks great. If you take a gander at the screenshots connected to this piece, you'll be hard pushed to disagree they look pretty excellent.

Look out for previews in a future issue of TOTAL SATURN.



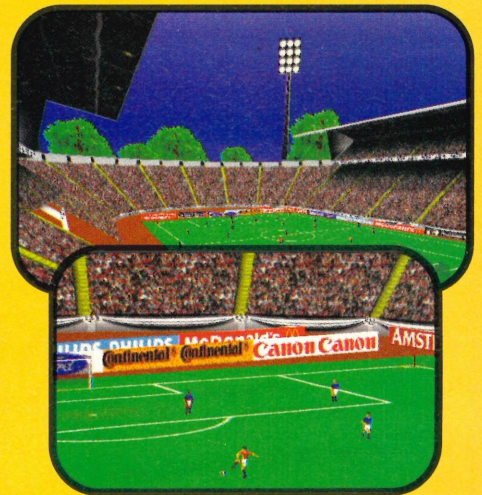
*actually, we lied about that bit.

Phillips Unveil Champion Releases!

Phillips Media are currently poised to take the gaming market by storm with a host of high-profile releases. The Saturn also figures highly in their plans, with three potentially excellent titles being released on Sega's flagship format between now and late Spring next year.

As far as hot footballing licences go, the European Cup isn't a bad competition to have connected with your new soccer sim. Phillips' *UEFA Champions League 1996/97* is set for a release in the second quarter of next year. Developed by Krysalis – gaming veterans may recall their Manchester United projects – *UEFACL* uses a 3D perspective and offers players the opportunity to place the game camera anywhere they wish in the stadium. With realistic player names, venues and presentation – Krysalis are working closely with UEFA to ensure UCL's appearance matches that laid down in the footballing body's TV directives – this could be game that blows Sega's *Worldwide Soccer* right off the park.

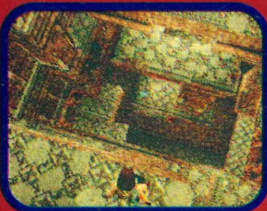
The Quintessential Art of Destruction, Phillips' other big release for late next Spring may not have a prestigious licence like its aforementioned stablemate has, but it does have pedigree in the form of Jon Ritman and his company, Cranberry Source. Jon was one of the most highly-regarded programmers around during the '80s, when he created such classics as *Match Day 1 and 2*, *Batman* and the fondly-remembered (not to mention brilliant) *Head Over Heels*. Just whether he can do the same for 32-bit machines as he did for 8-bits is yet to be seen...



Total Saturn Recommended

Tomb Raider

One of the best games we've ever played, if you don't own this, you're missing out on something very special indeed.
TS Rating: 97%



Discworld

An engrossing adventure with many genuinely funny moments, this is a must-buy for Pratchett fans.
TS Rating: 90%



WWS '97

It may be flawed in many ways, frustrating in others, but WWS '97 is still the best footy game on the Saturn
TS Rating 90%



Alien Trilogy

As Doom-style games go, this must rank as one of the finest. Alien Trilogy should be tried once at very least...
TS Rating: 90%



Destruction Derby

One of the finest and flamboyant race games to grace any system, Destruction Derby is absolutely marvellous!
TS Rating: 91%





The Premier Direct Chart

Each month Premier Direct will be giving away a prize to a reader lucky enough to send in their Reader Chart and drawn out of a post bag.

POS.	TITLE
1	Sega Worldwide Soccer '97
1	Exhumed
3	Nights Into dreams
4	Alien Trilogy
5	Destruction Derby
6	Discworld
7	Blam Machinehead
8	Virtua Fighter Kids
9	Athlete Kings
10	Loaded

Reader Charts

POS.	TITLE
1	Virtua Fighter Kids
1	Nights Into Dreams
3	Destruction Derby
4	Loaded
5	Alien Trilogy
6	Blam Machinehead
7	Virtua Fighter 2
8	Exhumed
9	Sega Worldwide Soccer '97
10	Discworld

Winner of this month's Premier Direct prize is N George of Plymouth, who gets a memory cartridge. If you want a chance to win goodies, send your own chart of current faves to: Total Saturn, Rapide Publishing, 14A Union Street, Newton Abbott, Devon TQ12 2JS.

The Joy Of Pads

Ed up with Sega's pad with its tricky shoulder buttons and slightly uncomfortable grip? Try Euromax's Odyssey. Its chunky feel and responsive buttons are highly recommended by Total Saturn – and we know our pads. Its 'rocker' D-Pad makes movement comfortable and responsive, it has CD control buttons clearly marked for those of you that – like us – can never remember the right ones to press for easy CD manipulation. The Odyssey even has a full selection of auto and turbo fire switches, making it tremendously versatile and excellent for arcade games.

We have ten of these beauties to give away to TOTAL SATURN readers. All you have to do to win is complete the following sentence:

While I was playing *Tomb Raider* I held the shoulder button on my Sega pad to make Laura walk, but instead she ran and, would you believe it, plunged to her death. If I'd had an Odyssey pad...

The first ten readers to submit the most humorous or clever entries will get an excellent pad courtesy of Euromax. Alternatively, you could pop down to your local software emporium and buy one now. At £17.99 they're an absolute steal as upgrade pads go...



GT Prepare For Their Doom!

release date has finally been set— after a loooong wait – for the Saturn conversion of *Doom*. GT Interactive (its publisher) are confident that it will be finished and in the shops by the end of November. Ignore those who imply that the father of its genre has been superseded by the upstarts that are *Exhumed* or *Alien Trilogy*—*Doom* still is, and probably always will be, an engrossing and attractive arcade blast.

GT are also releasing *Hexen*, the semi 'sequel' to *Doom* at roughly the same time.

Hexen takes the *Doom* graphical approach and mixes in spells, adventure aspects and all those bits sure to please RPG fans. It did very well on the PC and, with the Saturn's user base obviously fond of their adventure games, there's no reason why it shouldn't enjoy a degree of success on Sega's machine.

Mirage's excellent *Bedlam* – now published by GT – is also pencilled as a November launch (readers of TOTAL SATURN 1 will recall our preview feature). All three will be reviewed in full in next issue... if we can stop playing the trio for long enough to actually write anything!





Cover-Disc

Impact Racing

Impact Racing is a tricky game to master — there's more to it than driving round and round in a circle as fast as possible. Being the nice people we are we've put together this complete set of instructions to turn you from a Sunday driver to a boy racer in no time at all...

Choosing a Car

There are five cars to choose from — you can cycle through them by pressing left and right. The two graphs beneath each car show acceleration and handling performance: the higher the line stays in the graph, the better the acceleration and grip are. Payload and armour indicate respectively the relative amount of weapons each car can carry and their resistance to attacks, with a high line again indicating the highest ability.

Press the START button to select your vehicle, then enter your name by pressing up, down, left and right to select letters. Pressing B will take you back to the Title Screen at this point.

Controls

DRIVING

Accelerate: B button or UP
 Brake: DOWN (Using UP and DOWN leaves your right hand free for some sharp shooting)

WEAPONS

Mines: top Left button
 Lasers: top Right button
 Missiles: A button
 Heatseeker: C button
 Firewalls: Y button
 Smart Bombs: Z button
 (NOTE: these weapons may not be available until collected as pickups)
 Change Views: X button

PAUSE

Pushing Start pauses the game, with two selections appearing on screen which are selected by Up or Down:
 Continue: Continue with the current game
 Retire: Quit the game and return to High Score Screen

Pick-ups

These are the pickups available in the game:
 Energy: Adds energy to your energy bar

Time: Adds time to the counter

Double Lasers: Powers up your laser cannon (only available on Bonus Track)

Mines: Adds mines to your inventory

Missiles: Adds missiles to your inventory

Firewalls: Adds firewalls to your inventory

Heatseekers: Adds heatseekers to your inventory

Smart Bombs: Adds smart bombs to your inventory

Front Armour: Repairs some of your front armour

Rear Armour: Repairs some of your rear armour

Flipview: Flips the screen upside down. Can only be reversed by picking up another flipview icon. Steering control will be reversed as well. Avoid if possible! (only available on Bonus Track)

Playing The Game (screen display)

Lap Counter: The lap you are currently on.

Timer: The time left to finish the current lap.

Bonuses: A counter that displays how many enemies you have to kill to qualify for a bonus track or earn a power-up.

Speed: The current speed of your car

Kills: Your total number of kills in the game

Mines: The number of mines in your inventory

Missiles: The number of missiles in your inventory

Firewalls: The number of firewalls in your inventory

Heatseekers: The number of heatseekers in your inventory

Smart Bombs: The number of smart bombs in your inventory

Score: Your current score

Rear Armour: Displays your rear armour status

Front Armour: Displays your front armour status

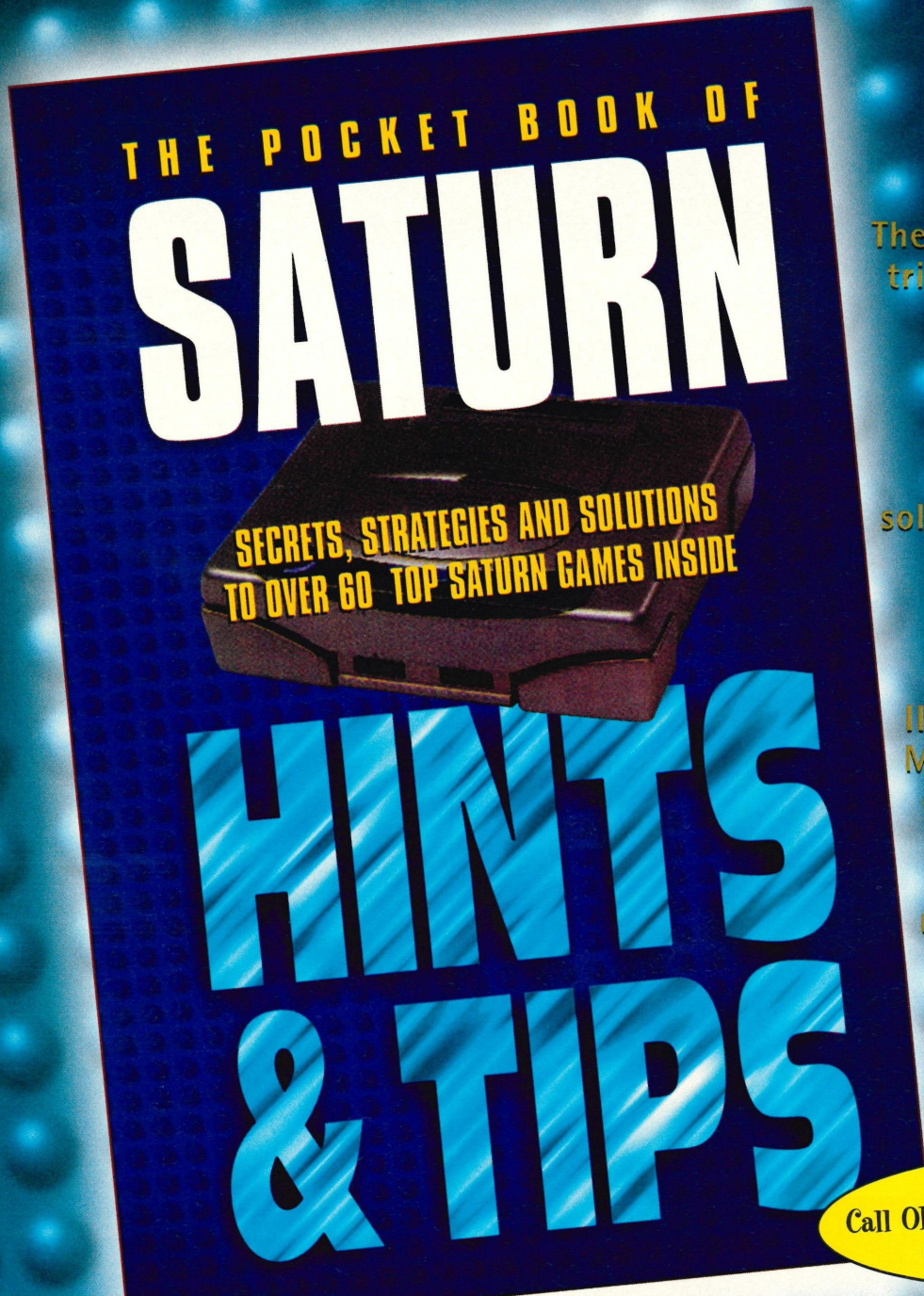
Laser Temp: The bar shows how hot your lasers are getting. Once they overheat, they will automatically shut down to cool off

Energy: Your current energy. As your energy decreases, the meter will change from green to red

Radar: An on-screen radar showing your relative position to other cars and objects nearby. Use the radar to spot mines and firewalls ahead of you and missiles behind you.



Now Available!



The most essential tips and tricks guide ever produced for the Saturn is now available courtesy of Rapide Publishing. Featuring over sixty top games, you'll find solutions, cheats and hints for the likes of Virtua Fighter 2, Sega Rally, D, NiGHTS into Dreams, Ultimate Mortal Kombat III and many, many more. Many of the guides come courtesy of Total Saturn and Ultimate Player, while there's dozens of new and updated cheats for you to use too. If you're looking for the ultimate cheat book then look no further!

Book Order Hotline!
Call 01626 68611 to order your book!
Credit Card Orders Only.

Yes! Please rush me a copy of *The Pocketbook of Saturn Hints and Tips*, featuring many of the top solutions from *Total Saturn* and *Ultimate Player*, as well as a wealth of new cheats! The price of £8.99 includes postage and packing. Please return this coupon together with your payment in a sealed envelope to the following address: Saturn Book Offer, Rapide Publishing, 14a Union Street, Newton Abbot TQ12 2JS. All prices include postage and packing.

Name:

Address:

Postcode:Telephone:

Signed:

Please allow up to 28 days for delivery. All orders received prior to December 6th should arrive in time for Christmas. UP4

Method of Payment

Cheque (made payable to Rapide Publishing)

Postal Order (made payable to Rapide Publishing)

Please charge my credit card: Visa Access

Card No:

Expiry Date:

Signature:

Date:



Black

Budding 'copter pilots will be delighted with this forthcoming Virgin release...



An overhead view of the action. A tad on the green side, wouldn't you say?



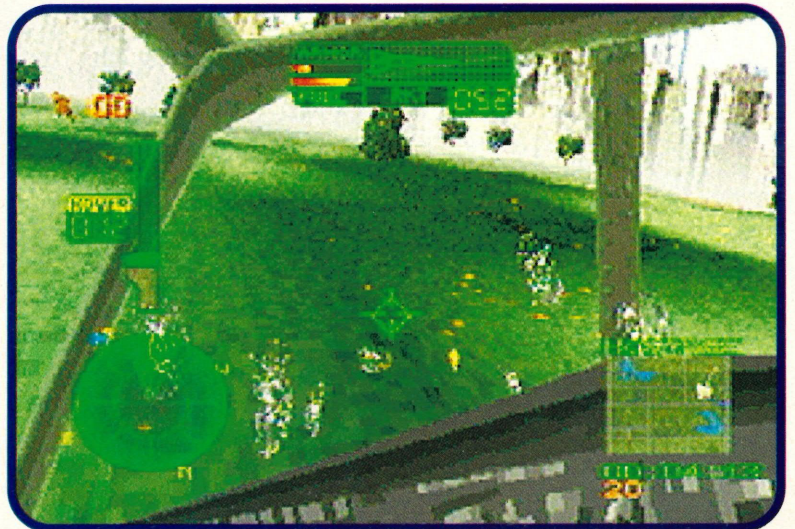
Back in the cockpit for when the action starts



Bank left, avoiding an enemy missile and blow the varmints out of the sky!

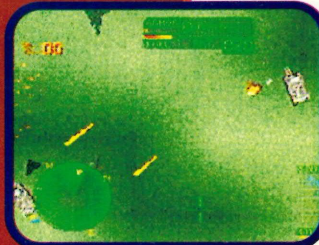
In brief: They say first impressions last and *Black Dawn* certainly makes an impression. With gorgeous rolling landscapes, detailed enemy vehicles and stupendous explosions all combined into one package, the game promises to be as aesthetically pleasing as any seen on the Saturn. So it's a helicopter game?: No doubt

you don't want to know about graphics, though; you want to know how it plays. Well, true to Virgin's policy of gameplay before all else, *Black Dawn* promises to be an absolute gem. Adopting a mission-based set-up similar to, say, EA's *Desert Strike*, *Black Dawn* is spread over seven zones. Players must go to each of these zones and complete all



Weapon Tactics

Despite the obvious strategy and tactical elements within the game, *Black Dawn* is, essentially, a shoot-em-up. Not surprisingly then, players are armed with an impressive array of weaponry – Napalm, air-to-ground and air-to-air missiles, etc, etc. Although all extremely powerful, each of these weapons is most powerful against a certain enemy and, although this is generally obvious, players may need to experiment a bit to find out what does what. Napalm, for instance, not only blows up anything that's nearby on the ground when it explodes, but also burns for quite a while after impact, helping to destroy anything that wanders in to its path later on in the game.



Tactical displays show you which weapon you have selected

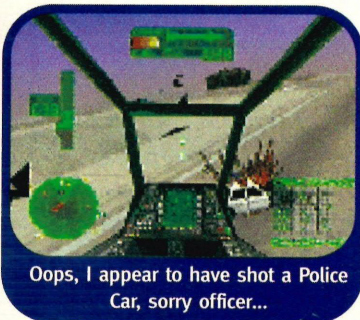
the missions there before moving on to the next one. In the version we played you could attempt the zones in any order but in the finished game it seems likely the areas will be set in a predefined order that'll reflect



Dawn

Black Dawn's increasing level of difficulty. The first zone will gently ease players in to the game, allowing them to get to grips with the controls and how everything works. Each of the areas thereafter gets progressively harder, testing play skills to the limits.

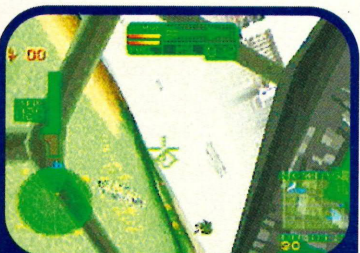
The missions that make up each zone are a lot more varied than in



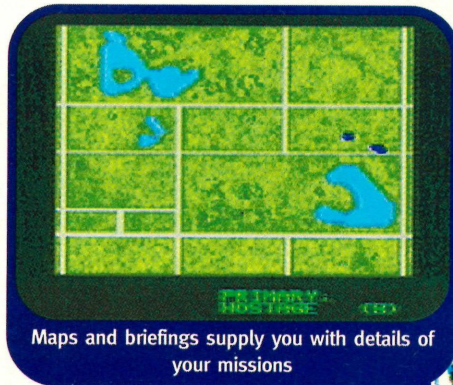
Oops, I appear to have shot a Police Car, sorry officer...

the other contemporary chopper sims we've seen – *Black Dawn* boasts much, much more; drop offs, pick ups, destroy, find, etc, etc. With an on-screen map, the location of each mission objective can be easily found, thus freeing players from endlessly searching the landscape and giving them more time to blow everything to bits. And when I say everything, literally everything that moves and almost everything that is stationary can be destroyed. The ruthless gamer can even take satisfaction from blowing up their own troops up – a nice touch and one the Americans will no-doubt enjoy!

Do you fight other vehicles?: The



Enemy helicopter ahead... Dive, roll and turn, whilst shooting. Tricky!



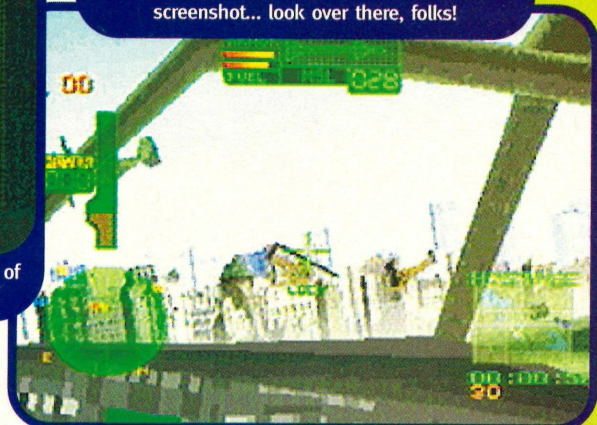
Maps and briefings supply you with details of your missions

enemy can fire back, though and the sky is constantly riddled with bullets and tracers from the guns of tanks, helicopters, planes, jeeps and missile sites. Taking the inevitable hit results in the player's energy being reduced. Should it reach nought, the player's chopper blows up and they lose a life. Run out of lives and players must either use up one of their five continues, or return to the beginning to start all over again.

To conclude: The controls for the chopper, despite their number, were intuitive and it didn't take long before we were soaring around the skies like Airwolf. As for the chopper itself, it was beautifully responsive to even the lightest tap on the joyypad and gave a good feeling of inertia. With such pick-up-and-playability, *Black Dawn* could challenge EA's *Soviet Strike* as the top chopper shoot-em-up. Find out next month when we put *Black Dawn* through some extensive pre-flight checks.

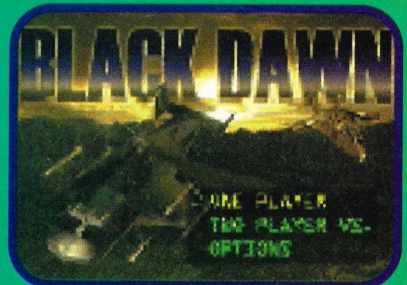


Moving swiftly on from this utterly lame screenshot... look over there, folks!



TOTAL SATURN

Fact Sheet



Publisher:	Virgin
Players:	One or Two
Price:	£44.99
Released:	End November
Game type:	Strategic Shoot-em-up

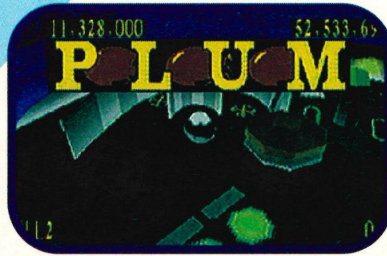
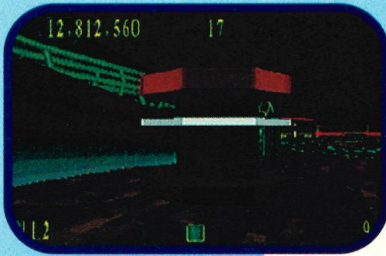
SOUNDBITE:

We rang Virgin to attempt to get a quote, but Doug Johns was out. Having ascertained earlier that James Beavan is creatively-troubled this month, we decided to write one for him: '*Black Dawn's* a big, throbbing lord of a helicopter game. No, that's not right...'

Fact Sheet



One of those damed bumper things. In old pinball machines these things used to make the ball ping off somewhere inaccessible. You had to kick the machines to get 'em to work again...



Pinball

Kiss goodbye to the days of trudging all the way to a local arcade in order to play pinball... JVC reckon it'd be far more fun in the comfort of your own home!

Graffiti

In brief: Well, it's a pinball game... but, would you believe it, this forthcoming JVC title looks to offer fans of the genre something new.

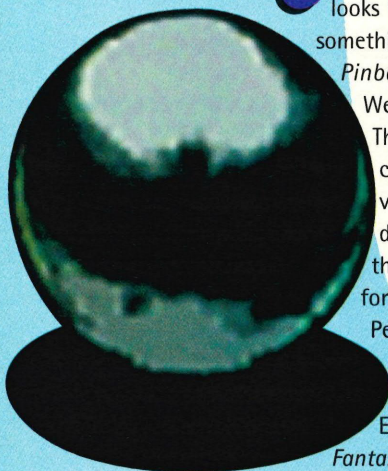
Pinball Graffiti is similar to: Well, pinball, we suppose. There have been numerous computer and console versions of the age-old diversion, with a number of them proving entertaining for at least a short while. Perhaps the most fondly remembered are those produced by 21st Century Entertainment. *Pinball Fantasies* and *Pinball Illusions*

sold like hot cakes for the Amiga and PC, being enjoyable, well-presented ball-bashing outings that looked as pretty as they played... at the time, that is. There have been a few 32-bit flipper-'n'-ball releases so far, but they've fulfilled what you'd consider the 'basic' brief in converting their popular subject matter to console, but little else.

Any chance of innovation?: Plenty. *Pinball Graffiti's* metaphorical trump card is its huge number of views, some of which are completely new and very, very clever. You can spin the table to any angle within a full 360 degrees, thus giving you complete control over the rotation of your

game. What's more, you can also view the action from a 'ball' perspective. Fancy the idea of seeing flippers speed towards you at a frightening speed? This one could be for you.

Is there just the one table?: No, there are three in all, each with their own individual appearance, bonuses and soundtrack. Pinball is a strange game, when you think about it, where a lump of metal propelled by flipper and a trifling natural phenomena Newton wrote so much about, flashing lights and garish table designs can evoke such excitement. The most important points to consider when creating a game such as this are ensuring the ball moves well, the sound effects are convincing

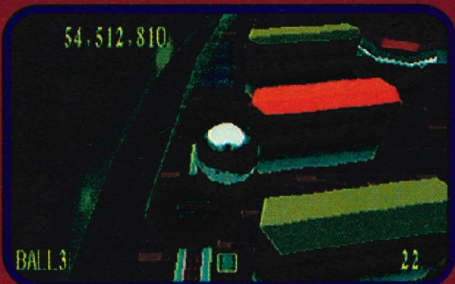


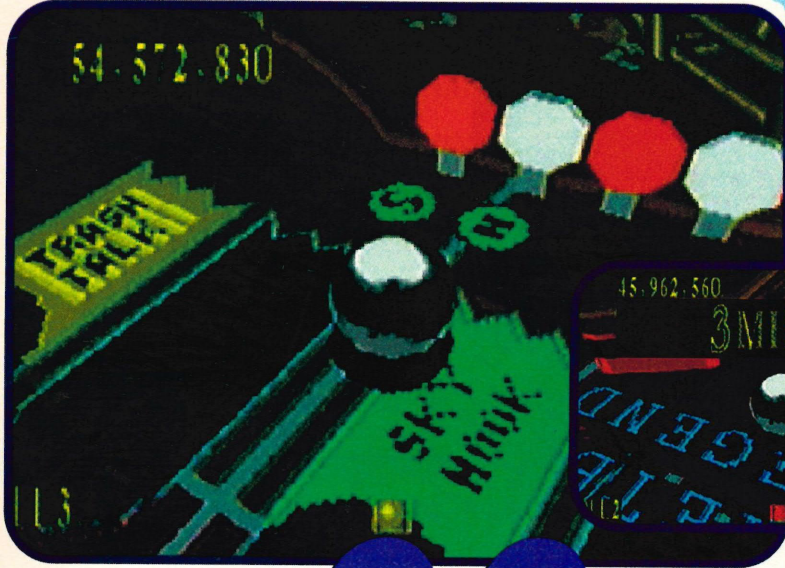
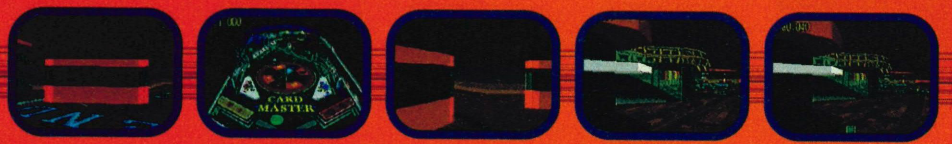
Graffiti — it's an absolute ball!

No, we don't know what's happening here, other than the obvious fact that the ball's in play somewhere. If only software houses would explain about the shots they send...

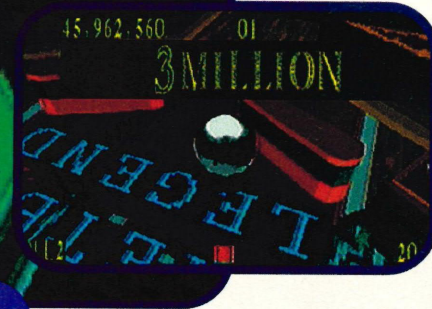
Ramps, when designed correctly, are an excellent addition — essential, even — to any self-respecting pinball table. Graffiti doesn't disappoint in this respect...

Colourful tables makes for eye-pleasing play. *Pinball Graffiti* can be viewed from a variety of angles — you can even play it from a horizontal perspective!





Targets! You may think you're a dab hand at console games, but hitting targets on a pinball game is far trickier than you'd expect it to be...



TOTAL SATURN

Fact Sheet



Publisher:	JVC
Players:	Multiple
Price:	TBA
Released:	End November
Game type:	Pinball Sim

SOUNDBITE:

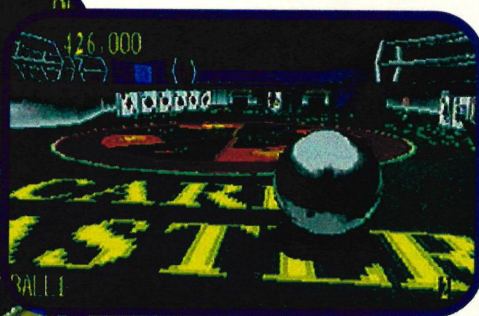
'Ever wondered what it's like to be hit around the head by two monstrous paddles? Probably and hopefully not, but *Pinball Graffiti* is the first 32-bit console game to feature an "inside the ball" point of view option. The wizard of pinball games has arrived...' — JVC

Fact Sheet

Pinball Graffiti



Caption



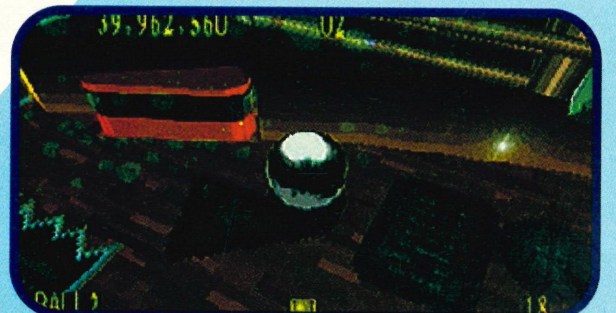
and the scoring system works realistically. After all, you don't want to be winning billions of points for merely hitting a simple target, do you? So what is realistic scoring? Winning a million for doing something clever, mere thousands for incidental bumps. The TOTAL SATURN

team know a few pinball fanatics and they all seem to agree on one point: if you're getting silly amounts of points for merely keeping the ball in play, the game's a joke. If JVC can get the balance on this right, they'll woo aficionados in one area at least. The idea of winning billions of points for a couple of loops (or something similar) is silly, but millions are quite realistic... So how do you win?: You don't. Pinball isn't a matter of 'winning', it's all about accruing frighteningly large scores and defying your friends (or yourself, for that matter) to beat them. *Pinball Graffiti* obviously allows multi-player games, where a

group can take turns attempting to belittle each others' point totals. Pinball isn't really a solitary genre; it's at its best when played with friends and *Graffiti* accordingly doesn't ignore its responsibility to cater for this.

To conclude: There's no denying that *Pinball Graffiti* is more Take That than Elton John in terms of looks (for the want of a better analogy), but we'll just have to wait to see if JVC can pitch a number of its parameters to the right level in order for it to be a 'wizard' release. Full review next issue... ●

Try rotating the views rapidly to re-create the sensation of playing pinball while drunk!





Preview

Below: Now that's a bit of a monster of a helicopter. Shouldn't that be in Virgin's *Black Dawn* instead?



Now that's what we call a *bike*. But where are the pedals?



Command & Conquer

So what can you say when you're shooting thousands of rounds of ammo into various targets? I mean, there's 'Eat This!' or 'Die Suckers!', but everyone says those.



In brief: *Command & Conquer* is the long-awaited Saturn conversion of Virgin's classic strategy title. Having won numerous awards for VIE on PC, it's widely regarded as one of the best wargames ever developed. This is largely due to its simple-to-master gameplay, intuitive gameplay and huge number of levels.

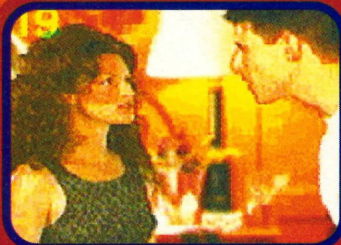
Command and Conquer is similar to: *Dune 2* on the PC and Amiga, a game that almost certainly won't be converted to the Saturn. It too was programmed by Westwood Studios and plays in a very similar manner. The Saturn has no other strategy games to compare with it.

Strategy games? Don't you need a mouse for them?: Usually. Westwood have, however, done a marvellous job of making C&C easy to control with a Saturn joypad. Selecting units is performed with the A button, the B button cancels and C calls up a side panel with all other functions on. Holding down A allows you to create a box. Units covered by this are 'grouped', allowing you to move them as one unit, while clicking the right shoulder button and either X, Y or Z allows to to assign this group to a button for one-touch recall.

But what's it all about?

C&C will be sold as two CDs in one

Eh? What's this?



Command & Conquer's intro is very strange indeed. It is, essentially, someone 'channel surfing' over various channels. Some of these just happen to be news or feature programs (or dramas, like the one above) which is how it relates the basic plot to viewers...

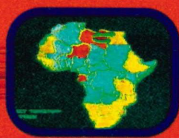
One news program explains about another terrorist attack linked to the rapidly-growing NOD movement. The bounders have blown up a building (shown below) and are threatening to do over a few more structures. Without further ado, the channel changes to...



Two roller skaters. Hmmm. What does this have to do with C&C? Still, this gives us the opportunity to mock them, doesn't it? I mean, do they think those pads make them look stylish or something? They just look, without a shadow of a doubt, like prats. Here comes another channel change...

This broadcast explains the mining of the special element you need to obtain credits during the game. It goes on to explain that NOD control a huge amount of its production, thus having a hold over this important world market. We wish we could remember the name, but here comes another channel change...





It's won awards, appeared in virtually every home with a PC, caused arguments, marriage break-ups... oh, and its ad campaign managed to upset a few watchdogs. Could this be the sort of game the Saturn needs more of? Virgin think so, and we at TOTAL SATURN are inclined to agrees...



This may not be a very large army, but just you wait until...

Command Conquer

package; both essentially the same game but allowing you to take one of two sides. Disc One allows to control CDI, a group controlled by world governments attempting to destroy the growing terrorist organisation know ambiguously as NOD. The other disc, not surprisingly, allows control of the aforementioned organisation. Each level, regardless of scenario, begins with a certain number of troops allocated to your command. These can be ordered to fight or move, or, if it's a Mobile Command Centre, deploy. Selecting this option creates your base, from which all resources are managed.



Is this where things get complicated? Surprisingly, not really. Your first action is to build a power station. Once this is up and running, you can build further facilities such as barracks, a mining centre, stores and so forth. Barracks allow you to create different soldier units, stores allow you to, amazingly enough, store resources and mining facilities allow you to accrue credits through collection of a valuable substance found on most levels. Credits?: Yes, credits. Cash, moolah, readies... call it what you like, it's



The start of a level. Notice that no base has been established and the area around you is black



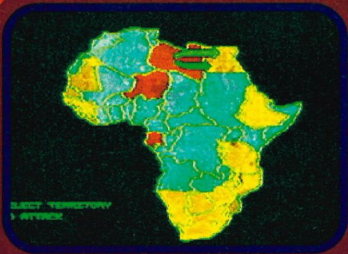
A picture of the leader of NOD looking furtive and very black & white. This is the face of a man who, with a single instruction, can wipe out skyscrapers and have politicians assassinated. What a nice fellow he is. Choose CDI and you can do something about him...

No, we don't know what this bit is, either. He just appears, paints and blathers on about something or other. There are numerous characters like him during C&C's intro - it's far more imaginative than your traditional console game fare...

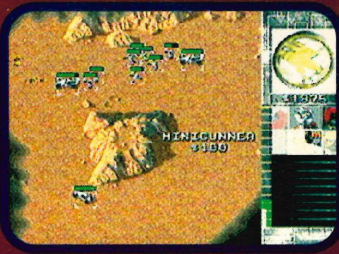




Givin' them their just 'deserts'!



After selecting an area – in this instance we've picked Egypt – players are given information on the territory they've selected. After this, your mission objectives are detailed, resources are allocated and, finally, a rendered intro leads into the action.



Being the 'real' men we are at TOTAL SATURN – um, apart from Sorcha, because she's female. Okay, so she's a real woman, then – we decided to wade straight in with all guns blazing. It is possible to capture enemy structures instead of blowing them up...

After completing a mission, players can select their next battle. As the game progresses more of these territories are either coloured red (for NOD) or yellow (for CDI). In this instance, we're playing as the troublesome NOD, terrorists and all-round swines.



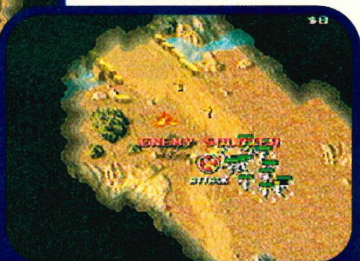
The above shot shows the army we threw together striding purposefully as a group towards a CDI base. You can select all of your troops as one huge unit, or separate them into smaller groups in order to attack a target from a variety of angles.



With an army in tow, James sets off to blow something (or someone) into lots of little bits...



Little blue Noo Buggy, in the saaand. Little blue Noo buggy... in my haaaand! Little etc...



Aha! A ruck at last! You can sit back and watching your troops fight



essential to have some if you're to clear each level of enemy troops. Virtually everything costs something, which is why establishing a steady mining operation at an early point in the game is essential. Preparing an army costs credits which is why, if you're sensible, you'll safeguard your resource operations, making sure you have a troop of soldiers guarding it at all times. So how do I build an army?: It's really quite simple. Accrue loads of cash and you can start building facilities, such as barracks or, if you're

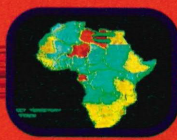
siding with the terrorist group, the Hand Of NOD; a 'temple' for the training of heavily-armed extremists. Your military capabilities grow as Command And Conquer progresses –



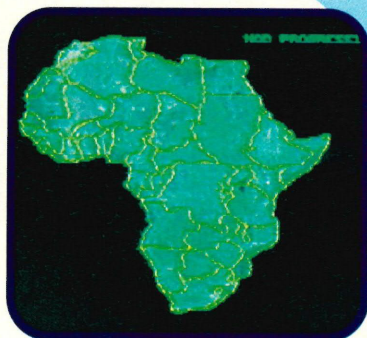
Hey hey! Got the bugger! From hereon things get trickier...



Command and Conquer's first mission as NOD sees you out to assassinate someone. You can blow up a village on the way!



A nod's as good to a blind man as a wink to a dog etc...



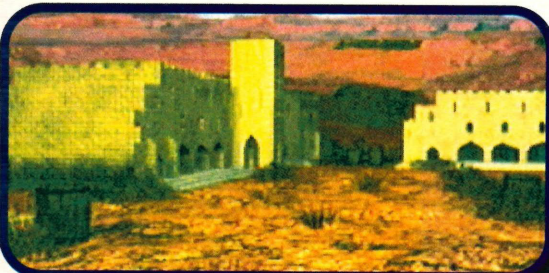
Mission Three with NOD sees you attacking and capturing a huge prison complex

accordingly, so does that of your opponent. How you approach each level differs with each mission. Sometimes it's possible to go for the throat immediately, killing off assailants straight away, while usually the technique of putting together a massive army and then kicking up dust is the best way. The choice, as they say, is yours.

Do I need a password to play as NOD?: No. Just pop *Command and Conquer's* second disc into your drive and you're off. Both the CDI and NOD discs offer different FMV links and distinctive missions. This prolongs

back to it days later and not be frustrated by your inability to complete it.

Conclusion?: *Command And Conquer* looks excellent so far, a virtually perfect conversion of the PC classic. Having won a fair few awards after its 1995 release, it's sure to do for Saturn strategy gaming what it did for its original and exponentially more expensive first platform. Here's hoping the imminent PC sequel – known as *Red Alert* and looking very fine to date, folks – doesn't take even nearly as long to be converted to Sega's 32-bit machine...



Command And Conquer's play life by a huge amount; there are an impressive number of levels to get through. These are accessed through passwords, given after the completion of a mission. One other bonus of having two different versions of C&C to play on is that, should you become stuck on one, you can play on the other...

So it's fairly linear, then?: In a way. Each disc offers a different campaign area. You can't jump from one section of the map to the other, but it is possible to choose a different route when given the opportunity. The gameplay itself is far from set; it's hard to imagine playing any of C&C's levels the same way twice. This is because a chance soldier here or deployment of a group of troops in any skirmish. You could breeze through a mission easily one, come



One CDI unit has the unfortunate view of numerous NOD troops bearing down on him. Leg it, idiot!



TOTAL SATURN

Fact Sheet



Publisher:	Virgin
Players:	One
Price:	£44.99
Released:	December
Game type:	Strategy

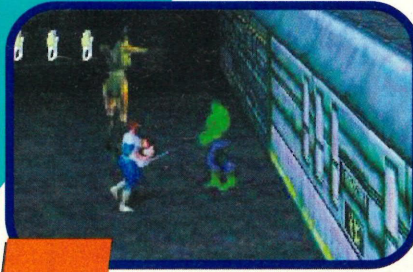
SOUNDBITE:

We wanted to talk to Westwood Studios – developers of C&C – but they're based in America and tend to be in bed while we over here are working. We spoke to James Beavan of Virgin instead, and he said 'Every Saturn owner should get this', which isn't a bad point...

Fact Sheet



The Hulk's previous video game outings have been pretty dull, so is there any reason we should expect any more from this one? Eidos think so...



Hulk



In brief: Marvel comic character, David Banner alter-ego and all-round green dude the Incredible Hulk is back (again) to make his Saturn debut. He's no stranger to the world of console games mind you, having appeared variously on most of the 8-bit and 16-bit formats over the years. And why not? The Hulk's an amalgam of more or less every character who's ever appeared in a scrolly beat-'em-up. He's tall, unfeasibly muscled, green (lest we

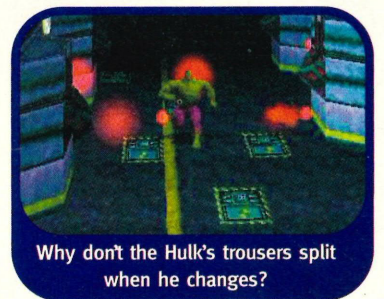
forget) and tramps around in nothing but a pair of raggedy trousers and spends his time chucking people about and making grunting noises. Perfect game fodder!

So there's load of green monster violence, then?: Grab a hold of your horses and don't let go! Something's different. The Hulk, you see, is no longer the brawling meat-head (who occasionally puts his head to one side and goes sappy over a small child - at least once an episode) we know and, well... know. Some clever boffins have figured out a way for David Banner's own mind to be conscious when he's in the form of the Hulk. This amazing (and very handy) breakthrough means we're spared yet another walky-punchy-walky-punchy affair. Now the hero



And not a pea in sight!

Just think, had Hulk been pink, he'd have been a comedy character instead. He looks gormless enough as he is, but it could be worse...



Why don't the Hulk's trousers split when he changes?



TOTAL SATURN

Fact Sheet



Publisher:	Eidos
Players:	One
Price:	TBA
Released:	TBA
Game type:	Arcade Adventure

SOUNDBITE:

Unfortunately, neither David Banner nor Eidos were at hand to answer our requests for a quote. Fortunately, we know what their words would be. Inevitably: 'Don't make me angry. You wouldn't like me when I'm angry'. Um. So that's a 98% review, then?

Fact Sheet



What a wonderful gold suit. However, we still prefer the Hulk's 'minimalist' dress preferences...



The Hulk wasn't cool when we were kids Spiderman was great, though...

has a mind the programmers have actually been able to lever a few puzzle and adventuring elements in there as well as the standard chinning people and throwing them into piles of boxes routine. Not sure how Hulk purists (you poor individuals) will take news of their hero's brain surgery but for the rest of us it's a blessed relief, adding great new scope for gameplay hindered in previous Hulk games by the character's limitations.

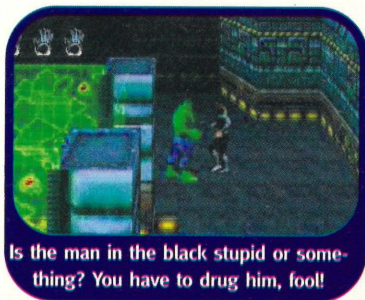
How does it look?: Hulk's screen display is side-on and slightly from above, giving the impression of a 3D environment in which the Hulkster... oops, accidentally ripped off someone else's trade mark there. See you in court Mr Hogan,



unless you wanna sort this out in the ring! Er, right, where were we? Oh yeah — 3D environments. The jolly green giant... blast! We've gorn an' done it again, guv'nor! The Hulk, for want of a glossy euphemism, can move in and out as well as left and right giving great freedom of movement. To cut to the point, from what we've seen it looks fine so far... To conclude: Marvel titles have never previously set the gamesplaying world alight. They've always fallen into the trap of being derivative and uninspiring, selling on the strength of the name. Without necessarily braking any new ground, *The Incredible Hulk* looks at least like it has a bit more



to it and the adventuring elements will give it more of an interactive cartoon feel than shallow platform beat-'em-ups ever can. Expect a full review just as soon as we can get our eager mits on a finished copy.



Is the man in the black stupid or something? You have to drug him, fool!



Platform action as Hulk negotiates a few particularly tricky jumps



Trash It



Caption



In brief: *Trash It* is an unusual release from Warner. Centering around the antics of one man and his hammer, it's an escapist orgy of destruction with a rather silly plot.

Trash It is similar to: Nothing we've ever played, that's for sure. The ability to break things is gained at a frighteningly early age, we perfect the art during our early teens and generally learn to control the urge by the end of them. We're all potential vandals at heart, yet software developers have never really caught on to the idea... until now. *Trash It* is all about breaking everything.

So how do I do that?: Controlling a fat builder with a big hammer, each level is a veritable obstacle course of constructions with little cute creatures imprisoned inside.

Obviously, it is your duty to free the little tykes...

and if the only way to do that is to smash the whole damn area into fine dust, all the better. Apparently the small creatures were secreted

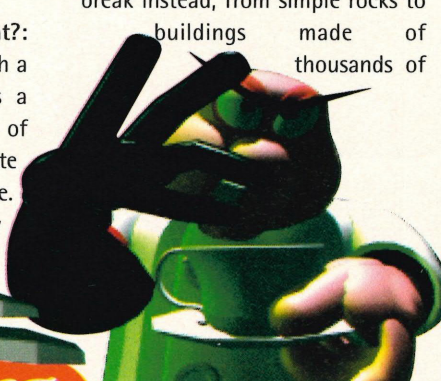
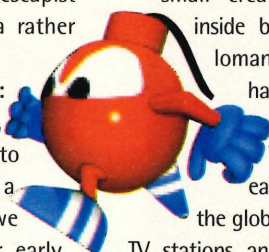
inside buildings by a megalomaniac who intends to harness their power to take over the Earth.

We reckon there are easier ways to dominate the globe – such as buying up TV stations and newspapers – but then, that wouldn't be very interesting, would it?

Any chance of setting about that plot with a hammer?: Unfortunately not. However, there are a number of other things to break instead, from simple rocks to buildings made of thousands of

the things. There are various upgrades, passwords for sections... y'know, all the basics of a polished console title. If Warner can add a decent two-player mode, it could be frighteningly addictive.

To conclude: *Trash It* is an interesting idea, but we've yet to play a sufficiently finished version to state whether it's a workable one or not. Expect a full review in a not-too-distant edition of TOTAL SATURN...



TOTAL SATURN

Fact Sheet



Publisher:	Warner Interactive
Players:	One or Two
Price:	£TBA
Released:	January
Game type:	Um... Break-'em-up?

SOUNDBITE:

A quick call to Ruben Lawrence of Warner's PR firm furnished us with the following quote: 'Prepare for a fantastic four-player frenzy of devastation! *Trash It* is going to be one of the hottest titles of 1997'. You didn't tell us it's a four-player game when you sent the stuff, Ruben...

Fact Sheet

Looking Smashing

Trash It looks very unusual indeed. Detailed and with a subtle line in colour, its graphics are distinctive but will certainly be improved by its January release date.





Let's see what she can do!



Litterbox Kick

Yuck! Right in his face, too! Imagine if her owner hadn't cleaned it out...



Rolling Attack

You really can have a barrel of laughs with this little gem. A killer of a move

Bouncing Spin

This didn't impress the watching vampire, but it's a really cool move...



Lunge Kick

Precision accuracy in hitting the most delicate parts of your opponent's anatomy!



Left: Ugh! Get that foot away from me! Right: Meow look pensive, cat-girl!



Night Warriors

In brief: Capcom's *Street Fighter* games meet mythological characters, outlandish moves and alternative presentation. Why bother with Ryu or Ken when you can control a werewolf or a Frankenstein's Monster look-alike?

Night Warriors reminds us of: No prizes for which series of games this title owes its existence to. Capcom are the masters of the 2D beat-'em-up, though fans of the genre will note that *Night Warriors* plays in a

different way to *Street Fighter Alpha 2*, its Virgin stablemate and, in a way, rival.

Which one is better, then?: That's not really an issue. *Night Warriors* takes a more fantastical approach, its special moves weird and outlandish, its graphics brilliantly detailed and versatile. You could compare it to *Alpha 2* because, essentially, they're flip sides of the same coin. However, one side depicts a Ryu Dragon Punch, the other a zombie hitting a vampire with a chainsaw.

The basic game mechanics are the same, but the 'feel' — something that the Capcom fighting games have an inimitable abundance of — is different. You have to play it to appreciate the difference, and play it you most probably shall — *Night Warriors* is going to sell in huge numbers.

TOTAL SATURN

Fact Sheet



Publisher:	Virgin
Players:	One or Two
Price:	£44.99
Released:	Late November
Game type:	Beat-'em-up

SOUNDBITE:

We rang James Beavan of Virgin to try and get a quote for *Night Warriors*. They're usually the best for these — y'know, risky, close-to-the-knuckle stuff, but all he could come up with was: '*Night Warriors* is as technically brilliant as the *Street Fighter* games, but with an added novelty factor.'

Fact Sheet



Want to hear our impression of Eric Hall doing a *Night Warriors* caption? 'Monstaah! Monstaah!'

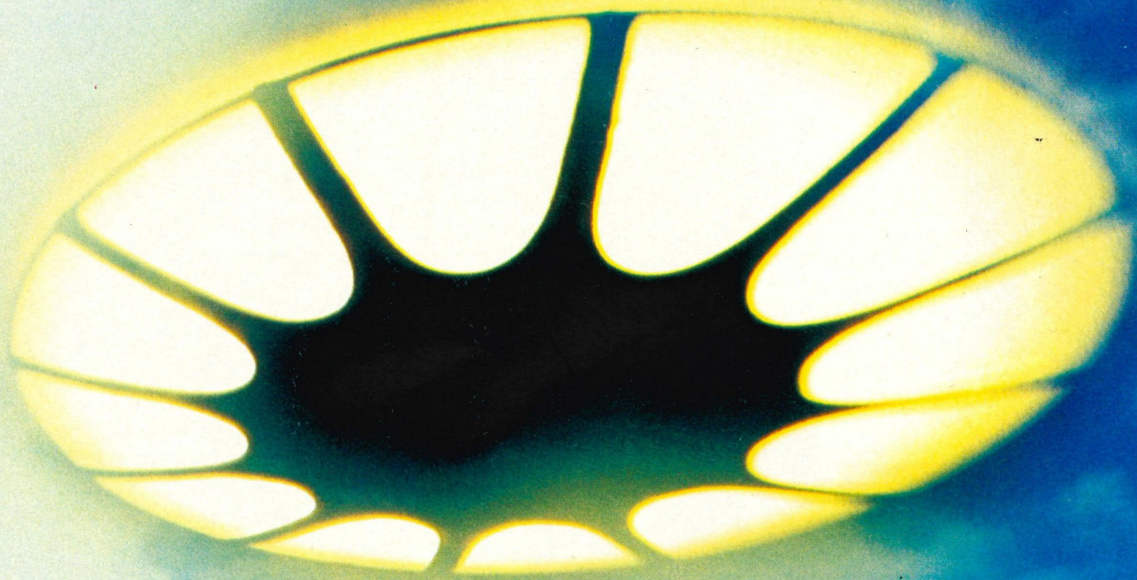
How does it play?: Very well indeed. There are a number of special moves, a variety of kicks and fans of combos will be delighted to hear *Night Warriors* caters for them, too. Like

its predecessors, this is a game that can appeal on various levels. The uninitiated can play it by smacking buttons and accidentally performing special moves, while experts will revel in its huge number of combat possibilities. It's a great two-player game as well, a pre-requisite for beat-'em-ups.

To conclude: Virgin have a winner here. *Night Warriors* arrived just too late for a full review this issue. Rest assured, we'll be telling you just how great it is next month...

SIGHTINGS

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TOTAL SATURN

Virgin on the Run

Who wants to play Kiss Chase with a group of the opposite sex when they could be playing Virgin's console Tag game, Grid Run? Well, us actually. Virgin probably would too and we've no doubt you lot out there in the real world would rather too.

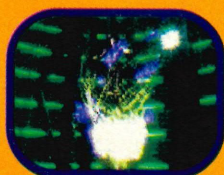
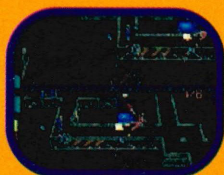
We guess that makes that first sentence pretty redundant, then...

Okay, after you're all hot and sweaty from playing Kiss Chase, there's nothing better than settling back and having a few hours' worth of play on Virgin's latest action-packed offering. You can play with friends and shout (as football fans do) 'You're It And You Know You Are' at them, obviously missing out the 'sh'... as that's rude. Hell, owning a copy of Grid Run could

make you friends, it being so great an' all that, so being the wonderful souls we are, we phoned up Virgin to ask for a competition. Virtually everyone in their office was out

playing Kiss Chase in the playground outside but, as luck would have it, PR bloke Doug Johns was at hand to answer our request. He explained that he couldn't play because his girlfriend would kill him and, besides, nobody at Virgin fancied him. After five minutes of saying 'There there', 'We're sure they love you really' and other such mindless

li... um, platitudes, he agreed to give away ten copies of Grid Run and an accompanying Virgin T-shirt to ten lucky Total Saturn readers. All you have to do to win such a prize is answer the following questions...



- 1: If a clued up Saturn owner were to be playing Kiss Chase with someone they really fancied, would they:
 - A: Run as fast as they can. After all, the loved one can't run that fast... so that's an easy win, eh?
 - B: Constantly remain tantalisingly out of reach, thus frustrating the attractive individual chasing?
 - C: Pretend to fall over a lot in order to get 'caught' loads and get mucha smoochies...

- 2: If you get touched by 'it' in a playground game of Tag, do you get...
 - A: A company car and pension contributions?
 - B: Married?
 - C: The Dreaded Lurgy?

- 3: The Virgin PR team ask if they can join in with your game of Tag. Do you...
 - A: Tell 'em to get lost – this is your playground and your gang will beat them up unless they stand on their own side of the playground...
 - B: Grudgingly allow them to play, but wait until they're not looking before legging it and continuing elsewhere?
 - C: Welcome them with open arms, shout 'You're It!' and scarpers gleefully with them in chase?

Answers on a postcard or back of sealed envelope can be sent to Virgin Compo, Total Saturn, Rapide Publishing, 14A Union Street, Newton Abbott, Devon TQ12 2JS. Invitations to join in with games of Kiss Chase can also be sent to that address, girls...



TOTAL SATURN

Letters

So much mail, only two letters pages. Of the hundreds of lines we've been 'dropped' since the launch of our inaugural issue, these are the few we decided to print...

Dear TOTAL SATURN

I have read your first issue of TOTAL SATURN and I liked it. Most of all I liked reading the news about new games that will be coming soon on the Saturn and I liked the reviews of the games that are already out. I know that a lot of people will read the reviews and use them when buying any new games for their Saturn.

After I read your TOTAL SATURN issue one and played demo games *Loaded*, *Actua Golf* and *Euro '96*, it helped me to buy *Euro '96* and I liked it.

Here are my top ten most wanted games on Saturn

- 1) *Nights into Dreams*
- 2) *Virtua Fighter 2*
- 3) *Street Fighter Alpha*
- 4) *X Men—Children of the Atom*
- 5) *Sega Rally*
- 6) *Panzer Dragoon 2*
- 7) *Virtua Cop*
- 8) *Ultimate Mortal Kombat 3*
- 9) *Guardian Heroes*
- 10) *Wipeout*

Thanks

Israk Ali

Thanks for dropping us a line Israk, it's nice to hear the mag's appreciated and that the demos are serving their purpose. As for your list of your ten most wanted Saturn games, well, to be honest, if you haven't got any of these games already, then you're not realising

the full potential of your machine. The ten games you've listed are among the best out on the Saturn and you really should try and add a few of them to your collection as soon as possible.

Dear TOTAL SATURN

Having bought and read your new magazine from cover to cover, I just had to write in and congratulate you on a fine production. The writing is excellent and informative and the design and lay-out is clear and easy to follow. The cover-mounted CD is among the best I've ever seen and after playing it, I just had to go out and buy *Loaded* and *Euro '96*. Both are excellent titles, but if it hadn't been for your CD, I probably wouldn't have bought them.

One question, before I go, the second issue was meant to be on sale September 30, but I've looked absolutely everywhere and cannot find it. Could you please let me know where I could get hold of a copy?

Thanks for your time and a great mag.

Rasaq Saro

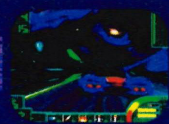
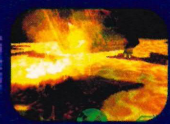
We worked hard with Gremlin to make the demo CD as exciting as possible so that everyone could appreciate the quality of the titles on it. From the letters we've had, everyone seems to agree that it

worked and Gremlin, in particular, will be happy to hear that it helped you in making your purchases.

The CD's not the only thing we've had letters about — a lot of people have written in asking about the second issue of the mag that was meant to be out at the start of October. Due to problems and circumstances way beyond our control, the second issue was actually put back a month, but then, why am I telling you this when you've got it in your hands right now. In fact, in answer to your question Rasaq, it's a bit hard for us to tell you where to get hold of a copy of TOTAL SATURN as, if you're already reading this then you've already found somewhere and if you still can't find anywhere, then you're not going to be able to read this anyway! Comprenez?

Dear TOTAL SATURN

First of all, let me say well done to everyone working on TOTAL SATURN. The first issue was a real gem for us poor, beleaguered Saturn owners who have, for too long now, been treated as inferior to those 'PlayStation' saddo's. I have a small grumble, though — the second issue of the mag was meant to be out on the September 30 and yet it still isn't in the shops and we're halfway into October. Is the mag going to be



coming out bi-monthly, or is it just late? One more thing, is there going to be a CD on the cover every month, or was it just a one-off promotion with the magazine's launch?

Peter

Don't worry Peter, the mag hasn't gone bi-monthly. As we've already said, the mag was late due to circumstances we could do nothing about, but everything is sorted now and you can look forward to your staple diet of Saturn news, previews and reviews on a strict monthly basis. As for the CD, we hope to have a different one, from a different developer, on the cover each month.

Dear TOTAL SATURN

I got my Saturn nearly a year ago now and since then I've been reading a few other Saturn magazines. To start with I was really impressed with them, but I've now become tired and annoyed with their bias and untrustworthy reviews. As a result of these misleading reviews, I've bought several duff games that they said were very good. Imagine how pleased I was then, when I came across your mag. Fresher and different, your reviews seem much fairer and I, at last, feel able to make sound choices in the games I purchase. The demo CD went one step further than the reviews, allowing me to play the games and see if I liked them myself. So, well done and I hope you keep it up.

Pete

We know how you feel Sam, after all, we've all been fooled by the occasional dodgy review and gone out and wasted our money on a duff game. Here at TOTAL SATURN, one of our main aims is to make sure we never mislead our readers in a similar way — that's why, if a game is crap, we'll tell you so.

Dear TOTAL SATURN

Being relatively new to the Saturn market, I was wondering if you could help me out with a few questions I have that nobody else seems able to answer. Firstly, are we ever likely to see Psygnosis' other great PlayStation titles, such as *Krazy Ivan*, *Wipeout 2097* and *Formula 1*, come out on the Saturn? I've seen the original *Destruction Derby* and *Wipeout* and they were both brilliant, so I really hope they do.

Secondly, is there any chance of a *Sega Rally 2*, with new tracks and new cars? The original is superb, but I've played it to death. So a sequel, with three, or four new tracks and a couple of new cars would go down really well.

Last question, are Sega planning to drop the price of the Saturn at all? I've heard rumours that they're thinking about it, but I've not read anything definite in any of the mags. Although I've already got a Saturn and it wouldn't affect me directly, I was thinking of getting one for my younger brother as a Christmas present, so I'd appreciate it if you could let me go. The last thing I want to do is go out and buy one, only to have it go down in price a couple of days later.

Thanks for your help.

Sam

*If the proposed sale of Psygnosis goes through, I think the chances are very good that we'll see some of the Liverpoolian company's games out on the Saturn. Psygnosis have already made it clear that they want to be a multi-format publisher and if they can break away from Sony, the Saturn market is, obviously, one of the directions they want to move in. If such a scenario should develop, don't be surprised to see *Destruction Derby 2* and *Wipeout 2097* both making appearances, but don't bank on *Krazy Ivan*, or *Formula 1*.*

*We've not heard any news of a *Sega Rally 2*, but Sega are rumoured to be working on several new racing titles. The details are sketchy, so keep running your eyes over the news section for more up-to-date info.*

As for your last question, I don't think we're going to see a drop in the Saturn price before Christmas, or, for that matter, for quite a while. Don't hold us to that, though. With Sega and Sony constantly trying to outdo one another, it's impossible to say for definite what is going to happen. The primary battle between the two console giants appears to be fought not by them, but chain stores such as Dixons and Toys-R-Us. In trying to out-do competitors, they are releasing special software bundles with both machines and cutting margins to attract more sales. This can only be good news for prospective buyers.

Dear Saturn Mag

I won't bore you with all the normal pleasantries as neither you, nor I, probably have the time. I have just one question — when the hell is *Tomb Raider* coming out? I've been hearing and reading about it for ages and yet we seem to be no nearer a release. I've asked down my local shop, but they're just as clueless as me, so can you please put me out of my misery and let me know when I'm going to be able to get my hands on a copy.

Cheers

Rob

*You're in luck Rob, not only do we know that *Tomb Raider's* going to be released this month, but we've also got a review in this very issue. Simply flick back through the pages to find a comprehensive appraisal if you want to know more about this stunning game.*

Dear TOTAL SATURN

My gaming life started when I bought a C64 nearly ten years ago now, so, as you can imagine, I've seen and enjoyed playing on a number of different consoles. During this time, I've also enjoyed reading a number of different mags and winced whilst reading some of the others. When I opened yours, I was immediately taken in by the design and the writing and have to say that it's the best I've ever read. The news was interesting and up-to-date (something that lets other mags down), the previews were informative and the reviews were first rate. So, congratulations and keep up the good work.

Justin

Thanks for that Justin, we always like getting letters of appreciation, especially after the launch of a new mag. We've worked in close conjunction with Sega and all the major developers to ensure we've got the the best in informative reviews. As for the previews, we pride ourselves on providing as much information about the games as possible so that people know early on what a game is all about. As for the reviews, as an independent mag, we can judge games fairly and without prejudice, ensuring that you, the reader, never get misled. Well, less than usual, anyway...

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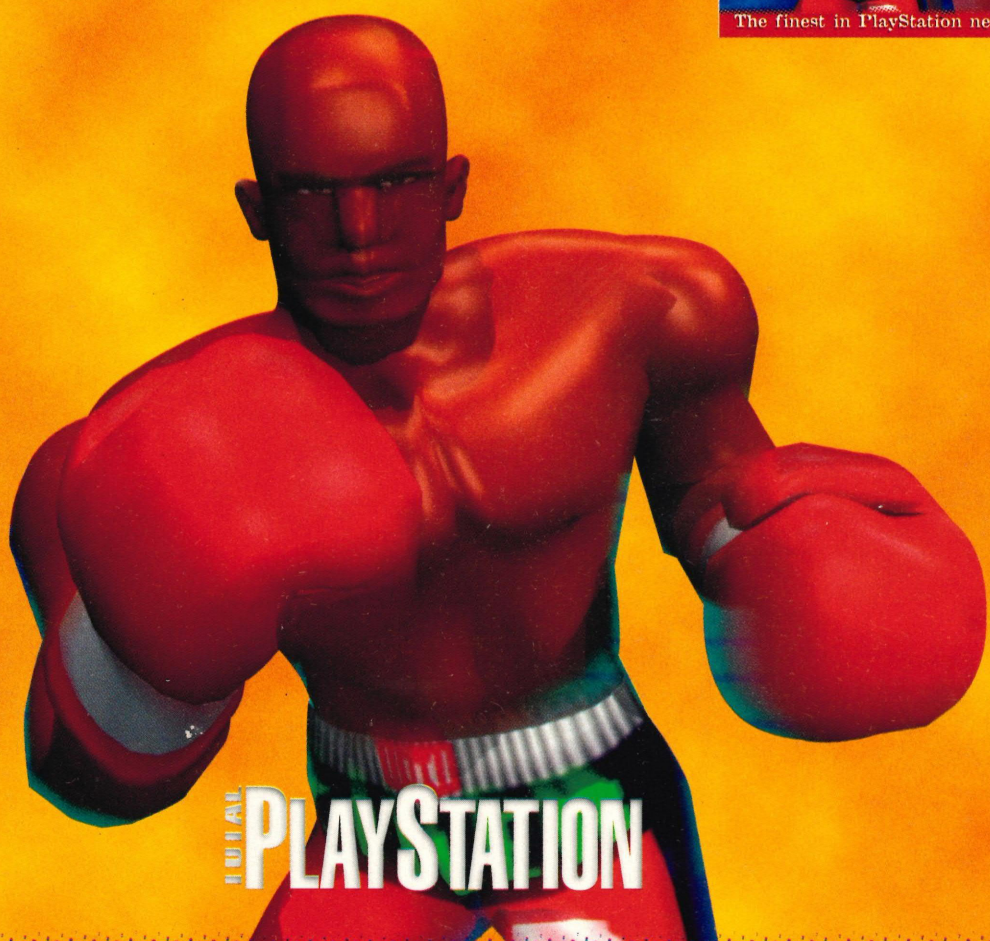
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TOTAL PLAYSTATION



Reviews Intro



This is obviously the piece of the magazine you're all raring to see —

and what a high-quality section it is. From Core's outstanding *Tomb Raider* to Interplay's gentle *Casper*, it's a reet riviting read...



Reviews

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The various vehicles of *Crimewave* can all be upgraded, creating monsters like this one below...

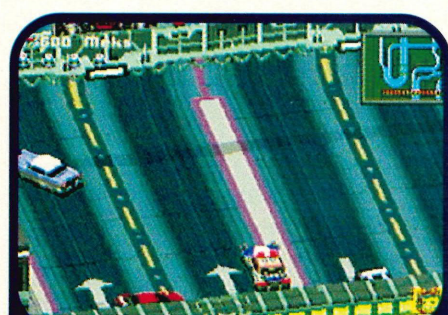
Crimewave



A car park — but, alas, one devoid of potential targets. Drive on!



Coppers — what a rum portrayal they get on TV, huh? If they're British you get the impression that all they do is split up domestics and talk to criminal elements in dingy pubs. If they're American they wear suits, drive too fast and fire thousands of rounds a second. It's this second approach which seems to have won most favour with software publishers: turning *The Bill* into a game would probably result in a point-and-click multimedia extravaganza rather than a shoot-em-up, after all.



This is the 'way' that 'motor'-ists proceed — therefore it is known a a motorway. No, really

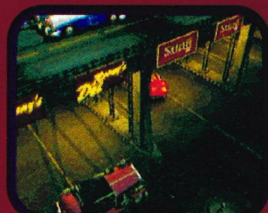
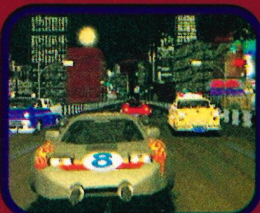
My own personal favourites have

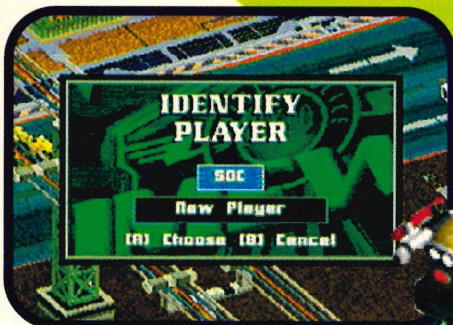
always been those highway chase specials; *CHiPs*, *Starsky and Hutch*, you know the stuff. Screeching tires, skid marks on the road, daring lean-out-the-window shooting action, lovely. Trouble is though, if you try to emulate this admirable behaviour in real-life outside of an imaginary playground scenario, you end up a) with a stiff telling-off b) with a prison sentence or c) dead. So what would you say to the chance to swerve about at high speed and shoot the bad guys from the comfort of your own sofa, with no risk of injury apart from finger-strain? That's what I thought you'd say,



Driving Us Loco!

Oops! As the following screenshot illustrates, driving along in a high-powered heavily-armed wagon of extreme death and destruction doesn't render you immune to trains!



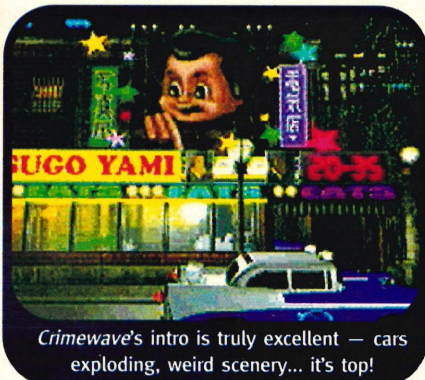


Screaching skid mark
motorist missile
frenzy!



ive

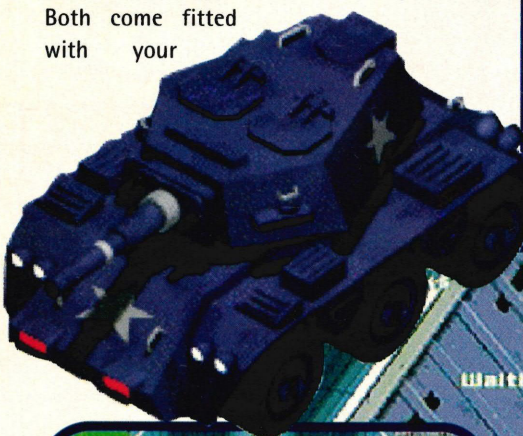
Look at those shiny missiles – doesn't it make you proud to be a mercenary? Well stop polishing and get picking your motor. Will it be the sturdy cop-car in the urban scenario, or the bubbly green dune-buggy for the seaside patrol? Both come fitted with your



Crimewave's intro is truly excellent – cars exploding, weird scenery... it's top!

which is why I'm about to go on at great length about *Crimewave*, until you become gripped with an urge to purchase it.

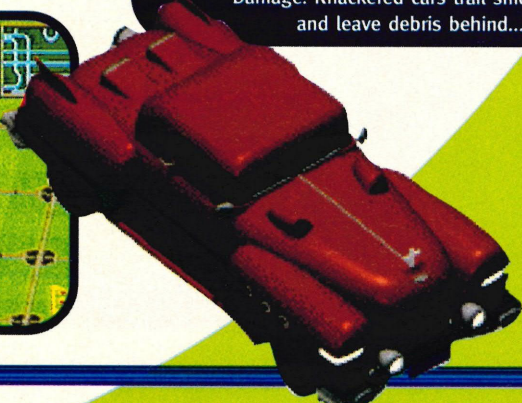
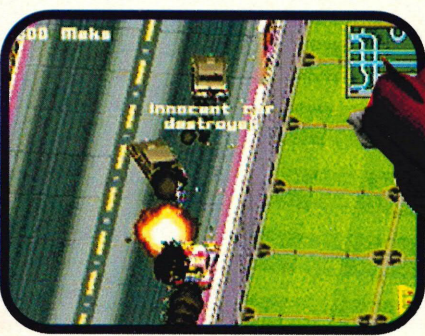
Set in the near future, when lawlessness and crime, plus some nasty weapons systems have made the roads far from ideal for a family outing, *Crimewave* gives you the task of clearing up the scum. The excellent intro sequence gives you the general picture: patrol the streets at high speed, avoiding crunching into innocent motorists and track down the missile firing lawbreakers in their souped up crime-mobiles. Cor blimey guvnor, it just makes you itch to start playing so let's get down to business and talk gameplay.



Turning into car park – could the individual you're chasing be hiding here?



Damage! Knackered cars trail smoke and leave debris behind...

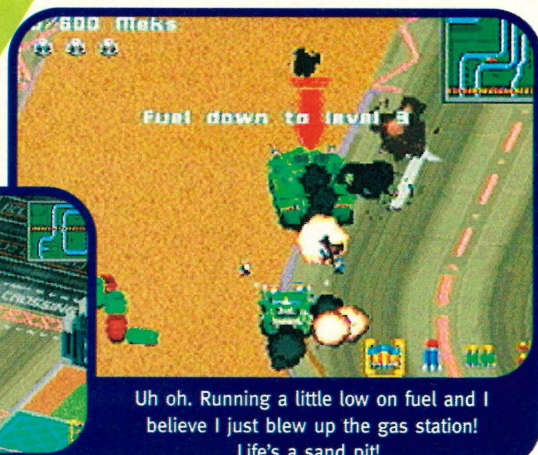


Caption



Can I resist mentioning skidmarks here? Er, apparently not

I tied my dog to the railroad track, Choo-choo train's gonna break his back. I used to call him Spot but now he's called Splat. That's the kind of person I am...



Uh oh. Running a little low on fuel and I believe I just blew up the gas station! Life's a sand pit!

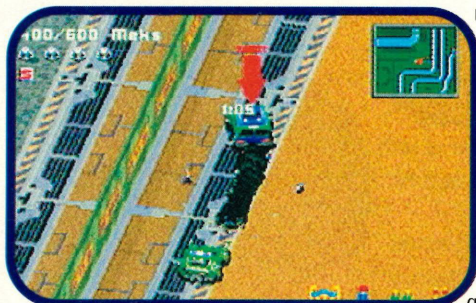


Another perp bites the dust. Oh wait — that was me. Gumph!



basic front and rear guns for double-action destruction, which can be upgraded to missile launchers as you progress. There are several more scenarios to access if you're good enough to reach them: the bright lights of the Casino could be flashing

a bit of getting used to. This is not one of your unresponsive arcade racers and the joystick steering is very sensitive, adding realism to the task of getting around town. Put it this way, you don't just bounce off buildings and traffic, you scrape, screech and crash, doing yourself damage in the process. Luckily for me, shooting is much easier to master— just point your car in that direction and fire at will to destroy your target.



Tracking down wrong-doers in a network of streets may appear difficult without a radio to say 'Alpha Tango Foxtrot' into, but a handy large red arrow on screen indicates the general direction of your target. Get close enough to them and an even more prominent red arrow appears hovering over their bonnet: if only that happened in real life, eh? Blow them away but don't get those dumb innocent drivers in the crossfire or you'll lose points. See those little things left behind after



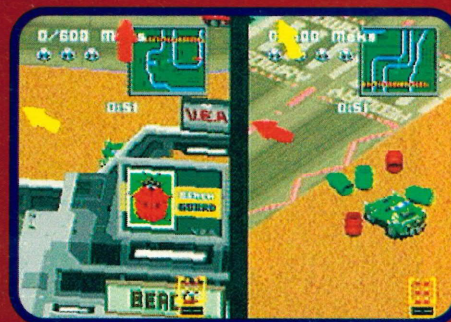
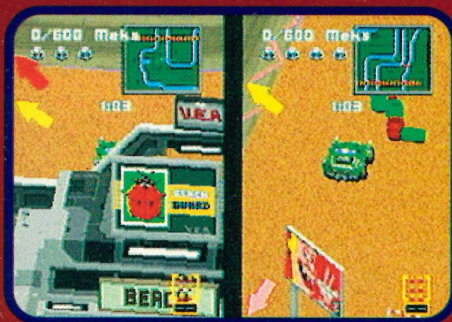
Yeah. Take me car down Sainsbury's car park on Saturday night. Do some handbrake turns!

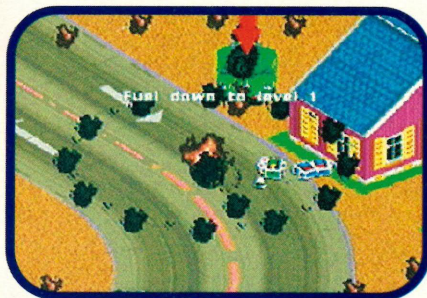
temptingly past your window...

Take time out for a test drive before you get down to thief-taking business and coast around the streets to suss out the one-way systems and fly-overs of your chosen level. It's probably just my renowned inability to steer but controlling your car takes

Car footy, anyone?

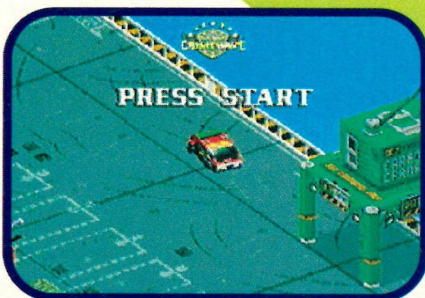
Whizz past the casino, weave through the docks, manoeuvre through the day-tripping Grandads and don't zoom off the flyover in your enthusiasm for the chase. Careful now! That sly wrong-doer is dropping mines and launching missiles all the over the shop and you'll need to make a few shortcuts through the park to catch him. You may not notice from these shots but Crimewave allows you to crash through barriers and play 'car footy' with barrels. Try it, it's great!



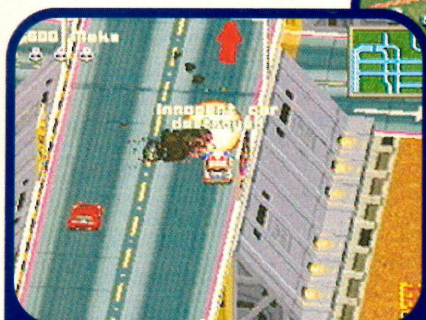


the big explosion? Those are (in no particular order) fuel pods, weapon power-ups and mechs. These last items are essential, since you must collect a certain quota of these to access the next area and the next selection of naughty little monkeys needing to be destroyed.

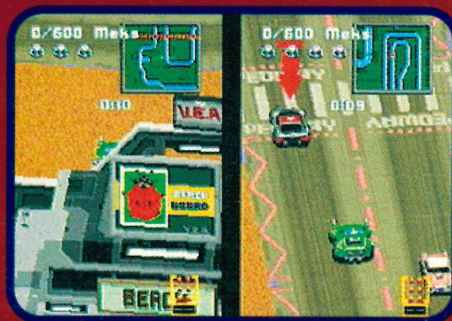
That's about the sum of what you have to do but, as is so often the case, a simple game concept provides the most entertainment. It might sound easy but handling steering, shooting and swerving at high speed is tricky to put it mildly. Just because you can drive fast, doesn't mean you can avoid speeding trains, mines or the vindictive rocket firing droids guarding the perimeter, does it now? It's certainly going to take more than a couple of hours to win the officer of the year award and clean up the streets. *Crimewave*'s going to have you hooked from the minute you pull out of your driveway to your final, terminal encounter with a large missile and a racing stolen vehicle.



A meteorite on the M25. Quick — call the Daily Mirror!

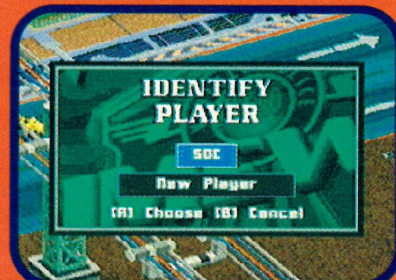


You might think he was innocent but I didn't like the way he was looking at me!



TOTAL SATURN

Score Sheet



Publisher: Eidos
 Players: One or Two
 Price: £44.99
 Released: End November
 Game type: Shoot-'em-up

GRAPHICS 90

↑ Pros:
Detailed and fast

↓ Cons:
We want more explosions!

SOUND 86

↑ Pros:
Screeching rubber and natty tunes

↓ Cons:
More would have been nice

GAMEPLAY 95

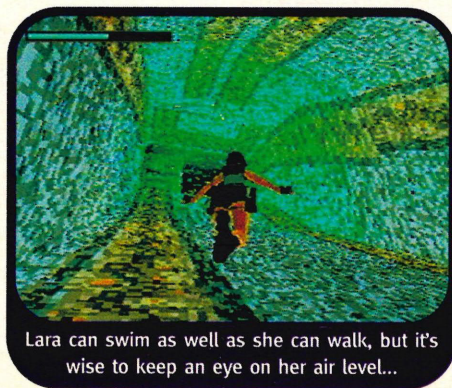
↑ Pros:
Excellent, especially with two

↓ Cons:
Will be rather tricky for youngsters

OVERALL %

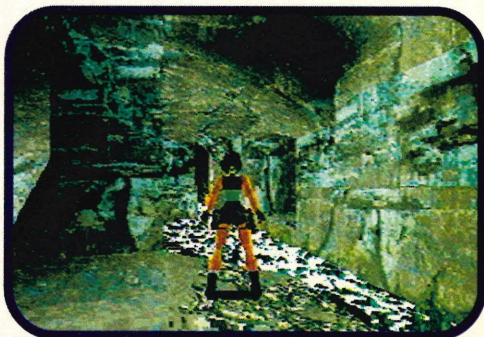
94

Score Sheet



Lara can swim as well as she can walk, but it's wise to keep an eye on her air level...

Tomb R



Rumours started flying around about *Tomb Raider* what seems like an eternity ago, so when this well-hyped potential chart-topper finally arrived in the office, we have to admit it... we feared the worst.

Imagine our surprise as we discovered that this, one of the 'name' games of '96, is easily one of the best ever released...

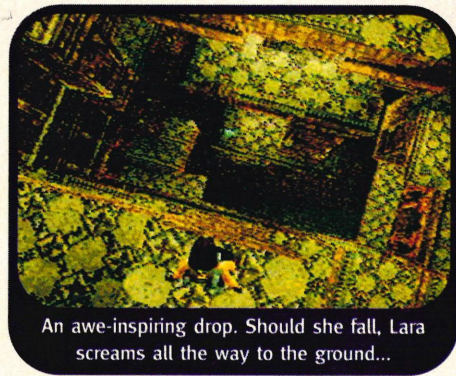
Without a shadow of a doubt, *Tomb Raider* is one of the most incredible console games ever.

Mixing fantastic graphics with outstanding gameplay, this long-awaited Core release is by far the TOTAL SATURN team's favourite game this month. Next generation adventure games are an evolving breed, with *Tomb Raider* by far the most advanced to date. It's as if its developers looked at the freedom offered by, say, *Doom*, programmed an incredible 3D graphics engine, took the atmosphere of Capcom's *Resident Evil* and created something greater than the sum of its parts.

Tomb Raider centres around the adventures of Lara Croft. A young English lady, its plot explains that she was the sole survivor of a plane crash in a remote

region. In the two weeks it took her to find civilisation once more, she discovered that she found life in England stifling and decided to instead roam in search of lost civilisations in the freedom of various untamed areas of the world. Disowned by her family, Lara turned to writing about her exploits in return for much-needed cash. For all we at TOTAL SATURN care, the plot could have been about Lara being a cross-dressing vicar abducted by aliens and dumped in an ancient temple – it's so good that peripheral matters such as its storyline matter not a jot.

Tomb Raider puts you in control of the aforementioned lady with a



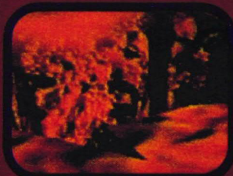
An awe-inspiring drop. Should she fall, Lara screams all the way to the ground...

Introducing...

Tomb Raider begins with an intro that explains how Lara began this particular quest. It's superbly presented and very cinematic indeed...



Oops! Knew I should have laid off the curry last night!



Look, I've blown a hole in the ground. Phew! Less of those, thanks!

I should have stayed in and read comic books instead...

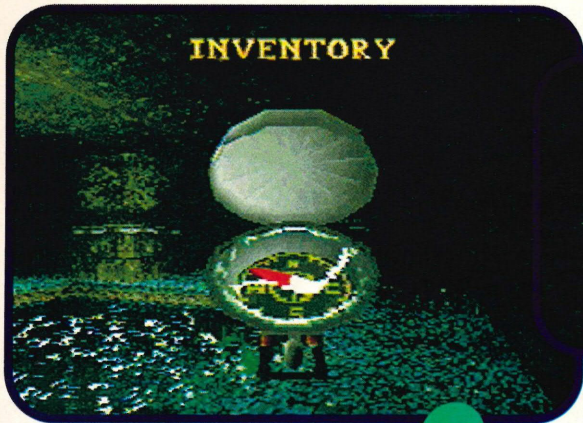


Okay, who drew a picture of a bloke on my glasses?

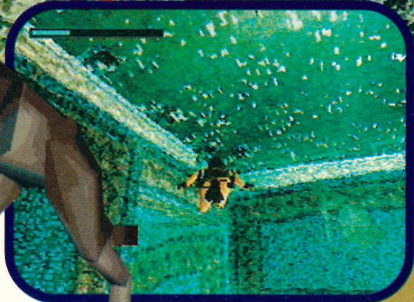
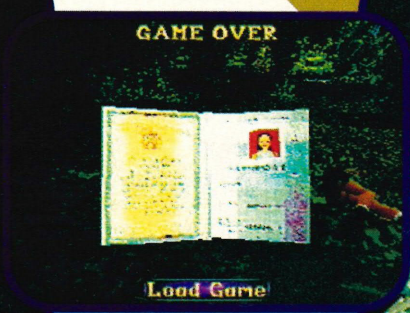
(You're fired, in every conceivable sense of the word – Ed)



INVENTORY



GAME OVER



aider



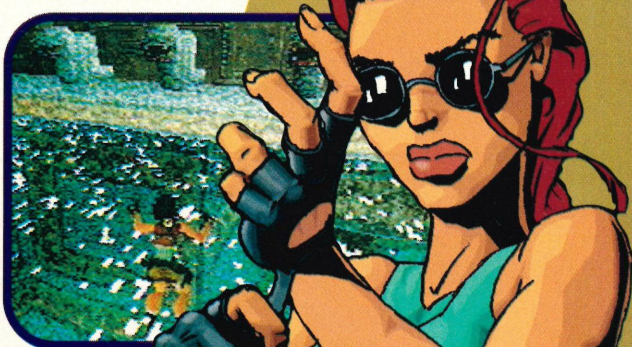
Wolves are fairly easy to kill from a distance, but attack with a vengeance when up close

Each level – there are sixteen in all, with one being a training level, but more on that later – is replete with puzzles, death-defying leaps and targets to shoot or run away from. *Tomb Raider* requires equal amounts of arcade competence and usage of the ol' grey matter. The way Core's latest release mixes the two is superb; take, for example, one small part of the Neptune room in the third part of the fifth level. Lara has to collect a key from underwater. You have to pull a lever to open a door underwater, swim to it, collect and escape. Then there's the Lost Valley section, where you are attacked by an enormous dinosaur. The hard way to



Your guns are 'bear' necessities when confronted by a few of *Tomb Raider's* bigger nasties...

wealth of moves at your command. Lara can walk, run, jump, backflip, grab onto ledges, push scenery... every conceivable move a budding female Indiana could hope to achieve. What's more, she does it in style – seeing her hurl herself across a ravine and grab the opposite wall with her fingertips is a sight to behold. She's also a dab hand with the ol' guns, too; any creature stupid enough to attack you is tracked by her drawn weapon. There are a number of such creatures: lions, tigers, bats, ape-like men and ape-like... well, apes. All come in for a shooting at some point, often in numbers.



Left: Lara can pick up and manipulate objects even while she's underwater and half-drowned...



Into The Valley...



Looking down into the valley, all seems quiet, serene and very, very pretty. Note the versatility of Lara's 'view' ability — you can look everywhere...



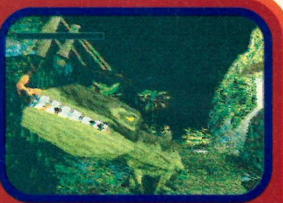
...but you still don't notice there's a Raptor hiding around the corner. A vicious beast, you're made aware of his approach by the thumping of his feet...



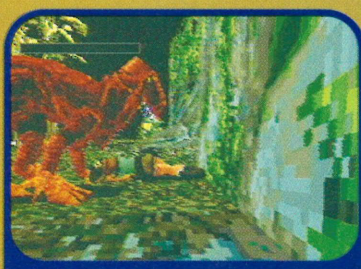
...but clever dodging and even better shooting makes light work of this prehistoric pest. Your fun with firearms becomes interrupted by...



...the approach of an absolutely huge T-Rex! Arrgh! Lara draws her guns and begins to fire as the monster draws rapidly closer, but...



her efforts are in vain as the enormous beast picks her up in its mouth, shakes her around and throws her to the ground, broken and bleeding. Ugh!



Ha haa! Lunchtime!



Red laces in brown boots? Ugh! Has the woman got no style?

Lara, in all her well-endowed glory. She's very talented, you know. And phoar, eh lads?

kill it would be to run around firing wildly and taking knocks while you do so — and also running the risk it'll pick you up in its mouth, shake you around and throw you to the ground in a very dead state — but if you're a bit wiser you pre-plan the moment, find a nice high spot to hide and pick it off with the shotgun. There are so many other such moments you could describe it's uncanny; if *Tomb Raider* were a film, it'd be an epic four-hour affair, causing critics to swoon world-wide.

It's also brilliantly presented. With Lara having so many moves at her disposal, you'd expect *Tomb Raider*

to be a difficult game to master. Well, Core thought of that and included a training level set in Lara's house. There are no wolves, raptors or bats in her veritable mansion, but there *are* a wealth of practice areas. With her voice-over explaining which buttons to press and when to do so, players are gradually tutored in the art of controlling such a versatile character. Such polish is rarely seen outside the world of professional TV production, and *Tomb Raider's* programmers should be praised for their efforts. Another (if minor) addition is the inclusion of an option to adjust the brightness of the display in order to suit your TV or monitor.

Each level contains a number of secret areas that contain extra goodies, such as medi-kits or ammunition for the various weapons Lara can locate. While it's possible to complete *Tomb Raider* without finding these, it's generally best to scour each area for a least a few before progressing. Having a decent stash of extra energy and bullets is essential when progressing through the later levels, but it's not easy to find every hidden item. Take, for example, the



Can you spot what Lara is shooting? Look behind the pillar... can you see the lion hiding?

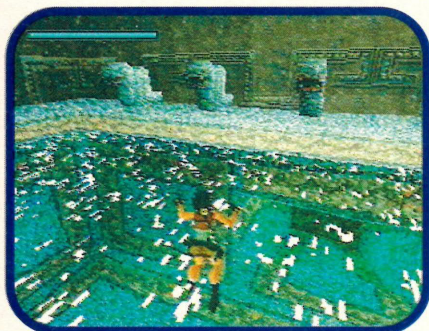
roof of the temple in the Lost Valley level. A quick glance around the area reveals no possible route by which you can access it but, with a little more care, a way can be found. Who cares that it involves a number of death-defying jumps to reach? Not us, that's for sure... we found Lara's piercing screams as she falls to her death incentive to judge each step very carefully!

Core have also been very careful to minimise the amount of time spent playing through the same section, thoughtfully providing save points before most difficult areas. However, it's up to the player to judge whether they are needed immediately or not; often it's best to leave them until you've completed a few more tasks. This is yet another of *Tomb Raider's* great touches, what

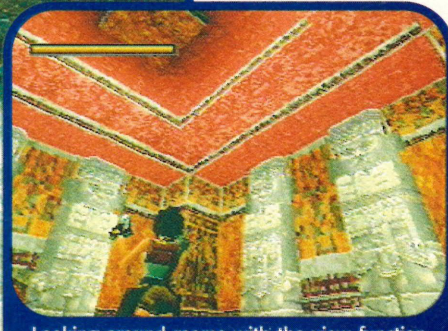


Quick! Put the gun over the picture so no-one notices we've already u... damn, too late!





Lara falls foul of one of *Tomb Raider's* many traps. Totally gross!

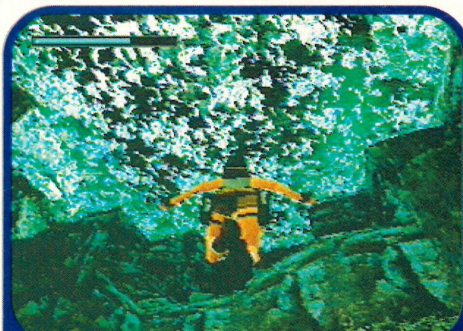


Looking around rooms with the view function soon becomes almost second nature

Left: Lara takes a huge dive from a waterfall. This is a particularly epic bit...

separates it from the few games you could realistically compare it to. Newcomers to the world of entertainment software may find it exceedingly tricky, but that's the only possible criticism you could level at it – which, by our standards, makes it an exceptional title indeed.

If you don't buy *Tomb Raider*, you're missing out on one of the best games ever. Go order a copy now...

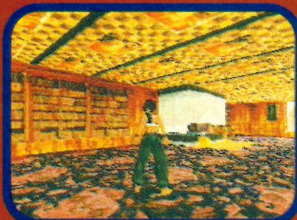


There are plenty of waterways for you to swim through, this being but one of many

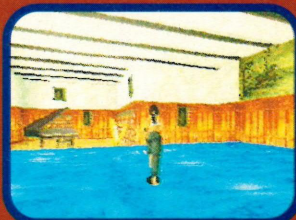
Lara's House



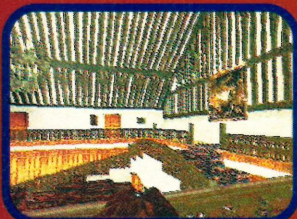
Lara's house, as viewed from the short intro before entering



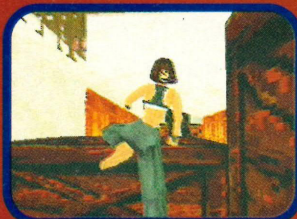
The bedroom. There's no time for taking a nap, though...



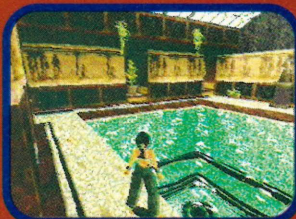
The music room, where Lara can perfect her jumps



The main hall, where Lara explains why there are crates everywhere



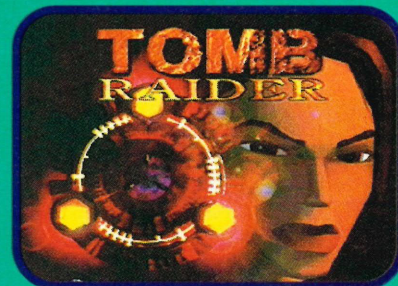
Lara explains how you can climb over crates at this point



Fancy a dip? Lara even has an indoor swimming pool!

TOTAL SATURN

Score Sheet



Publisher: Core/Eidos
 Players: One
 Price: £45.99
 Released: Out Now
 Game type: Arcade Adventure

GRAPHICS 98

↑ **Pros:** Exceptional and astonishing varied

↓ **Cons:** Occasional glitches... but who cares?

SOUND 89

↑ **Pros:** Superb FX, atmospheric music

↓ **Cons:** There's not enough of it!

GAMEPLAY 96

↑ **Pros:** Peerlessly engrossing

↓ **Cons:** Another 16 levels would be nice...

OVERALL %

97

Score Sheet



Review

Impact





Racing

This initially PSX-only title has been a while in the converting — but despite this, Funsoft's racer has lost none of its 'impact'...

Right, what exactly is *Impact Racing* then? It's a car racing game involving high-speeds and tight corners. Plus it's a furious shoot-'em-up where explosions mean prizes and bonus weapons are yours for the picking, if you're sharp enough. Now add to this a variety of eye-boggling landscapes from snowy peaks to fluorescent future space paths and things are looking good. Did we mention the stingingly stringent timer and the bonus levels for skillful players? Are you interested in *Impact Racing* now or do we have to come and smack you about the face with it?

Impact Racing's first stop is at the garage where your choice of cars is not determined by a walnut dash or plush upholstery. Take your pick from five nippy little beauties but



remember that in a bumper-crashing, missile-firing spree like this, armour plating is just as important as speed.

Would you care for the glossy red 'Incinerator' with a top speed of 256kph but only middling armour, or the orange and blue striped 'Destroyer' which does a measly 220kph but has all the protection you'll need for collisions a-go-go? Perhaps the dodgy custom blue and grey flames on the 'AR 12' are more to your taste, or the armoured yellow beast that is the 'X14'? Make your mind up quickly now 'cos it's time for some bump and grind. Happily this does not refer to that 'soul hit' but to the impact of your speedster on the unwary competitors. Music is of the



The car in front is a twisted pile of wreckage at best, a rapidly accelerating mass of debris radiating from the explosion at worst...

dance-ish variety and suitably frenetic to keep the adrenaline pumping, with the smash and blast effects being just as satisfying.

The first track features some grimy looking streets and your mission is to zip around four laps, each one against the clock. It's not that easy though (of



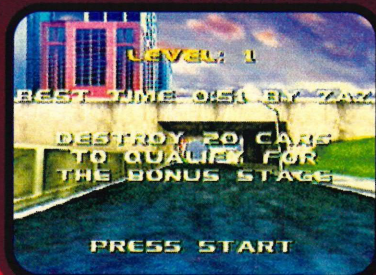
It would be great if you could blow up pedestrians walking over this bridge

Pick-me-ups!

-  Extra Time: grab this to get a few extra seconds
-  Big Missile: allows you to fire big missiles. Top stuff
-  Other Big Missile: allows you to fire other big missiles
-  Rear Armour: tops up energy in the back of your car
-  Extra Energy: Essential for those long, hard races...
-  Mines: grab and drop to discourage attacks from behind
-  Laser Upgrade: bigger and better than your first gun
-  Laser Upgrade 2: even better, but hard to obtain
-  Um... can't remember what this one does. Sorry!
-  Front Armour: repair knocks taken to your car's bumper
-  Or this one, for that matter. Damn all box-outs to Hades!

Levelling With You...

Impact Racing's three racing areas are the city level, snow level and space level. After playing through these once, players race through the same tracks backwards. You then get to race each one in the dark before, finally, you get to race them both in the dark and backwards. There are also bonus tracks that take place in tunnels...





The screen always flashes red when you receive a hit of any description



One of the external views. The red car pictured is about to pick up a cache of mines. It's bombing time!



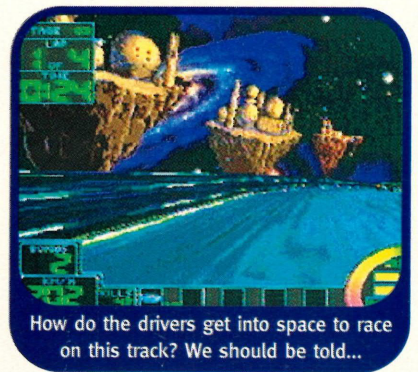
course) for numerous other factors conspire to louse up your dream of lap-time glory. Firstly, those other cars are going to do their damndest to slow you up; if they're not dodging in front of you, they're dropping mines all over the road and spraying fire-walls at your tires. Then there's the lap timer which you will grow to hate, believe me. 'Swerved around the mine, shot that red sod, come on, aagh! Out of time!' said this reviewer on numerous occasions, grinding to a halt only meters from the finish line...

There's a certain element of strategy involved in all this as well; picking a fast car should get you around the track under the required

limit but unless you're an exceptionally good aim you won't hit that many opponents. No opponents equals no bonuses and that means no super weapons for you, mate. Drive a big armoured car and you'll have no chance of zipping around quick enough but you'll be able to crunch the others up a treat. One quick blast to finish them off and you could be collecting a time bonus.

These bonuses are an essential part of *Impact Racing*: every car you destroy releases a little spinning icon to collect which will give you various power-ups. The spinning hour-glass provides a much needed time boost, the blue Bakewell tart in fact represents mines and the green squiggle obviously represents an energy boost. There are also front

and back shield replenishments to collect, which come in handy for those handy rear-end smashes. Last but not least, remember to keep your eyes peeled for the grey 'mystery car', easily identified by the flashing pink question mark mounted on its roof. Destroy this bugger, collect the pink chap and super shooters or full energy will be yours. Destroy enough cars and you can also qualify for one of the bonus rounds: zoom around, frantically wiping out the specified number of cars and your weapons will



How do the drivers get into space to race on this track? We should be told...

Some tracks maybe?

Tatsumi

Max Speed: 230 KPH
Payload: Medium
Armour: Excellent
One of the best cars to begin with. Comprises good stats with speed.



Unitech

Top Speed: 256 KPH
Payload: Very Good
Armour: Average
One of the fastest and most stylish of the vehicles on offer.



Ashbourne

Top Speed: 240 KPH
Payload: Below Average
Armour: Excellent
Trading off extra speed for less payload, this is one fast car.



Jordash

Top Speed: 280 KPH
Payload: Average
Armour: Below Average
The fastest of the vehicles, it forsakes other statistics for speed.



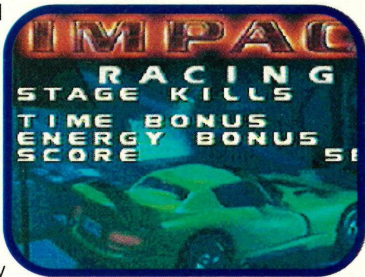
UPGRADE CHALLENGE
DESTROY 4 CARS
TIME LIMIT 1:00

Double Laser
Type: Cobalt Ion

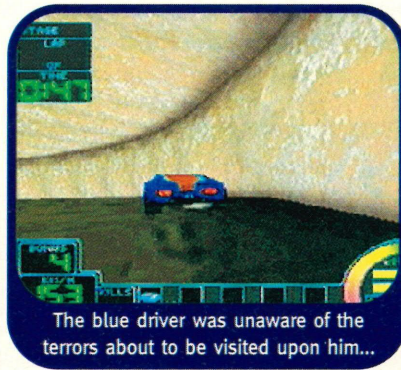
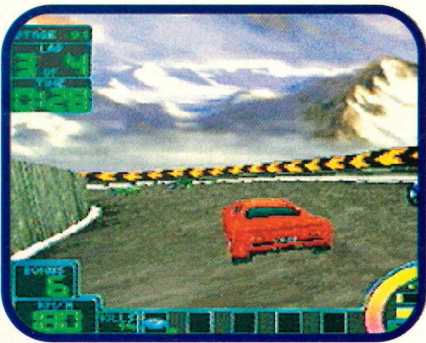
One of the weapons you can win on *Impact Racing's* bonus levels

be upgraded. Lasers, missiles, firewalls and more can all be yours.

This all sounds kinda complicated, but once you start playing it all slots into place, which is lucky as *Impact Racing's* a high-speed, high-concentration game. It is worth relaxing for a second every now and then though, to catch a glimpse of the snazzy backgrounds which scroll fluidly and look fantastic. Controls are simple, quick to learn and very responsive: your on-screen speed-



mobile is a joy to steer, with none of that shaky turning which really spoils some driving sims. On that matter, how does *Impact Racing* rate compared to other driving sims on the Saturn? Well yes, there are other racing games about and they are very popular. Completing laps in record times whilst some old geezer goes on about oil changes must appeal to lots of you but I prefer something with a little more violence!



Grange

Top Speed: 220 KPH
Payload: The Best!
Armour: The Best!
The Grange — so called because we couldn't remember its name — is the most toolled-up car available.

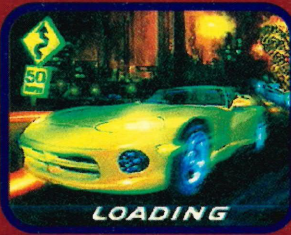


Vroom!

This isn't actually a car from the game, but one that looks very sleek in the intro. Sheeh, say 'five boxes' to a designer and what do you get? Seven. Un-be-liveable. They should be shot and made to watch...

Vroom!

Another box-out with no relevance to the original subject. Um... okay, here's that yellow car again. Notice the 50 Kph speed limit? I think we broke that a few times during play...



TOTAL SATURN

Score Sheet



Publisher: JVC
Players: One
Price: £44.99
Released: November
Game type: Driving shoot-'em-up

GRAPHICS 86

- ↑ **Pros:** The backgrounds are well-designed
- ↓ **Cons:** The cars need a turtle wax

SOUND 89

- ↑ **Pros:** Explosions, fast-paced soundtrack
- ↓ **Cons:** That's dance track, rock fans!

GAMEPLAY 91

- ↑ **Pros:** Smooth, non-stop action but...
- ↓ **Cons:** You might find that timer a pain

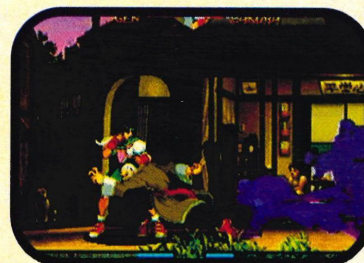
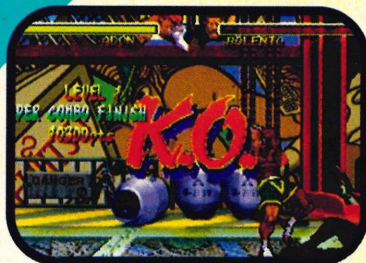
OVERALL %

91

Score Sheet



You can only use your taunt move once during each round, so it's best to get them out of the way at the start to prevent tears later...



Street Fighter

Special moves to the head are best enjoyed with this, one of Capcom's finest. Another of the seemingly endless Street Fighters finally makes it onto the Saturn

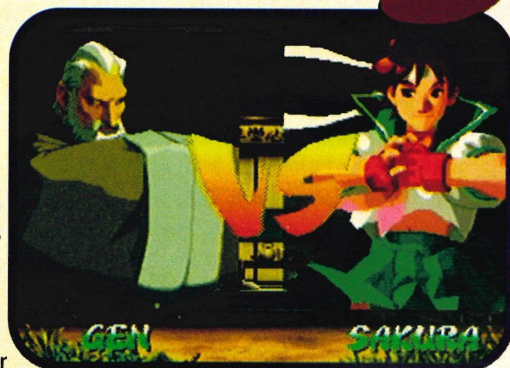


The old ankle tap is always devastating. Who needs special moves when you've got that?

I've had a warm and abiding affection for the *Street Fighter* games since my Amiga days. I [Scorcha] still recall first doing that ol' spinning leg trick with Chun Li, thus trashing my boyfriend by turning Ken into a crumpled heap. Of course, *Street Fighter Alpha 2* has moved on from then, with new characters and new moves appearing with every new release. The emphasis has also shifted from frantic button stabbing for

those one or two special moves, to new fantastic combo moves which still keep things bubbling in *Street Fighter* world.

Alpha 2 introduces new characters as well as some of your old favourites (Zangief the hairy Russian being my favourite) from the original game plus new backgrounds; fancy a tussle in the long grass? Some of the sequence moves are excellent, with three to five hit combos notching up maximum damage and



point scoring. The new kids on the block are Gen, a Drunken Master lookalike (looks like an old tramp but don't tell him or you're dead), Sakura, the cute Manga school girl and then there's Akuma. He's got flame red hair, a tatty kung-fu suit and big



Adon

A fighter with weird hair and nasty knees-to-face moves. Great at close-quarters combat.



Akuma

Plays similarly to Ryu and Ken, only in a 'bad hair day' way. A good first-choice character.



Birdie

English punk bloke who plays as big blokes do in the *Street Fighter* games - slowly. Hard to master.



Bison

Still one of the hardest blokes in the game, Bison's drill attacks make him lethal with few peers.



Charlie

Guile's mate, apparently. A great player once mastered, he's merely average otherwise.



Chun Li

One of the original *Street Fighter* cast, nearing her first performance. Um. It's so confusing, this series...



Dan

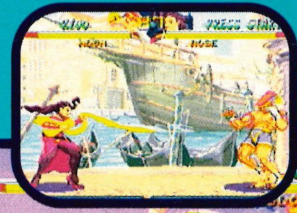
Another character who plays like Ryu and Ken, Dan was a secret character back in the original *Alpha*.



Dhalsim

A very strange indian bloke. Highly effective if you can put his specials to use; useless otherwise...

VS RANKING	
RYU	WINS 3000PTS
GUY	WINS 6668
BLU	WINS 3560
ROSE	WINS 8560



Inter Alpha 2



muscles, all of which have given him acute aggression syndrome.

You must all know the game scenario: fight your way around the world, beating the various enemies to become the triumphant-super-aggro champion of the planet thus winning a trophy

the size of a house made of marzipan. So the last bit was a complete lie but I was just trying to be innovative, if you know what I mean. No, I'm not being mean about *Street Fighter Alpha 2* before you ask. I'm not really sure how the series could be radically up-



Gen
An old bloke who just happens to be very handy at scrapping. Watch out for his specials.



Guy
Guesting from Final Fight, Guy is awkward to face because of his unusual jumping arc.



Ken
An ever-present figure in the series, Ken isn't as similar to Ryu as he used to be.



Rolento
A difficult character to master, Rolento is a new figure in the Street Fighter games.



Rose
Purple hair and emaciated figure aside, Rose is an excellent fighter.



Ryu
The professional's choice, Ryu is useful for beginners and near unbeatable with veterans.



Sagat
Bad bloke and ultimate enemy of Ryu, Sagat has evolved a lot since his first Street Fighter game.



Sakura
Small and agile, Sakura makes up for her strength shortcomings by being extremely fast.



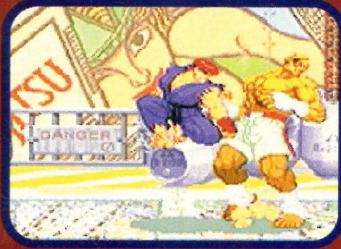
Sodom
A strange-looking combatant if there ever was one, Sodom requires much practice to play.



Zangief
A welcome comeback for the big Russian means throw fans can practice their specialities...



Combos Are Fun!

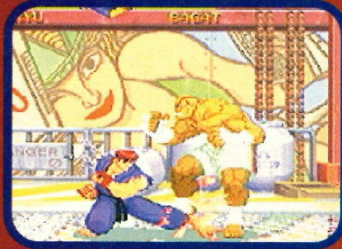


Follow the weak kick with two more weak kicks from a kneeling position, then finish the toe action with a quick medium kick. If your opponent is small, finish 'em off with either a fireball or a fierce leg sweep, but if they're bulky or still fairly close...

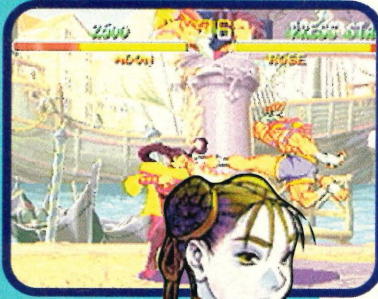
An effective, easy combo, this. With Ryu — it also works with Ken — attack with a jumping weak kick. It works best just after your opponent has, for example, fired off a projectile attack. This way they're unable to block.



...be clever and knock them over with a big Dragon Punch. One of the best moves in the game, this move is even better if you're controlling Ken, because you could finish this off with a Super Dragon Punch.



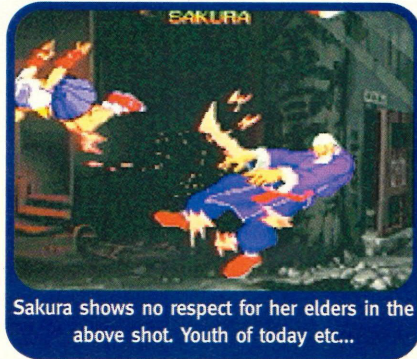
This one's not so much of a combo; more of an effective move, if you like. Use crouching kicks with Chun Li as your opponent attempts to advance along the ground. Once they start to jump, power up your whirlwind kick and, just as they're descending...



dated and yet retain the original feel which is undoubtedly what has made it such a success.

The question that has to be asked though is, given the amazing progression in beat-em-ups, what does a two-dimensional old-school fighter still have to offer? Well, it all boils down to a matter of taste and style: do you prefer old school cartoon fun thumping or slick 3D like *Virtua Fighter 2*? When it comes to giving your chums a roughing up, it's got to be the gameplay that wins the day and that's something *Alpha 2* has buckets of...

Part of its inimitable charm is that it's accessible on a number of levels. For those unfamiliar with beat-'em-ups and



Sakura shows no respect for her elders in the above shot. Youth of today etc...

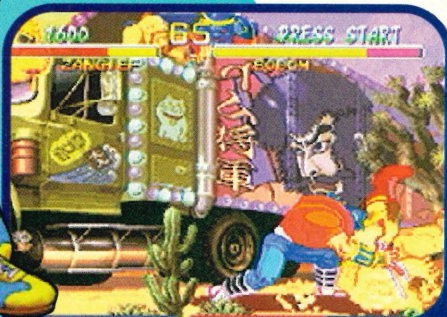


concentrating on the wonders that are combination moves. These are fairly bewildering at first, but with a little dedication you can be decking friends with blinding sequences of blows and special moves. This is where *SFA2* really shines. It is, above all else, one of the best two-player games money can buy. Beating up friends soon leaves you with a lack of 'em when you do it in real life, so *Alpha 2*'s infinitely more considerate alternative is blinding. Friends of TOTAL SATURN are only so because we owe each other money or favours, so the *Street Fighter* games are something of a God-send for us...

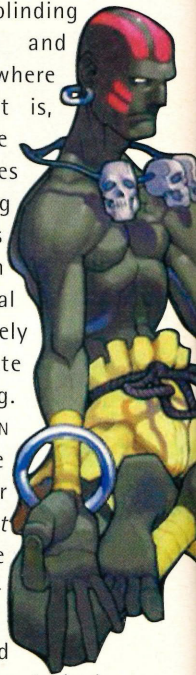
Have we mentioned that *SFA2* is also stunning to look at? If we didn't, it's because we're too busy playing the damn game to worry about telling you lot about it...

console games in general, it's a well-presented cartoony fight with a bewildering number of punches and kicks. For the intermediate player it's a great scrap with a number of special moves and characters to master. However, for veteran gamers it's the ultimate ruck, with combos, special moves and super finishing moves being implemented on CPU or human opponents. Mastering one of *Street Fighter Alpha 2*'s characters takes ages... and there are eighteen — yes, eighteen — of the fellows. For fans of the series this is almost like waking up on Christmas morning to discover that Santa has left one of his big present bags behind in your kitchen. Of course, being creamed by every single one of them is on the easiest skill level is like discovering the aforementioned present bag is filled with reindeer poo, but practice makes perfect...

Once you've picked up the basics of *SFA2*, you can start



What's Freddie Mercury doing in the background? Or is it Lord Lucan?





TOTAL SATURN

Score Sheet



Publisher:	Virgin
Players:	One or Two
Price:	£44.99
Released:	End November
Game type:	Beat-'em-up

GRAPHICS **90**

- ↑ **Pros:**
Outstanding 2D visuals
- ↓ **Cons:**
3D beat-em-ups now have the edge.

SOUND **82**

- ↑ **Pros:**
Nice combo move smashes
- ↓ **Cons:**
Functional springs to mind

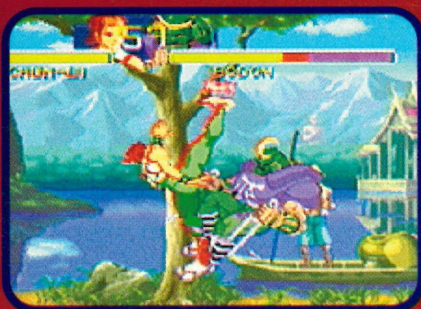
GAMEPLAY **94**

- ↑ **Pros:**
Endless fun
- ↓ **Cons:**
Could load faster...

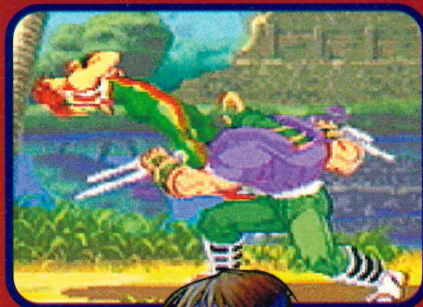
OVERALL %

93

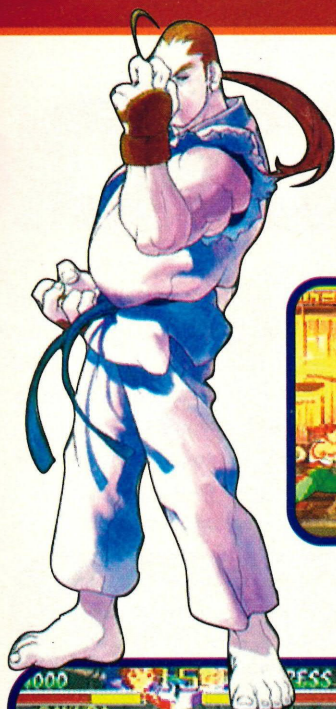
Score Sheet



Of course, do remember that, if you miss a kick, you're leaving yourself wide open to a quick throw. Chun Li is very effective but not very strong, so if you're going for a timer victory, be sure to avoid the scene below...



...let 'em have it! This defensive approach can fox even the most experienced Street Fighter Alpha 2 player. We should know. We've been playing it for months now. Chun Li is generally an excellent defensive player. Using her as such works well.



Sakura flashed her pants at Gen and, as he blushed and closed his eyes, the bouncer decked him...



Guy gets a fireball hit as he lands. Guy's jump is initially as confusing for his controller as it is for the character opposing him...





Worldwide Soccer

Why, we wonder, are parrots supposed to be sick?

What on earth do footballing cliches mean? And why did Sega not spend more time playtesting *WWS '97*?



He Shoots...



'Here comes the Spanish number seven. The Dutch must be careful not to...



Oooh, I say! That's a ferocious drive! Surely the 'keeper can't...



He's saved it! He just got his fingers to it in time. The Spanish number seven...

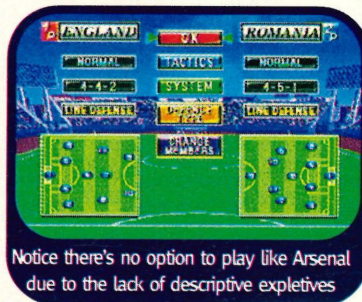


...had turned to celebrate, but he'll just have to settle for the corner...'

If there's one thing that annoys console-owning football fans, it's bad foody games. Your local team may hoof the ball down the field without for a moment considering that there's an action known as 'passing', but when you choose them as a console team... well, you want sweet plays to feet and deft touches, don't you? *Worldwide Soccer '97* is positively replete with such features. Backheels, mazy dribbling runs... everything the frustrated non-player could ever dream of doing in front of 80,000 appreciative supporters or, as the case may be, a few mates, two four-packs of lager and the family dog.

However, don't get too excited just yet – *Worldwide '97* is not without its ample share of flaws. Viewed in 3D with a number of different perspectives to try, it's stunning to see in motion. Players weave realistically through defences, players fall as if poleaxed when fouled and the ball moves convincingly... when it's not enjoying one of its gravity-defying bending acts, that is. One of *WWS's* major problems, it's annoying when a goal kick appears to nearly achieve a ninety degree turn midway through

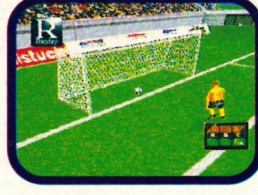
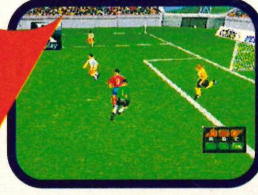
its flight through the air. This problem leads to another: with the ball doing its various airborne tricks, it's a swine to head the damn thing onto a diagonal run by Alan Shearer, or something like that. Most of the time the ball floats over the two players poised to jump for it, and no



Notice there's no option to play like Arsenal due to the lack of descriptive expletives

amount of button bashing will persuade them to do anything other than stand dumb until it touches down behind them.

While on a roll with the moans, perhaps mentions should be made that it's far too easy to use the slide tackle, long ball play is the most rewarded technique (frustratingly making the passing game near-useless), most shots don't seem to be the one you tried for... and corners. Corners are a joke in *WWS '97*. You can't see what's happening in the goalmouth no matter which



Preparing to dash through the Dutch defence, the Spanish number seven dances a lucky jig

er '97

perspective you've selected, meaning that it's a near-lottery situation. You can hammer the buttons but finer judgement ain't something you'll be utilising.

This wouldn't be so bad were it not for the goalkeepers' almost astonishing lack of ability. They either make blinding saves or merely stand there, with most goals being soft tap-ins. You can lob them from 40-plus yards with ease, they go on mad Grobbelaar-style dashes out of their area. They are, in a nutshell, crap.

Strangely, *WWS '97* is still the best soccer game on the Saturn to date. It's at its best when played with friends, when its flaws are shouted it but... well, they're not crippling. You can do all manner of tricks, the graphics are outstanding and the commentary's worth the odd chuckle too. We regard *WWS '97* as the perfect platform for Sega to build upon to create *Sega Worldwide Soccer '98*. If they take heed of the no-doubt huge amount of user feedback they'll receive regarding this release, they can hardly fail to create the ultimate soccer game for around this time next year...



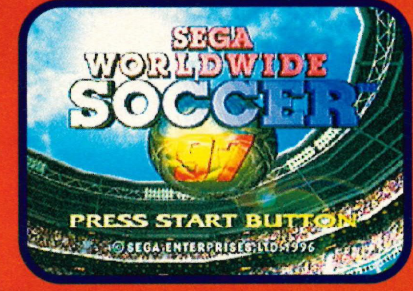
Above sequence: going on a run with your 'keeper is one of the luxuries only skilled players can enjoy. Course, you look like a right charlie if you lose the ball...



Aw, ref! It's not as if I killed him or anything! It's not as if false legs are expensive...

TOTAL SATURN

Score Sheet



Publisher:	Sega
Players:	Multiple
Price:	£44.99
Released:	Out Now
Game type:	Footy Sim

GRAPHICS 95

- ↑ **Pros:** Incredible animation and flexibility
- ↓ **Cons:** Sometimes a little slow

SOUND 76

- ↑ **Pros:** Good ball and crowd FX
- ↓ **Cons:** Flawed commentary, boring music

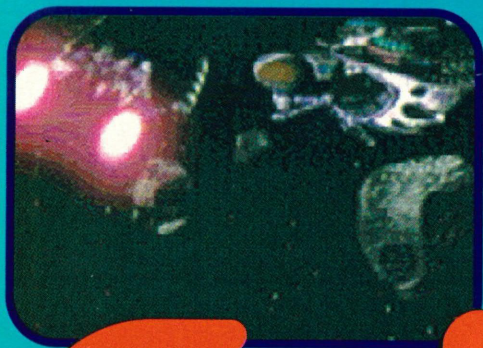
GAMEPLAY 91

- ↑ **Pros:** Great with friends...
- ↓ **Cons:** Single player games become boring

OVERALL %

90

Score Sheet



Grid Run

Virgin, renown for their high-profile titles, have a little-heralded but excellent title on their books called *Grid Run*...

Grid Run is a strange game – set in the future, it pits players against a number of computer opponents in a series of head-to-head match-ups that are somewhat reminiscent of the playground game 'it'. Taken place in a maze-like arena, the object of each match-up is for players to capture a predefined number of flags. At the start of the game, neither character has any flags, they're all neutral, but when a player finds one and touches it, it turns to their colour, denoting that it's become 'their' flag. All straightforward so far, right? But here's the twist, one of the characters starts the game as 'it' and, as such, they can't collect any flags. Their objective, therefore, is to catch their opponent and touch him, turning him in to 'it'. If they fail to do this before the other

player collects the right number of flags, they lose the match.

Adopting a steady learning curve that eases players in to the game (including a first level tutorial that explains key points), getting in to *Grid Run* couldn't be any easier. Progressing through the early levels



Leg it! The idea of being chased 'round a grid in space by aliens is a strange one, but it proves entertaining...



A level set in space. The gravity appears a bit too strong, but what would we know?

Walkway Woe!

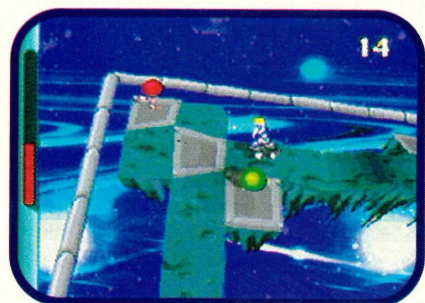
Building walkways is something that players have to do more and more off the further in to the game they get. To start with all the flags are accessible from the interlinked walkways, but later on, they can be found stuck out in the middle of nowhere. In such situations, players have to build their own walkway. This is both time consuming and hazardous, as there's only one way back and therefore it's easy to get trapped by the enemy. All is not lost if you get trapped, though, as a few blocks dropped in some well-chosen places, can prevent your opponent catching up with you and safeguard any hasty retreat.

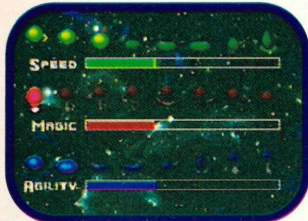


is more of a learning process, rather than a serious challenge. With the first couple of levels out of the way, though, the game gradually gets harder and tests players wits and skill to the limit.

Grid Run gradually gets harder in two ways; firstly, the grids get more and more maze-like and secondly, the computer opponents get faster and more aggressive.

At the start of the game, the





At the end of each level, you get points to top up certain attributes



grids are nothing more than a collection of walkways all cross-linked together. Players can run down these walkways, avoiding or chasing after the computer controlled character, collecting flags as they go. As the game progresses, though, the grids become larger and more inter-linked, making them harder to navigate. Warps and speed-ups also start to appear, making getting around even more complicated.

As for getting more aggressive, both the human and computer controlled characters have four special abilities; they can fire a gun, build walkways, drop blocks and cast magical speed boosts. During the early levels of the game, the computer opponents are both slow and stupid – rarely using any of their special powers – but as the game progresses, the opponents players come up against get more cunning, more devious and much more inclined to use their gun. As menacing as this sounds, the gun cannot kill players, it merely stuns them, giving the enemy time to try and catch up.



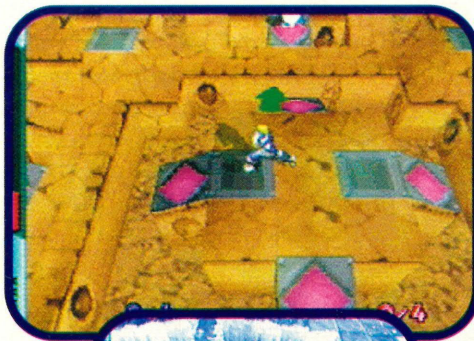
A weird railway track-type level. Unfortunately, there's no cheat to play a kiss-chase version of *Grid Run*!



An opponent profile. He's an ugly fellow, making the 'you're it' phrase very apt...

As running away from opponents is all part of the game, players will be grateful to know that they can improve their characters speed throughout the game. By collecting the special pods that litter each of the grids, players can earn time on the bonus levels. Here, by collecting the relevant capsules, players can increase their speed, agility and magical ratings. Doing this is essential, as, only by improving their character, will players be able to beat the later computer opponents.

Although simplistic in principle, *Grid Run* is, surprisingly, quite in-depth and players will have to suss and master several tactics and strategies if they want to meet with much success. With lots of fast, frantic action, *Grid Run's* a quirky but excellent release.



Oops! Caught! Still, it's not too difficult to tag your opponent on these early levels...

TOTAL SATURN

Score Sheet



Publisher:	Virgin
Players:	Multiple
Price:	£44.99
Released:	November
Game type:	Arcade

GRAPHICS 85

↑ Pros:
Attractive, clear and fast

↓ Cons:
More variety would be nice

SOUND 82

↑ Pros:
Various tunes and FX

↓ Cons:
Nothing outstanding

GAMEPLAY 89

↑ Pros:
Great when played with a friend

↓ Cons:
A little more variety in play needed

OVERALL %

87

Score Sheet



Virtua Fighter Kids

A band-aid beat-'em-up for Mummy's little soldier!



Everyone's gonna say it, so we just have to join in: *Virtua Fighter Kids* is one big cute-fest from start to finish. They've got stumpy little limbs, oversized heads and enormous eyes and they like to kick and punch like nice little kids. Imagine all the little kids in your fave mangas, the ones who have spooky powers and float in the air and you still haven't got that sweetie-pie rating up high enough.



I think there's been some hanky-panky in *Virtua Fighter* land and every character has spawned a teeny replica of itself to continue the feud through the generations. It's your basic fighting scenario: two nippers battling it out on a square arena in a punch 'n' kick stylee, with nothing to take you by surprise. Take your pick from your favourite VF characters in miniature and slog it out with one or two players. These big, cartoon-style

sprites are really smooth and cool to play, being especially amusing when the little blighters stomp on each other's torsos. The phrase 'long left hook' doesn't really come into it though, as they can't punch or kick much further than their giant heads.

Virtua Fighter Kids plays well, retaining the same sneaky trick button combinations as *VF* but as you'd expect it's gore-lite, with a distinct lack of blood or splintered



Cutesy Characters

So what are these *Virtua Fighter* kids eh? Freaks, that's what! Where else can you see a supposed little kid with a white beard, moustache or overdeveloped breasts? AM2 have certainly got some perverse designers among them. They do all look cute though, I'll give them that. Here's a comparison between the kids and VF2 characters — just for the sake of it!



AKIRA



JACKY



JEFFRY



KAGE



LAU





Ads the way we like it!



Have you noticed yet? The Japanese are *Virtua Fighter* crazy, and have got a cool ad campaign lined up for *VF Kids*. The game has been sponsored by Java Tea, one of the top soft drinks in the land of the rising sun — we tried blagging some but couldn't speak the lingo. Hell, we can hardly speak our own!



Getting thrown around the play area is annoying, but cool when you do it to others...

teeth. In fact, it seems more a case of tears before bedtime as the vanquished sit around moping and the champions emit high-pitched gleeful cheers. This said, being a major fan of fluffy-wuffy gaming and beating everything in sight up, we found a certain sick glee in controlling small children

in fights to the, er... tantrum. Punch, punch, punch, kick and smack 'em in their podgy little bellies with a clean conscience: it's kid on kid and you know how evil that can be if you've got young siblings.

So who's this going to appeal to in the long run? Kids should love the game's cartoon feel and action, whilst beat-'em-up fanatics will appreciate such features as stats tables etc, as well as the novelty value. For those who were never too blown away by fighting games, this isn't really going to seem all that impressive. Cute graphics rather than realism and average rather than astounding moves and player control are not exactly ground breaking. One for the fighter who has everything or the unshamed sap perhaps...



Sarah appears to have won, we reckon. She doesn't look overly pleased, though!



LION



PAI



SARAH



SHUN



WOLF



TOTAL SATURN

Score Sheet



Publisher:	Sega
Players:	One or Two
Price:	£44.99
Released:	Out Now
Game type:	Beat-'em-up

GRAPHICS 89

↑ Pros:

Big, cute, colourful and slick

↓ Cons:

What, no blood?

SOUND 85

↑ Pros:

Cute with high pitched squeals

↓ Cons:

Cute with high pitched squeals

GAMEPLAY 86

↑ Pros:

You get to punch annoying kids

↓ Cons:

Complicated? We think not...

OVERALL %

89

Score Sheet



Eat this!

John Hurt was the first of many to play host to the parasitic being with a habit of bursting out of unfortunate chests. *Alien* drew audiences with its claustrophobic, suspense-filled drama but its sequel (from a different director) took the genre to different heights with excitement and action the key to the feature. The third *Alien* film took the series back to the suspense flick ideal, but was found by many to be disappointing. There have even been previous games for each of

in a crashed alien space ship. All areas are presented and played in true *Doom* tradition with 3D tunnels, elevators and doors. *Alien Trilogy's* puzzle aspect manifests itself in the form of activating doors, finding batteries and other such activities, all designed to either let you progress further into a level or exit it. There are also, not surprisingly, a host of HR Geiger creations to kill or be killed by. From face huggers to dog-like monsters – considerably more of the buggers than there were in the third film – all can be shot with the various weapons you can find as you proceed

Alien Trilogy

the films – two for *Aliens*, in fact – but, without a doubt, *Alien Trilogy* is the most palatable.

Combining elements and scenery from all three films, this Acclaim release is made up of three sections. The first mission – made up of roughly twelve levels – centres around the clearing of a colony base infested with xenomorphs, the second in an isolated prison colony and the third

through *Alien Trilogy's* thirty-plus levels. You begin with a simple pistol but soon find a shotgun, before progressing to such wonderful pieces of hardware such as



Alien Family Album!



Face Hugger

Ugh! These aren't the unstoppable menace they were in the films, but there are lots of them. Should they attach themselves to you, firing and moving like a nutter dislodges 'em. Easy to pick off, even with the basic pistol.



Black Alien

These are initially hard to kill. Once you've got better weaponry they're fairly easy to pick off. Later on in *Trilogy* they become much harder to kill and, what's more, they attack in numbers. Best killed with the Pulse Rifle or Smart Gun.



Dog Alien

Easier to kill than the Black Aliens, these are a breeze to wipe out – even when they attack in a group. The standing versions – pictured above – are somewhat harder to dispatch, but you don't encounter many of them. Kill with the Smart Gun.



Alien Egg

Don't stand too close to these! Laid by the alien queens – but encountered through all the levels – eggs issue forth Face Huggers when approached. However, they can be shot from a distance. Get fairly close and use the shotgun to pick 'em off.



Alien Queen

Each of the three sections has its own Queen. Killing these is a simple matter of dodging their attacks and firing off every piece of ammo you have to hand as they're being shot. Use grenades for a quick kill.



Smart Gun and Flamethrower. Each weapon can hold a certain amount of ammo and, like *Doom*, conserving this for when you need it most is highly important... essential, even. Running out of firepower leaves you with the pistol on infinite fire, but the reload rate is incredibly slow. Finding yourself in such a predicament is a usual prelude to the game over screen...

As in other games of its genre, there are secret areas to be found if you're observant enough. These often contain much-needed ammunition, armour and health bonuses.



ogyn

While it's possible to complete levels without finding these, you'll still find stockpiling equipment a prerequisite to completing later levels, especially the difficult ones in the Alien Spaceship. This is especially important the first time you play the game as, without a doubt, you'll be too busy being wowed by the scenery to notice the blinkin' huge alien sneaking up behind you...

Probe — *Trilogy's* programmers — made the right decision when they decided to use the licence in such a fashion. If we had to criticise it in any way, we'd have to say it's perhaps a little easy to complete... but then, with so many secrets to discover, the potential play life is much greater than you may think. *Trilogy* is packed with atmosphere and ranks as one of the best arcade blasters on the Saturn with a good dose of thoughtful moments to complement the mindless slaughter. A must for xenophobes...

Get tooled up!

As you wander around the dark, dingy corridors of *Alien Trilogy*, you'll come across many barrels and crates. Blast these wide open and they reveal all kinds of goodies to help you!

ACID BOOTS

Wear these and your feet will be protected from the acid alien blood.



AUTO MAPPER

Love may be blind, but you won't do well if you are. Switch this on!



FLAME THROWER

Toasting aliens is great fun! If you listen you can hear them sizzle!



NIGHT VISION

Remember that famous scene from *Jurassic Park*? You can see in the dark.



PISTOL

Not the most impressive weapon, but handy to keep as a back-up.



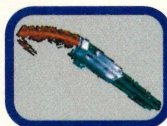
PULSE RIFLE

So called because it takes away any pulse the aliens may have had!



SHOT GUN

A couple of blasts from this and there'll be green blood oozing everywhere!



SMART GUN

For any marine who's smarter than the average gamer!



No, we don't have a clue as to what a Stormtrooper's doing in *Trilogy*...

TOTAL SATURN

Score Sheet



Publisher: Acclaim
 Players: One
 Price: £39.99
 Released: Out Now
 Game type: Shoot-'em-up

GRAPHICS 90

↑ **Pros:**
Dark and detailed

↓ **Cons:**
Maybe need a little more variety

SOUND 89

↑ **Pros:**
Atmospheric FX, admirable tunes

↓ **Cons:**
More music, perhaps?

GAMEPLAY 90

↑ **Pros:**
Excellent action-packed moments

↓ **Cons:**
Perhaps a little easy

OVERALL %

90

Score Sheet



What were THQ on when they decided to develop *Robopit*? Could we have some, please?

Robopit



All that's missing are loads of robot kids shouting 'Scrap, scrap, scrap...'



Ploughing through the options menu and heading straight in to the game, it doesn't take long to realise that *Robopit* is, in fact, really quite unique. Players take control of a rather strange robot that has a number of weapons that can be placed on his arms (one on each arm and, before you ask, he only has two). Commanding this robot, players must battle dozens of other 'bots in an attempt to become the champion. This works on a ranking system, with players starting in 100th spot. Taking on higher ranked robots and winning allows players to slowly move up the list. As you can imagine, 100 places is a lot of ground to make up, but with a memory card, light work can be made of it.

Each battle, or fight takes place on a square arena, like that of *Toshinden*. These arenas are littered with obstacles, as well as featuring the customary drops around the edges. The idea of the game is to move around the arena, outmanoeuvring your opponent, before trying to kill him. This can be done in two ways; hitting them repeatedly with your weapons, or knocking them off the edge.

Killing the early opponents is simple enough as they have a suicidal tendency to loiter around the edge of the play area, making it

easy to push them off. Progressing up through the rankings, though, the computer opponents soon start to get noticeably tougher and more intelligent, but this is compensated for by the extra weapons players can pick up along the way. Defeating an opponent allows you to take one of his weapons. Through this, players can amass a huge array of different weapons, such as the crossbow, sword, and so on. Be warned though, if you lose a fight, your opponent can take one of your own weapons.

Playing *Robopit* is initially quite exciting, but it soon becomes clear that the tactics players have to

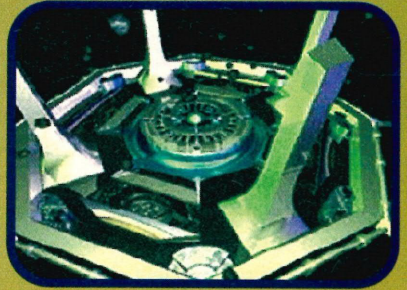


suss out to defeat each opponent are fairly easy to find. As a result, the its life-span is severely shortened and it soon becomes rather predictable.

At least in the two-player mode the game is slightly more exciting as human players tend to be more irrational. In fact, the two-player mode is actually quite a good laugh. Chasing your mate around the arena, hiding behind obstacles before jumping out and trying to kill him proves to hit just the right notes. Therefore, it's only really possible to recommend *Robopit* on account of its two-player mode... so if you've got loads of friends, consider buying it.

TOTAL SATURN

Score Sheet



Publisher:	THQ
Players:	One or Two
Price:	£44.99
Released:	November
Game type:	Beat-'em-up

GRAPHICS

70

↑ Pros:

Attractive enough and outlandish

↓ Cons:

Nothing special, though

SOUND

65

↑ Pros:

All the basics

↓ Cons:

Very little in the way of excellence

GAMEPLAY

72

↑ Pros:

Fun two-player mode

↓ Cons:

Becomes tiresome with one

OVERALL

%

71

Score Sheet



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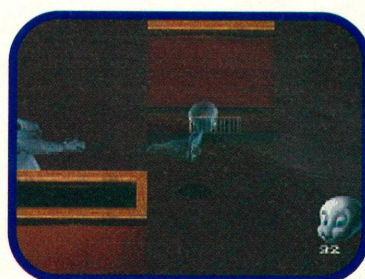
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Casper also likes to replenish energy though scoffing carrots. They'll help him see in the dark at very least...



Casper

Have Interplay 'ghosted' in at the far post to score a winner with *Casper*... or is it more of an own 'ghoul'?

- Ball 
- Buzzsaw 
- Fan 
- Hammer 
- Light Bulb 
- Screwdriver 
- Smoke 

Usually companies who buy film licenses rely on the film itself and the hype surrounding it to sell their game. Not so with Interplay's *Casper*. Having missed out on the Hollywood hype-machine, Interplay are going to have to hope the game can sell itself.

Knowing next-to-nothing about the film and just as little about the game (manuals? Who reads manuals?)

Casper was jammed into the Saturn drive. A tidy, but less than enthralling intro followed, followed, in turn, by the game itself, a sprawling adventure. Unlike other games of its genre, *Casper* doesn't leave players to



find out what is happening for themselves; goals are laid down and the game follows a very strict linear pattern. The first goal, for example, is to find presents for the two humans who've just moved into Casper's house. Cast as Casper, players must accomplish each of these predefined goals to complete the game.

Completing each goal essentially entails searching around the vast number of rooms until the right objects have been collected. Hindering progress are a vast number of locked doors. To access all the concealed areas behind these doors, keys have to be found and puzzles solved. Finding the keys is fairly straightforward, whilst the puzzles generally involve placing objects in different locations and using certain items in conjunction with other ones. It's all too easy with adventures to spiral out

of control, leaving players embroiled in chaos and confusion. Not with *Casper* though. As the game is aimed at the younger market, the game channels players towards their goal, hopefully ensuring no-one gets hopelessly lost, or stuck (although I somehow managed it). For kids this is an ideal way to keep them in touch with the game, but older, more experienced gamers may find it too linear and easy for their liking.

Locked up tighter than Fort Knox, getting around the huge playing area



Casper is so sickeningly nice, he even eats his greens. Friendly ghost? Pah!

Room at the top...



If you have any strange ideas about Casper being an action-packed adventure, think again. It's essentially a maze game, in which by finding keys, new areas are opened leading to new and occasionally alternative puzzles.

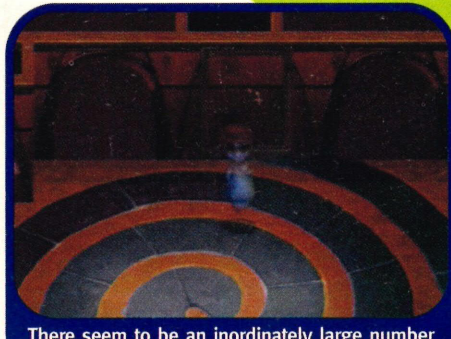
It's all very friendly in terms of presentation and 'feel', though. Take, for example, the way that every object has its own description, or that everything within the game is easy to access and use.



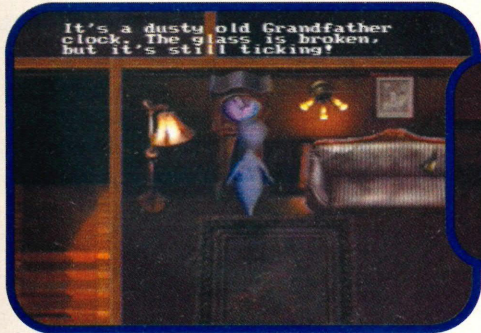
Examining items is the best and indeed only way to complete Casper. Younger players will perhaps find it a good idea to have a pen and paper at hand to note down clues, information and such like as they play.



The graphics are very clear, but Casper's programmers certainly didn't OD on a splash of colour. The weird forced perspective makes virtually everything visible, but Casper still looks like an eighties throwback...



There seem to be an inordinately large number of floors with spirals on them in Casper's



It's a dusty old Grandfather clock. The glass is broken, but it's still ticking!



Eeek! Something tells us that the fat ghost approaching Casper ain't looking for a friendly cuddle. Run for it, youngster!

in *Casper* is never going to be easy, fortunately our friendly ghost has plenty of useful tricks which he can use to get around the many obstacles in his path. He can float high and low (useful for getting to those hard-to-reach places) and can turn into smoke and travel through air-vents. He also has the ability to carry dozens of pieces of equipment, such as iron weights and barrels. For a ghost, he does

display a disappointing solidity that prevents him going through walls and tiny holes (a frustrating disability for a ghost, especially when every door in the house he's haunting seems to be locked and bolted!), but then it wouldn't have been much of a game if he could.

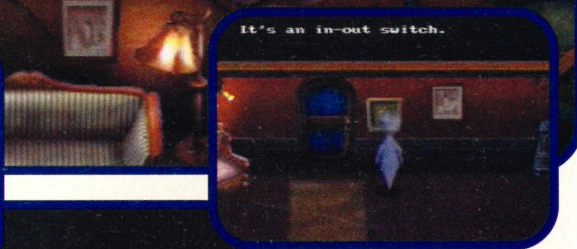
Summing up, *Casper* is too easy and simplified for adults and too large for itself somewhere in between, it should do well.



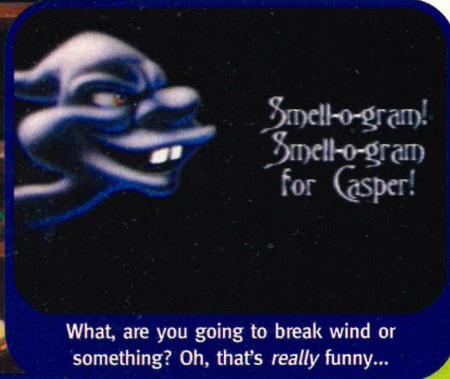
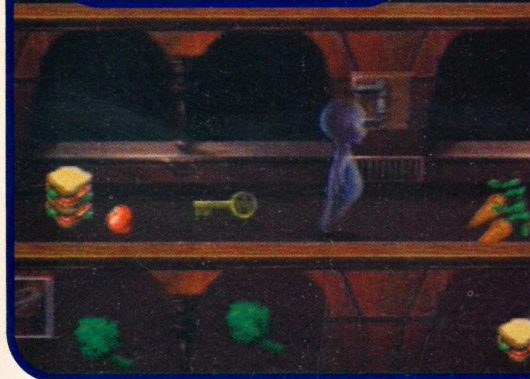
There is more to Wispstaff Nigger than meets the eye. Like the up vents to travel around once you've learned how to fly up in smoke.



It's a scary-lookin' suit of armor. The spear looks kinda loose.



It's an in-out switch.



Smell-o-gram! Smell-o-gram for Casper!

What, are you going to break wind or something? Oh, that's really funny...

TOTAL SATURN

Score Sheet



That's my room, but Kat and her father are in there! I need to find them both a present first, or else I'll scare them away.

Publisher:	Interplay
Players:	One
Price:	£39.99
Released:	Out Now
Game type:	Adventure

GRAPHICS 80

- ↑ **Pros:** Simple and pleasing
- ↓ **Cons:** Hardly cutting edge

SOUND 86

- ↑ **Pros:** Sweet sounds and noises
- ↓ **Cons:** Far too cute and twee

GAMEPLAY 74

- ↑ **Pros:** Simple puzzles and action
- ↓ **Cons:** Simple puzzles and action!

OVERALL %

76

Score Sheet



Blam Machinehead

Core's second big game of 1996's fourth quarter isn't quite *Tomb Raider*, but it's still a fine game — if just a tad brown...



Ugh! Spiders are vile. I mean, they eat flies, for goodness sake!



In *Blam Machinehead's* plot, 2020 is the point in time when nano-technology has become the primary form of production on Earth, with potentially anything being created with tiny self-

replicating robots. That is, until Callam 'Slug' Violdreer decides to abuse his position as a nano-technological coder. Forty-eight hours later, everything on the world's surface has been replaced by a brown sludge of nano-'bots — which, depending how you look at it is either very bad indeed (for almost everyone in the world) or a lucky escape (for Leicester City fans anticipating the drop at the end of this season). Two scientists stand to fight against this abomination etc... and that's where *Blam Machinehead* begins.

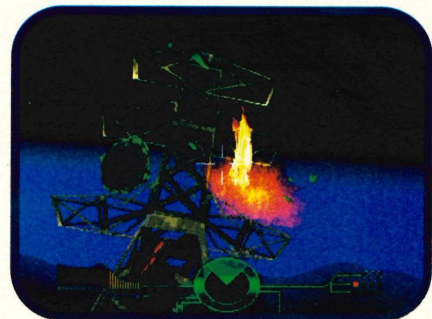
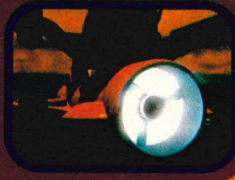
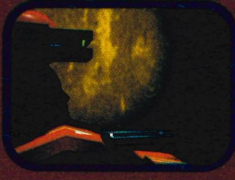
It's actually very good. Played through a series of levels with their own individual objectives, *Machinehead* uses

a first-person perspective to excellent effect. Unlike, say, *Doom*, which uses up and down on the D-pad to move forwards and backwards respectively, *Machinehead* uses the D-pad entirely for view and weapon movement, with the X and square buttons controlling forwards and backwards momentum. This, initially, is a pain in the backside but, with a little patience, persevering proves that this particular choice of control makes *Blam* a true 3D experience. Gazing up at the dizzy heights of a tall building or peering down a murky hole are intuitive, simple actions, giving a 'worldly' feel.

While guns are morally questionable in real life, they're an essential part of any self-respecting piece of software's code. With a name like *Blam Machinehead*, it's not surprising that this particular Core title is virtually brimming with firearms. From a chaingun with unlimited ammunition to a flamethrower to set things on fire with — don't try that at home, folks — *Blam's* bad guys are in for a rough

Machinations!

You'll find it a relief that beneath its lavish exterior, *Machinehead* is a well thought-out and enjoyable blast. However, it's no slouch in the rendered sequences department, either. In its introductory piece, *Blam* relates how a luckless scientist gets tricked by her assistant into piloting a craft with a nuclear device attached to it into the epicentre of the *Machinehead* infestation. Well, not really tricked. More like banged on the back of her head with a spanner. Still, it's all very enthralling...





Blam! Kapow!



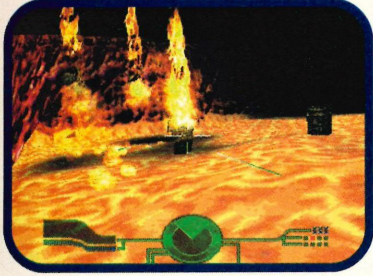
Make sure you pay...



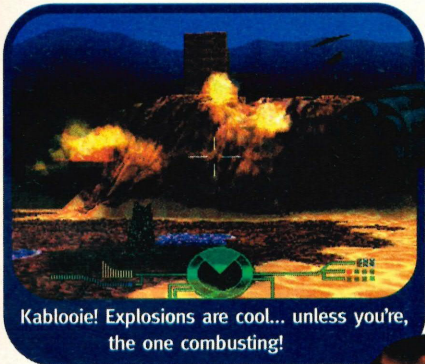
...all parking fines!

One great aspect of Blam Machinehead is that it allows you to blow most of its scenery up at least once. As the two illustrative shots to your left indicate, doing so results in some excellent explosions – another excellent Machinehead extra.

If objects can be destroyed, they flash when hit. This generally helps you to conserve ammunition... not to mention patience.



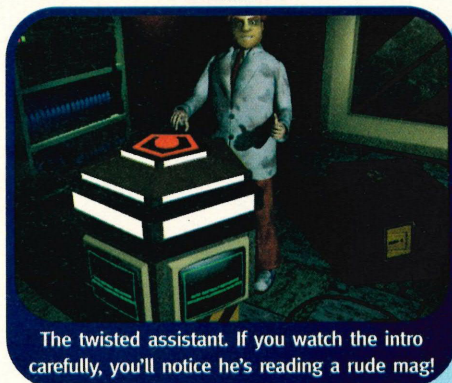
Machinehead



Kablooie! Explosions are cool... unless you're, the one combusting!

ride from the start. With huge spiders, fly-type airborne craft and huge wall-mounted guns to avoid or destroy, each level is as much of an arcade challenge as it is a head-scratcher.

However, you *can* spend sometimes huge amounts of time wandering around looking for one particular key. Programmers must get frustrated trying to get the correct balance between providing a challenge while being careful not to make their game a walk-through, but *Machinehead's* coders have pitched its difficulty level just on the wrong side of 'frustrating'. This is somewhat offset by the welcome inclusion of both passwords and a save option, but it still doesn't change the fact that wandering around the same level over and over just ain't fun. Oh, and it's a bit too brown... but we suppose that's not much of a gripe. Arriving for review at the same time as *Tomb Raider*, *Blam Machinehead* is perhaps unfortunate in that its more illustrious Core sibling wipes the floor with it... but hey, it's not a bad game at all. In fact, it's pretty damn excellent. Spend your money on *Raider* first, though...



The twisted assistant. If you watch the intro carefully, you'll notice he's reading a rude mag!

TOTAL SATURN

Score Sheet



Publisher:	Core
Players:	One
Price:	£39.99
Released:	Out now
Game type:	Arcade Adventure

GRAPHICS 87

Pros:

Detailed and flexible

Cons:

Too much usage of the colour brown!

SOUND 84

Pros:

Listenable

Cons:

...but not outstanding

GAMEPLAY 92

Pros:

Challenging, with a lot to do

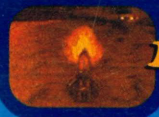
Cons:

Frustrating at times

OVERALL %

90

Score Sheet



Exhumed

Another
Doom
game?
Well,
yes. But
who
needs
variety,
folks?

It's strange that two games with a very definite 'Indiana Jones' feel to them have turned up in one month. Both Exhumed and Tomb Raider are two of Sega's big Autumn releases, but there's no doubt in our minds as to which one's the better of the two... which is a shame, as Exhumed ain't actually that bad.

A brief description of this adventure-cum-shoot-'em-up would mention Doom, say a little

more about Doom, while finishing with something like '...well, it's very like Doom with a different scenario and graphics, isn't it?' Of course, that isn't necessarily a bad thing. id's first-person perspective blaster is a classic; Exhumed borrows from it but adds its own style and charm. Wandering around ancient temples and such locations, players have to shoot nasties, flick switches and generally explore areas. There are extra weapons to pick up, the graphics move at an admirable pace and its presentation is fairly polished. It's perhaps not fair to say this, but it just isn't Tomb Raider.

As games of its genre go, it has its fair share of flaws. Exhumed's difficulty level presents a challenge,

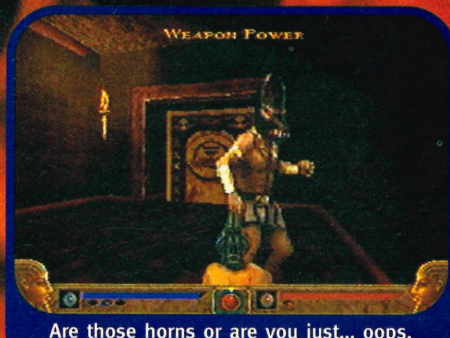


Aha! I'll wager this is some kind of secret bit or switch. You can tell, can't you?

but it's infuriating that it makes you begin each level from the start when you die. Another larger criticism is that the number of assailants you encounter aren't very impressive; who wants to be killing spiders when they could be fighting a huge



Argh! Being attacked by spiders is one thing, but being showered by bubble bath is just *not* on...



Are those horns or are you just... oops, almost forgot that youngsters read this!

By the power of Horus...

Sword

Standard defence when you run out of ammo, this is basically useless in all senses of the word.



M-60

Pumps out rounds by the truck-load and rips through anything in its path. Not very accurate, though.

Pistol

Reliable shooter, good with ammo and considerably accurate. It won't impress the girls, mind...



Grenades

Good for taking-out clumps of enemies or larger foes, these are extremely effective. In short supply though.

Flame-thrower

Although it uses fuel like nobody's business, this weapon is good for taking out harder enemies.



Cobra Staff

We're entering into mystic territory here with a staff that chucks-out powerful green snakes.



Blue corridors make a change from brown, we suppose... but why?



Hey hey hey! This is the point at which Exhumed gets more violent...



His pants look so cool it's almost a shame to shoot 'em. Still, you've got to do it...



To proceed through the above door you need a special key

dinosaur in another Sega release mentioned earlier?

Exhumed is just plain unlucky that it didn't arrive at the start of the year. Had it done so I've no doubt we'd have raved about it incessantly; as it is, it's bettered by its more illustrious Sega stablemate.



Minators are a swine to kill. There are plenty of the around, too



Hey! Alice Cooper! Look at my gun! And I'm nowhere near a school, you weirdo...



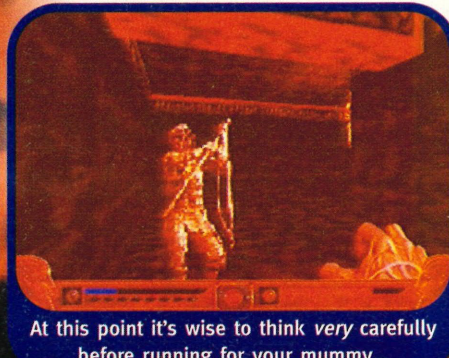
Ring of Ra

Rip through those hard to shift foes with ease. See fireballs erupt from your decrepit fingers.



Manacle

This unleashes all of the Pharaoh's energy to vanquish everything on screen amidst a blinding flash.



At this point it's wise to think very carefully before running for your mummy...

TOTAL SATURN

Score Sheet



Publisher:	Sega
Players:	One
Price:	£39.99
Released:	Out Now
Game type:	Shoot-'em-up

GRAPHICS 85

↑ Pros:

Attractive and, above all, fast

↓ Cons:

Not as good as *Tomb Raider's*

SOUND 87

↑ Pros:

Fairly atmospheric stuff...

↓ Cons:

...but not as good as *Tomb Raider's*

GAMEPLAY 85

↑ Pros:

Engrossing and challenging

↓ Cons:

Blah blah *Tomb Raider* blah

OVERALL %

85

Score Sheet



Also Reco

TOTAL SATURN

With so many games in for review this month, we couldn't possibly fit everything in. Here are a few of the other new games available in the shops right now...

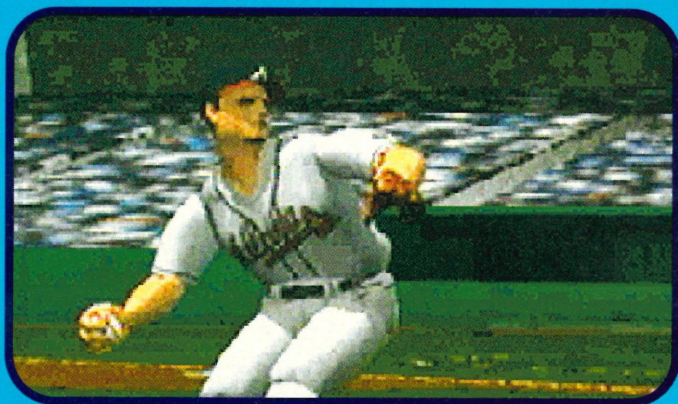
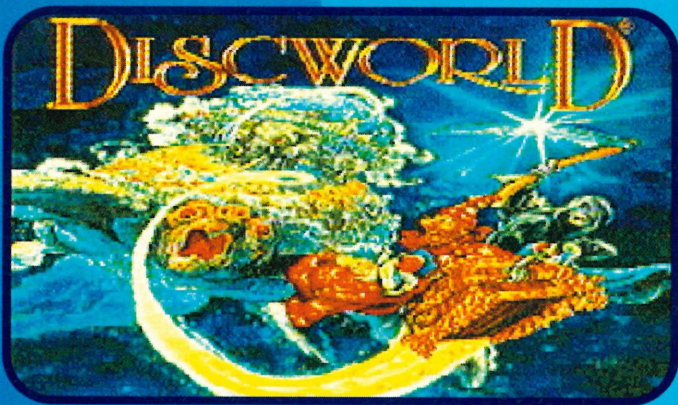
Discworld

Psygnosis

Total Saturn Rating: 90%

One of the first PlayStation games to be released, *Discworld* is a point-'n'-click adventure based on the books of Terry Pratchett. With a script written by a professional writer and approved by the aforementioned author, it's an amusing romp that proves challenging over a large period. Being an exact conversion of the highly-regarded PSX and PC releases, *Discworld* shares all of their flaws. The logic of the various puzzles can be, shall we say, obscure, while the time waiting for sections to load can prove irritating... and you can add to that the obvious problem that adventure games such as this were just not designed to be used in conjunction with a joyypad.

Still, faults aside, *Discworld* is probably the best example of the genre you'll find on the Saturn, but if you're not a fan of the books, you'll be tearing your hair out trying to get through it...



World Series Baseball 2

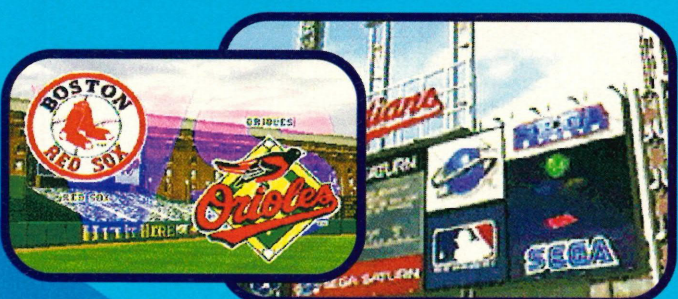
Sega

Total Saturn Rating: 86%

Baseball games are a strange breed. There have been a number of them in the past and, almost without fail, they all take a virtually identical approach to the conversion of this simplistic American sport. *World*



Series Baseball 2 is a particularly polished release with everything fans could hope for, but those unconvinced by the real-life game would be advised to try before they buy.



Recommended

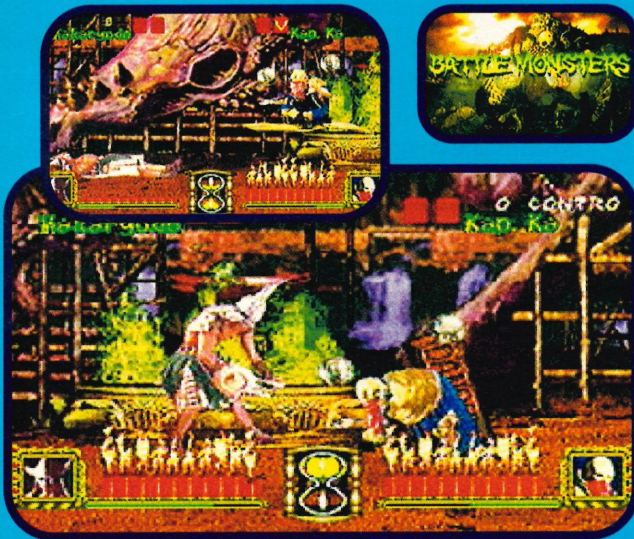
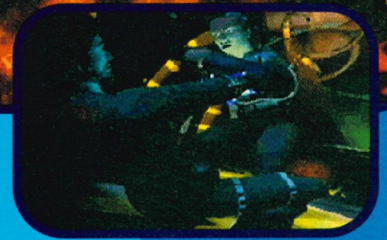
Skeleton Warriors

Playmates

Total Saturn Rating: 54%



The 16-bit consoles had a number of titles like *Skeleton Warriors* available for them... and they were pretty bad back then. A basic horizontally-scrolling beat-cum-shoot-'em-up, the monotony of these bland levels is only marginally relieved by occasional into-the-screen flying and shooting sections. We can't find any reason to recommend *Skeleton Warriors* but, if for some strange reason you're a big fan of the genre, it's mildly entertaining but ultimately very banal. Avoid.



Battle Warriors

Acclaim

Total Saturn Rating: 70%

Battle Warriors is a strange but attractive beat-'em-up in which a number of monsters fight one-on-one battles with rivals. It offers all the usual fighting game extras, such as a two-player mode an' all that, while its innovation comes in the form of being able to stand on and destroy various pieces of scenery. There are a number of characters to choose, each with their own array of special moves, but it doesn't have the depth of, say, *Street Fighter Alpha 2* or the sophistication of the *Virtua Fighter* titles. One for those who prefer uncomplicated fighting games.



Destruction Derby

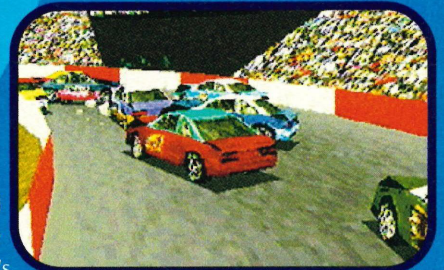
Psygnosis

Total Saturn Rating: 91%

One of last year's top sellers on the PSX, *Destruction Derby* is a conversion to welcome with open arms. A driving game with its emphasis firmly set on no-holds-barred motoring action, it's replete with crashes, high-speed cornering and other such family favourites. One of its best features is that during races cars become increasingly battered. Crash too many times and it's race over, although purists will be pleased to note that it's possible to get through each level without caroming off every available surface... if you're good enough, that is.



Long-term gamers will probably have heard of the development team responsible for *Destruction Derby*. Known as Reflections, they made a name for themselves way back in the eighties with *Shadow of the Beast*, an incredible-looking but woefully shallow title. *Destruction Derby* makes as much of a visual impact as *Beast* did back on the old 16-bit machines, but plays as well as it looks. Hurrah for progress!





TOTAL SATURN

Mini Tips

Another helping of welcome cheats for Saturn owners helplessly lost with their current purchase. If you have a contribution — a cheat or such a curio — send it in to us and win a prize with **Total Saturn Mini Tips**, Rapide Publishing, 14A Union Street, Newton Abbot, Devon TQ12 2JS.

Fifa '96

Secret Codes

Start a game, pause it, select Options and enter a code. If it worked you will hear a 'click'. Exit the options menu with Resume Game as a choice. Press A. You will get a secret options menu. Other choices require one of the following codes:

- Invisible Walls: BBBZAAAZ
- Curve Ball: ZABZBB
- Super Power: ZAZZZZZZZ
- Super Goalie: AAAAAZZZZZ
- Super Attack: AAAAAZB
- Super Defense: ZZZZZBZ
- Shootout: AZABAZ
- Stupid Team: AZBAZB
- Dream Team: AAZZBBAA

Off World Interceptor Extreme

To get a huge cash bonus, go to the options screen and press A, B, C six times and tap Top Left.

Virtua Fighter

Change Area Size

On the title screen press up twelve times and press Start. Select options and move the cursor to below Exit and tap A.



Play as Dural

Pressing Down, Up, Right and A with Left will make a noise indicating you can play with Dural.



Are you a *Virtua Fighter* fan? Turn to page 48 to see how their kids fare!

View Credits

Holding A, B and C while the intro sequence is playing allows to watch the game credits.



Destruction Derby

To get an indestructable car in Championship mode, enter !DAMAGE! as your name. You will now be called Cheat before the start of each race.



Bust A Move 2

Bubble Bobble Backgrounds

Press X, Left, Right, and X on the title screen to play with Bubble Bobble-style backgrounds.

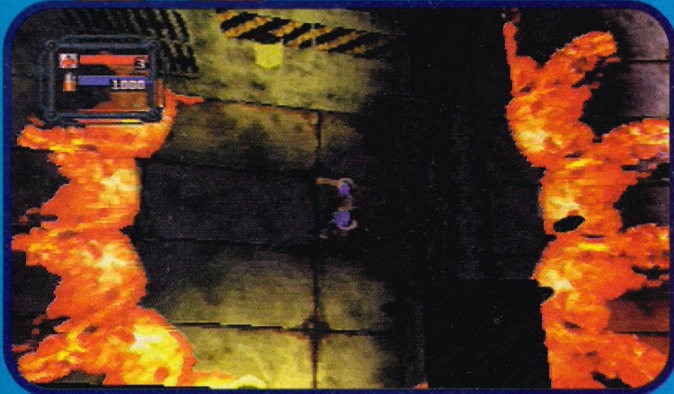




Loaded

Cheat Menu

While playing, pause and highlight BGM volume. Now hold Top Left, Z, B, X, C and Top Right. Now tap the left button on the paused menu screen to add the cheat menu.



Panzer Dragoon

Space Harrier Mode

Access the Saturn's system settings. Change the language to German and load Panzer Dragoon. With the title screen displayed, press Up, X, Right, X, Down, X, Left, X, Up, Y and Z. A sound should confirm the correct sequence.

Rollin' Rollin' Rollin'

With the title screen displayed press Start and rotate the D-Pad clockwise three times. During play tap twice in any direction to perform a roll.

Fast Game

On the title screen, press start. When the normal game option appears, press Top Left, Top Right, Top Left, Top Right, Up, Down, Up, Down, Left and Right.

Invincibility

Press Start on the Press Start

screen. When the options appear, enter Top Left, Top Left, Top Right, Top Right, Up, Down, Left, Right. This cheat unfortunately doesn't allow you to view the best ending sequence.

Unlimited Continues

On the options screen enter Up, Up, Down, Down, Left, Left, Right, Left, Right, X, Y and Z.

See Polygon Woman

If you can complete Panzer Dragoon without losing a life, the Sega logo turns into a woman, albeit a very polygon-based example of the gender...

Watch Hard Ending

At the Easy Game options screen, tap Up, Up, Down, Up, Left, Left, Right, Left, Down, Down, Up, Down, Right, Right, Left and Right.

Panzer Dragoon 2

Pandora's Box

Once you've completed Panzer Dragoon 2, a new option called Pandora's Box will appear. This offers a host of goodies, with just how many you can access dependent of your winning performance earlier. Choosing this option prevents you from using saved games. On some

versions of Panzer Dragoon 2, playing for two hours thirty minutes automatically gains you some of the Pandora's Box options, while playing for thirty hours gives you all of them.

Double Speed

Press Left, Right, Left, Right, Up, Down, Up and Down on the title screen.

Sega Rally

Access Lakeside Course

Finish the Mountain track in first place or, alternatively, press X and Y at the main menu.

Mirror Mode

Hold Y and press C while on the Game Select screen.

Hyper Car Mode

Hold X and press C to choose a car.

Camera Zoom During Replays

Replay a race and hold Down and Z. Use the Left and Right buttons to zoom in and out.

Get Lancia Stratos

On the main menu enter X, Y, Z, Y, X. This code doesn't save and must be re-entered each time you load.



The Need For Speed

New Car & Track

Enter tournament mode and input TSYBNS. Exit the competition to gain the Warrior car and a new Vegas track.

Dirt Tracks

Holding down Top Left and Top Right while selecting a track allows you to race on dirt tracks instead of roads.





Back Issues

Missed issue one? Don't worry — we've considered the possibility that a few of you out there could have been foolish enough to make such a mistake. For the paltry sum of £5.95 you can own our inaugural issue, complete with its excellent cover CD featuring Actua Golf, Euro '96 and Loaded.

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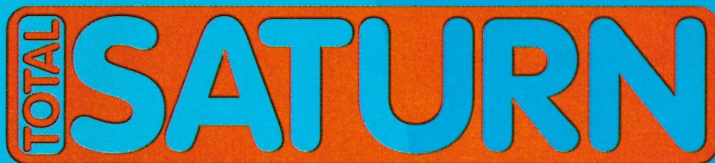
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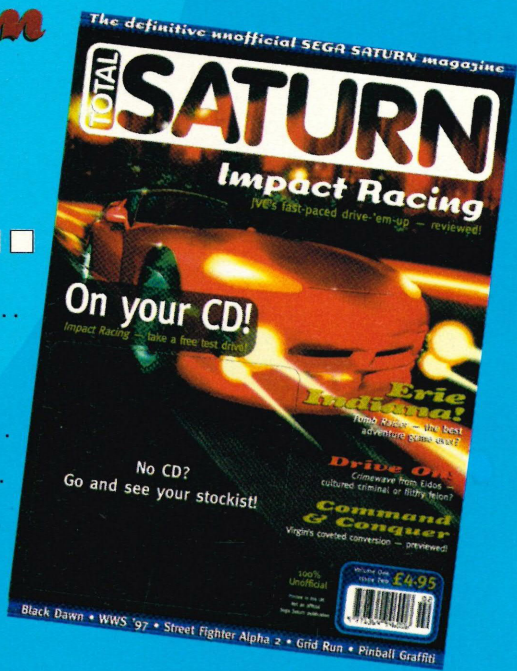
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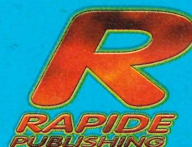
Big regards also go out to erstwhile Editor Jon, who had his bottom wired to a place other than his mouth in hospital this month, or something. As Mark would no-doubt say, 'Get back to work, you *ft*%\$E'.

Next Month

Ha! Who needs **sleep**? Who needs a social life? Man, who needs a life full stop when they could be **slaving over a hot computer**, writing reviews of the latest Saturn titles? According to our boss, not us. But then, he knows these things. He may even be right in saying the **twenty pence sweet money** we get every week is adequate compensation for working our fingers to the bone **bringing you the best** in 32-bit **news, previews and reviews.**

Usually **we wouldn't moan** about him (he is, after all, much bigger than us) but after he chained us to the wall and **drove off in his Porsche** the other day, we've not been able to reach the **enormous pile of games** that have arrived. We think we can see a copy of some kind of **Die Hard** game, a **C&C** review copy, something about **Sonic** and a pack with EA's logo on it. But we guess you'll have to **wait until next month** to find out what's really there...

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