BUSTED & TIPPED! ★ WIPEOUT 2097 ★ SWAGMAN ★ KING OF FIGHTERS '95

DEMO CD

SATURN POWER

No. 5

UEFA Soccer!

Could Worldwide Soccer be up for a kicking?

Croc

Fox Interactive bite back! Our EXCLUSIVE feature reveals all!

wipeout 2097

No lovely *Wipeout 2097* CD on the cover? Try asking the person behind the counter... they'll know, oh yes.

MARVEL SUPER HEROES

HUGE FEATURE ON CAPCOM'S STREET FIGHTER CHALLENGER

INSIDE! *LAST BRONX AND RESIDENT EVIL REVIEWED INSIDE! • MASSIVE FORMULA KARTS PREVIEW • EA SPORTS LINE- UP • YOUR TOP 50 SATURN GAMES — THE VOTES ARE IN!*

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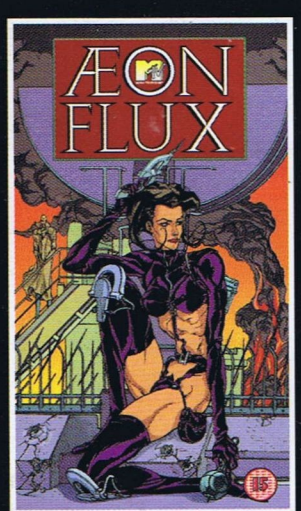

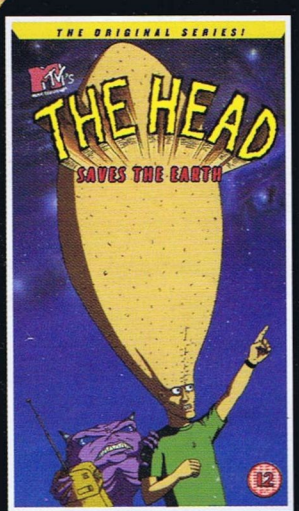

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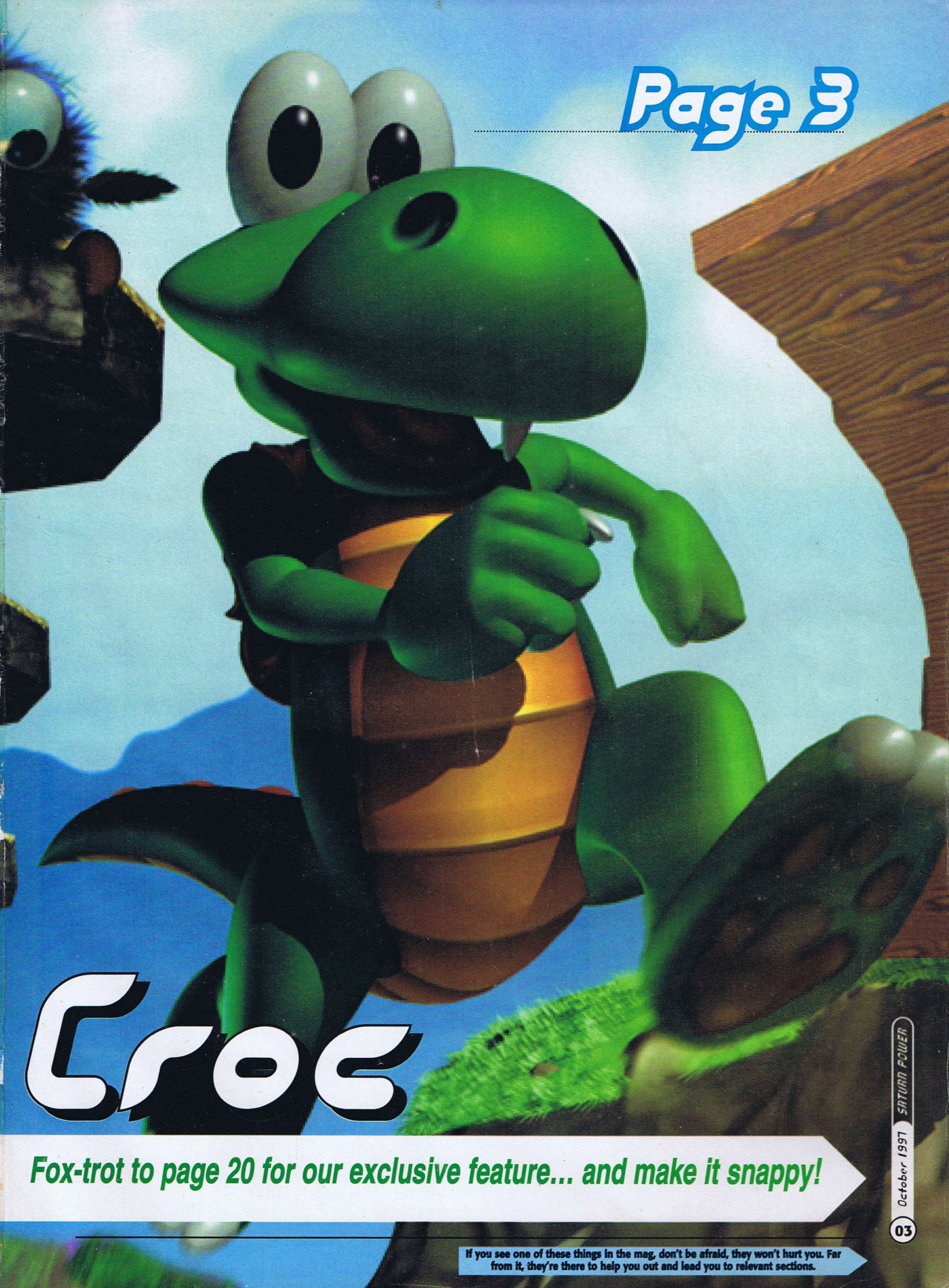


Fox-trot to page 20 for our exclusive feature... and make it snappy!

If you see one of these things in the mag, don't be afraid, they won't hurt you. Far from it, they're there to help you out and lead you to relevant sections.

Playlist

One of the best ever PlayStation games is, without a shadow of a doubt, *Wipeout 2097* from Psygnosis. A clever update on the graphically-impressive original, they managed to improve it by sprucing up the visuals even further, adding more weapons and pickups and changing the original's annoying habit of grinding to an immediate halt every time you so much as skim one of the barriers. Imagine, then, how pleased we are to be able to bring you the first chance you'll get to play the Saturn version of this mighty beast.

This month, care of the wonderful people at Perfect Entertainment, Sega and Psygnosis, we're very proud to bring you what we think is our finest demo yet... a complete track of the highly anticipated *Wipeout 2097*.

Yes, my little hairy love lumps, you too can join in all the fun of the fair by playing the game that we physically are unable to remove from the Saturn... A WHOLE TWO MONTHS BEFORE THE GAME'S RELEASED.

This demo contains one of the easier tracks in the game, *Sagarmatha*, full of ridiculously tight corners, power-up icons and one of the longest tunnels you'll ever see – perfect, in fact, for aspiring futuristic racers everywhere.

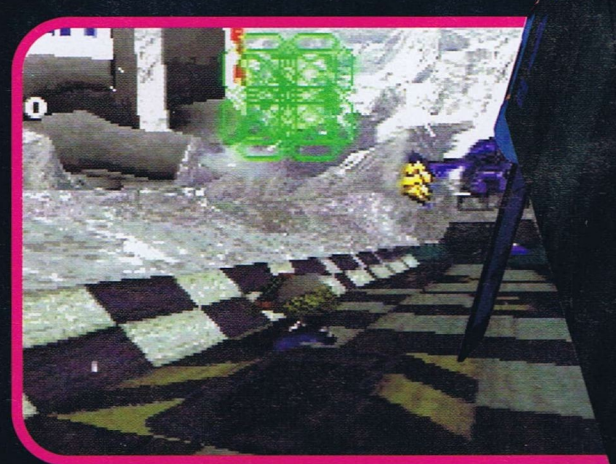
You can choose between the Vector class (very slow, easy and boring) or Rapier (much faster and better game, harder to complete). We advise you to stay away from the Vector class (bad) and stick to the edge-of your-seat, thrills-a-plenty laughs of the Rapier class (GOOD!).

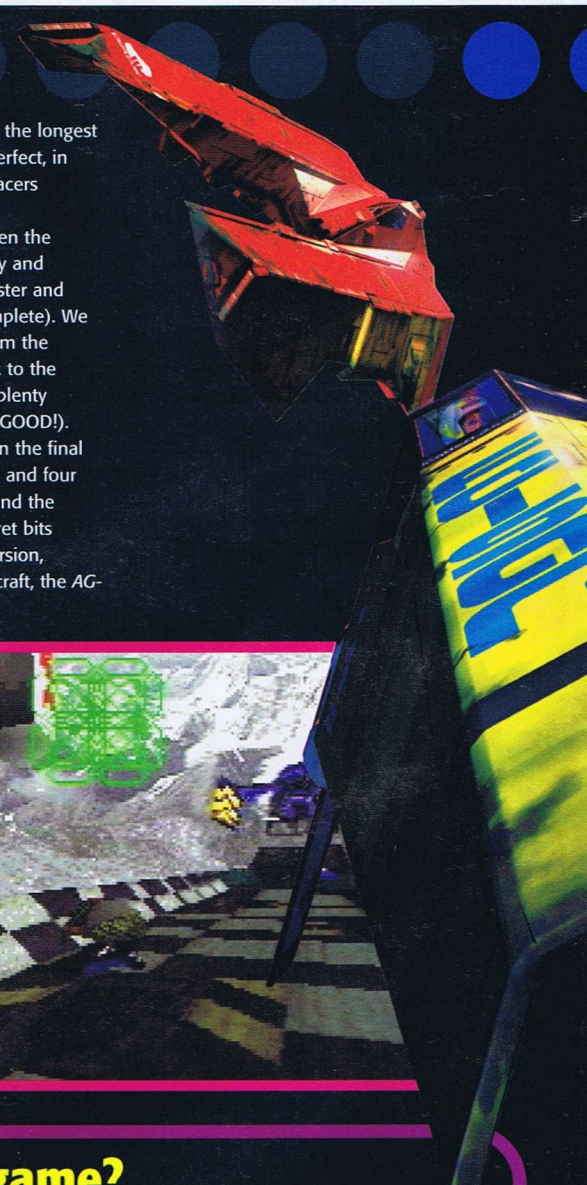
There are eight tracks in the final game, three varying classes and four different types of vehicle (and the promise of a couple of secret bits tucked away). This demo version, though, contains just the basic craft, the *AG-Systems* one.

Controls are as follows...

B – Accelerate
C – Use power-up
X – Change view (there are two to choose from)
Left Shoulder Button – Right Airbrake
Right Shoulder Button – Left Airbrake
A – Discard Weapon

Good luck!





What, just one game?

We're deeply sorry to be bringing you just the one title on the CD this month but, simply due to it being that horrible quiet time of the year when very few people release any quality games, we were hard pushed to be able to bring you this one.

But, and this is quite possibly the largest but that we've ever seen (huuh huuh... huuh), it is a demo of an exceedingly fine game. A demo that you'll still probably be playing when the game is actually released in September and God, can we wait for that day? Can we buggery...

We know you had to wait. We know. Anticipation can be so sweet. But, never mind –it's HERE! What you have in your trembling mitts is possibly the most wonderful playable demo ever to grace the cover of our fine organ. The high-speed death-defying thrills of *Wipeout 2097* are now yours for the taking, with the snow covered peaks of Sagarmatha but a moment away.

ISSUE FIVE

Wipeout 2097 — Playable Demo!

Win something for very little effort!

Fancy your chances, do you? To make things a little more interesting we thought we'd allow you the chance to prove your worth and win something at the same time. We want your fastest times for this demo and are prepared to offer a unique prize to the winner.

Simply play the game to death, make a note of your fastest time in the Rapier mode, jot it down on a postcard and send it to: **Fast as a greased chicken, *Saturn Power*, 30 Monmouth Street, Bath BA1 2BW**. Please get somebody to sign the card to verify your time (your parents would be ideal) and the winner will receive a bumper pack of stuff lying around the office. This will inevitably include paperclips, post it notes, pens, print outs, software company giveaways and (almost certainly) the odd game or two. Oh, and our race record is 1'39". If you can't beat that then I wouldn't bother.

Aren't you the lucky ones ? Much *Wipeout 2097*-induced sweat of brow and knashing of teeth will soon be all yours when it hits the shelf next month.

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Cover Story

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Croc

Just when you thought it was safe to go back in the water, Fox Interactive come up with a ridiculously cute and eminently playable 3D platformer starring the green 'gator-type chappie on the left. Already heralded as a game with 'the potential to break open a market not yet fully realised on Sega's machine,' *Croc* introduces a host of all new characters in a completely original free-roaming 3D adventure game where you control a crusading crocodiddly on a mission to rescue his peace-loving friends. Turn to page 23 for the full story.

Saturn Power Presents.....

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Formula Karts

Manic Media may not be a name many are familiar with, but their latest conversion – *Formula Karts* – is set to change all that, including a promised split-screen two player mode. We can't wait.

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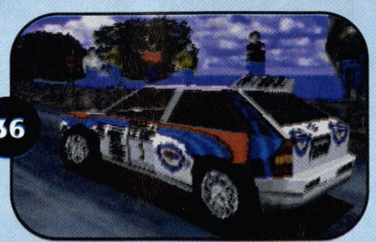
Marvel Super Heroes

Marvel's arcade-perfect superhero beat-'em-up finally hits the office this month in the perfectly formed shape of an exclusive Saturn conversion. Want one?



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Top 50

Read all about it. The *Saturn Power* Readers Top 50 chart starts on page 38. We believe in letting people have their say, where it matters. Reel at the sheer volume of public opinion which has been amassed.

Game of the Month

Zombies, zombies, zombies. You can't get away from them. Turn a corner from Sainsburys and *there they are*, getting tucked into a tourist. It's enough to put you off your dinner. ***Resident Evil*** isn't loaded with laughs, but it does pack a monster-sized punch with a deep storyline, claustrophobic atmosphere and a classic Hammer Horror-style plot while wandering the depths of a spooky mansion. Capcom have come up with the goods in grand style.

Last Bronx gets graceful with weapons to die for.

Discworld 2 – Pratchett's Pythonesque sequel.

EA

Read all about Electronic Arts awesome Autumn release schedule on p32.

Team Power

Dean Mortlock
Best known as the inventor of the broad bean, Dean currently spends time playing ***Resident Evil.***

James Price
While waiting for the patent for his Portable Mouse Dryer to arrive, James plays ***Wipeout 2097.*** Still.

Lisa Kellett
Lisa's currently working on a blueprint for 'a pen that cuts'. She's playing ***Marvel Super Heroes.***

Iain White
Iain's not inventing anything this month, having spent it all in a cage after 'the noodle incident.'

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Over the page in our ever-wonderful News section: exclusive shots of Ocean's UEFA title, Sonic Team rumours and Sega's acquisition of codeshop Adeline.

Frontline News

Soccer fans have reason to be cheerful this month as we exclusively reveal shots of Ocean's forthcoming, UEFA-endorsed net-buster. Plus, great news for Sonic fans...

UEFA Soccer • Ocean • November

UEFA Soccer – it's coming...

Big statements are currently being thrown around the Ocean camp in Manchester concerning their forthcoming football title, *UEFA Soccer*. While we may all be sunken into the feeling that *Worldwide Soccer* will always be the best footy game and *FIFA* will always be a disappointment, they plan to change all those opinions with the release of THEIR game.

The official UEFA licence will obviously help, so you have 48 affiliated UEFA teams, plus five national teams and three hidden ones. They've also included 17 different stadiums (including training ones), commentary and all the usual playing modes, weather conditions and wonderful motion-capturing that you'd expect from a 32-bit football game – although the graphics do look rather tasty and they claim that there's more frames of animation in *UEFA* than any other football game.

Now we like our football games here at **Saturn Power** and we think this one certainly sounds more interesting than some soccer games I could mention, so we'll hopefully be jetting out to Paris next month to visit the developers to find out the full story on the game.

Hot Gossip

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

After first hearing from Codemasters that their Saturn version of *Micro Machines V3* was put on hold, we now hear that they've cancelled the project altogether. They claim that poor expected sales were the reason, but it's no secret that the Saturn conversion of *MMV3* has been plagued with problems from the start and this, we feel, is more likely to be the reason behind Codemasters' disappointing decision.

The bizarre 'is it or isn't it?' *F1* saga continues with news that maybe work isn't going ahead on Psygnosis' driving title after all. We've spoken to Probe, we've spoken to Sega and we've spoken to Psygnosis, but no one seems to have the vaguest idea about what's going on with the title. All this would lead us to believe that the game is, after all, not in development; but if we're to hear anything to the contrary, then we'll be sure to let you know.

Perhaps they're bored with creating the best games in the world or maybe it's just a shrewd business venture but, either way, Sega of Japan have just announced that they're setting up (the first of many, probably) a bowling alley. Namco opened one recently in Kyushu and Sega obviously see the financial advantages of it as, apparently, you don't require a special licence to open one and in can operate well into the wee small hours.

After Sega followed in the footsteps of Sony and released a home-development kit for the Saturn in Japan, Sega of America have stated that the kit will not be converted to their shores and, thus, it's highly improbable that it'll make it over to Europe. Saturn BASIC (Beginners All-purpose Symbolic Instruction Code) is based on the old programming language that used to thrill us all as we created crudely-animated blobs that crawled across the screen... ha, the halcyon days of youth.

We've sneakily heard through our sources that Eidos are currently in the process of negotiating a deal with British comic company Fleetway for the rights to do a Lara Croft comic. The deal seems to have already gone ahead in the States, where Marvel will be releasing a drawn version of a comic series, but Eidos and Fleetway have other plans for the UK market. Their ideal situation is to try to produce a completely rendered comic book of the increasingly media-friendly heroine.

Sonic's next step

Sonic Teams's plans • Sega • 1998

So, are you interested to find out why Travellers Tales are handling the coding work for *Sonic R*, while the Sonic Team take a supporting role? We were, so we decided to find out more and it seems that while TT are beavering away to make the November release date for *Sonic R*, the Sonic Team are already planning a new game for next year.

Now you might think that this could be just another Sonic game for the Saturn, but here's a list of the possibilities and they're all frighteningly intriguing...

1) NiGHTS 2 (Saturn)
It's just possible that they could be working on a sequel to *NiGHTS*, but judging from the overall popularity of the game, it's unlikely.

2) A new Saturn *Sonic* game
More possible, but it's becoming more and more apparent that Sega are beginning to concentrate on their next system, so the logical choice would appear to be...

3) A Sonic game for the new machine
Two points... Sega need a strong line-up of titles for when their next machine is launched and Bernie Stolar carelessly admitted that there was a new *Sonic* game in development for it.

Whatever's happening, we're already sniffing around like flies around a fresh carcass and will bring you the first details as soon as we hear of anything remotely like admission or confirmation from Sega.

***Real Sound*, the bizarre radio play title from WARP** has finally been released in Japan and is, apparently, going down pretty well. If you remember previous coverage in *Saturn Power*, the game is totally reliant on speech and contains no real graphics to speak of... it's certainly a brave project. Copies have, so we believe, filtered through to American and European shores, but unless you miss the radio incredibly and can speak fluent Japanese, I'd leave it alone. Oh, and there's no plans to convert it to English.

The Sega 'Black Belt' hearsay continues with the rumour mill doing overtime grounding the fresh corn of gossip to be made into the bread of fact. The latest whispers in the ear we've heard is that Sega of Japan will be using NEC's Power VR chipset in the next machine. One thing we at *Saturn Power* is sure of is that, somewhere, someone knows exactly what's going on... we've also heard from a very reliable source that Sega have approached one of Europe's key developers to do work for the next machine. Hmmm...

If you keep getting depressed with people banging on about how badly the Saturn's doing in America, then just poke them in the eye with a finger of your choice and laugh loud (a throaty 'Hah!' should do it). Sega currently (at the time of writing) have two games in the Stateside all-format top five. One of them, straight in at number three, is (bizarrely enough) World Series Baseball '98 and the other, sticking in well at number five is Shining the Holy Ark. If you don't think that's that impressive, then trust me, you would if you saw the British all-format charts.

Midway have decided to bungle their way through the growing retro herd and are releasing a hefty cow of a ancient compilation of their very own. ***Arcade's Greatest Hits: The Atari Collection 1*** gives you the impression that not only are the games all old Atari ones, but that there could be possibly more of them. Currently scheduled for a release only in the States, the pack contains the following... *Breakout* (shite), *Battlezone* (dodgy), *Tempest* (*Tempest 2000* anyone?), *Centipede* (getting better) and *Missile Command* (bit tasty) and the rest of the disc has been filled with interviews with the original programmers of the titles. It's possible that the title might be released in this country through GT Interactive but, to be honest, we'd be inclined to leave it alone.

Late games update: Saturn games now well over their original release date are still, strangely enough, not in the shops. Gremlin's *Reloaded* is *still* not ready, despite their best efforts. We called Sega to ask about *Heart of Darkness*, to which our enquiries met with polite chuckles and 'search me, guvner'-type comments. *Jonah Lomu Rugby* should, however, be in the shops as you're reading this, with Codemasters having solved the few problems they had.

Sega buy french produce

Sega buy Adeline

To strengthen their development plans for the PC and their next machine, Sega have just announced the shock takeover of the French development company, Adeline. One of the largest teams in the country (23 developers in all) the company will now go under the new name of 'No Cliche' and will continue to work from their current offices in Lyon.

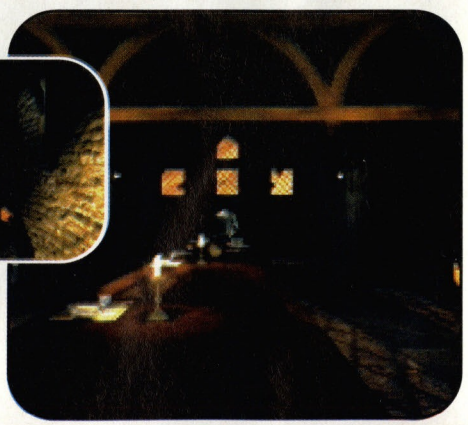
The team is probably unfamiliar to most console players, as they've previously developed *Time Commando* (very average) and *Little Big Adventure 1* and *2* (much, much better) for the PCs, none of which have reached the Saturn. Malcom Miller, the large man at Sega Europe commented, "The No Cliche team brings a wealth of programming know-how and innovation to Sega. This is good news for Sega in our core profit sector – software sales." Saturn development by the team is, sadly, unlikely.

Interplay created a monster

Frankenstein • Interplay • In the shops now

It just missed review in this issue and, unfortunately, there wasn't space in the preview section either, but we have just managed to scrape in these couple of pictures of *Frankenstein: Through the Eyes of the Monster* – which could possibly be in the shops by the time you read this.

Now whether this is a well-worn trick by the publishing company to try to avoid bad review scores before the game's released or just bad timing is unknown at present, but first impressions don't seem *that* negative. It's a game very much based in the *Myst* style of gameplay, with hi-res backgrounds and minimal action, but the atmosphere seems to be completely intact and... well, the review will appear next month and I'd urge you to either wait for that or give us a ring before buying it.



Japanese News

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

Ever keen to milk something until the teat is completely dry, we've just heard that AM2 are to release an updated version of *Virtua Fighter 3* into the Japanese arcades. The announcement was made by Yu Suzuki at the bizarrely-named Java Tea Battle Koshien national tournament and, although extras are few, it should appeal to certain fanatical types. There are new moves for all the characters and they've also had all their abilities and techniques balanced out to make it more of an even game. Oh, and you now pick multiple characters for a single match. Hoorah, and that.

***Grandia* is flying along development-wise in Japan and proof of that has just appeared in the shops over there in the shape of a small demo CD. You could either buy it or get it free on the cover of a Weekly Famitsu magazine there and it was a sell out as soon as it was available – we're still trying to get our own hands on a copy of it to do a preview for you.**

The disc contains two playable areas (a town and a dungeon),

Castlevania up for conversion

New Japanese developments • Konami • TBA

One of the classic game series of all time, *Castlevania*, is to make it across to the Saturn. After a few months of indecision, Konami have decided to convert the latest game in the series, *Castlevania: Symphony of the Night*, from the PlayStation original – although they promise that the Sega version will include special new sections not seen in the previous game.

Even better news, though, is that Konami are looking into copying across at least two other of their classic '97 line-up, including the impressive RPG, *Vandal Hearts* and the brilliant football game, *J-League Soccer*.

Forthcoming Attractions

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

August

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

September

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

Dear SEGA

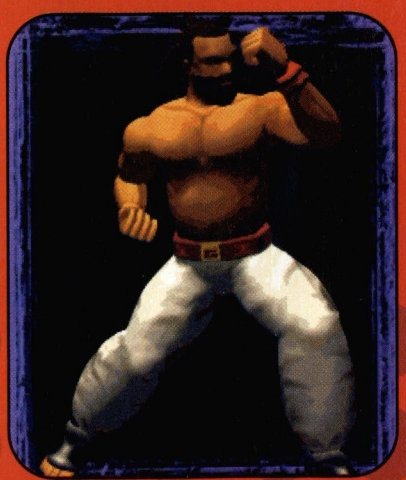
Sega answer your questions

From next issue

Ever wanted to know the real story from the source itself? Ever dreamed of your probing question being answered directly by a top knowledgeable person at Sega Europe? Well, now's your chance. As from next month, we'll be getting together all the questions you ever wanted answers to and sending them off to Sega for them to answer. Just send your question(s) to **Dear Sega, *Saturn Power*, 30 Monmouth Street, Bath, BA1 2BW** and we promise to send them all off, through the wonderful technology that is the e-mail system. Be patient, though, we'll try to get them to answer all the letters that are sent to us... but no promises, mind. Get writing!

some character files, FMV sections of other of the levels and three full FMV sequences from the game in very high quality. The game plays a lot like *Dark Savior* (but with much better graphics) and there's full character interaction and some very impressive background detail.

Wrestling games may usually go under the WWF banner over here, but since the popularity of *Fire Pro Wrestling* in Japan (reviewed in Sega World, issue three), there's now another one on its way... *Japan Pro Wrestling (Featuring Virtua)*. The reason that the developers can get away with the



'*Virtua*' monicker is that the game features the sweaty, body-rippling talents of *Wolf* and *Jeffry* from *Virtua Fighter 2*. To be serious, I wouldn't expect a UK release for this game, but we'll definitely try to get a review for you in Sega World and it might be worth checking out for hardcore *VF* fans.

Does anyone out there remember that role-playing soccer game that appeared a few years ago on the Mega Drive? It was never officially released in this country but was rather interesting in a strange sort of way. Why tell you this? Because Enix are planning one for the Saturn called, strangely enough, *World Soccer RPG*. Each player has their own statistics and the game usually ends up in being a battle of variables than actual footballing skill, but it might be worth looking out on import. Not only that, but Enix are also working on a ninja action game called *Shinobi Benman Maru*.

The next Toyko Game Show kicks off this September and the poster promoting it has been done by the famous anime artist, Katsuhiro Otomo (who was responsible for the classic *Akira*). Posters aside for the moment, the show is bound to be crucial for Sega, as themselves and Nintendo are still battling it out for second place and Sega will be keen to show off their impressive range of Autumn and Winter releases.

Luscious Laura

Pop starlet for Laura voice • Sega • Winter

Luscious Jackson may have smaller appeal in this country but, in the the States, they're one of the larger rock bands 'doing the circuit' as these trendy young folk seem to say nowadays. Small wonder, then, that it's quite an interesting story to find out that the singer of the all-girl group has just been signed up to do the English voice-over for the American and European release of *Enemy Zero*.

"This game was designed around the concept that what you hear can be as useful or frightening as what you see – your imagination goes wild with all kinds of scenarios about what you're likely to encounter around every corner," said Jill Cunniff, lead singer of Luscious Jackson. "I am excited about this project because it gives me a chance to stretch my performance abilities to convey all the terror, frustration, anger and surprise found in the game."

Now that all sounds like pre-written bumph from a press release to me, but it does add a little spice to an already superb-sounding game... a sort of cross between *Doom, Alien Trilogy* and *Resident Evil*. The game will be released in November. There's an outside chance of a review next month – here's hoping...

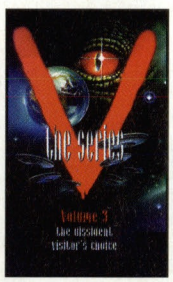
Everyone's a winner, baby!

Competition winners • From *SP01*

After filling a box larger than Iain, we've finally managed to delve to the bottom and can now announce the winners of the three fantastic competitions we ran in issue one.

Multi-tapping as we speak are... Arfan Ali from West Yorkshire, Michael Blow from Hants, Geoff Fisher from Devon.

Winning copies of *Babylon 5* and *V* videos are... David Michaelson from Hampshire, Allison Aldridge from Norfolk, Peter Bridekirk from Oxon, Craig Hallam from Yorkshire, Geoff Fisher from Devon.



And, finally, the winner of all the Sega peripherals, is Michael Simpson from Sheffield and the following 10 people are all due to receive the game of their choice right about now... Carl Symes from Herts, Unnamed from Essex, P. Dickens from London, S. Abbott from Eastbourne, Angus Stewart from Dundee, Ben Walton from County Durham, Simon Robinson from Wallington, Unnamed from Cambridgeshire, Toni Burt from London, Chris Williams from Cheshire.

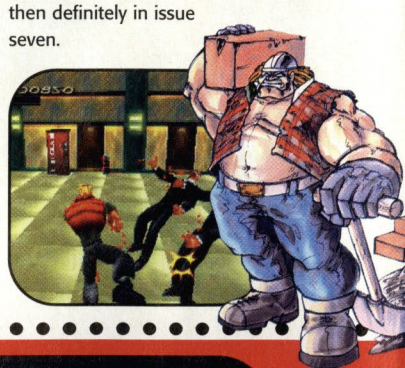
Congratulations all!

Fighting talk

No Europe release for Fighting Force • Core • September

The bad news this month is that it seems that Eidos have signed an exclusivity deal with Sony to block out Europe from the release of *Fighting Force*. As the game is good, but hardly a key title for either Sega or Sony's catalogue, it does strike us as a drastic move for a company seemingly so far ahead of the competition.

The good news, though, is that anyone wanting to play the game that badly will be able to buy an American import copy and, with the help of an easily-affordable adaptor cartridge, can play it on a standard European Saturn... that stuffs up Sony's exclusive deal somewhat, doesn't it? We'll be sticking two large fingers up to Sony anyway, and a review of the American version should hopefully appear, if not in the next issue, then definitely in issue seven.

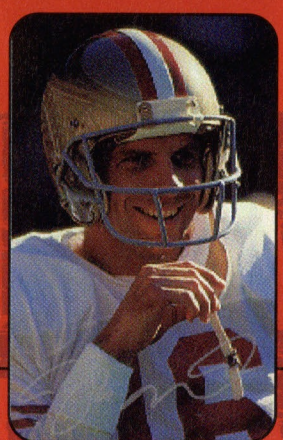


American News

News from the far side of the pond, home of a mightily pissed Joe Montana...

If your memory is slightly better than ours, you might remember that we featured a Japanese news story a few months back on Hudsonsoft's latest cartoony gaming creation, *Willy Wombat*. The good news Stateside is that, after rave import reviews and public pressure, the game will come out over there (through an unnamed publisher, as yet). We're not too sure what all the fuss is about as we're yet to see the game ourselves, but, rest assured, we'll be bringing you an import review as soon as we can get hold of a US copy.

Joe Montana, star of Sega Sports titles for more years than I care to remember has severed his links with the company in classic style... he's suing Sega of America for $5 million for breach of contract. Sega had originally signed a three-year contract that gave Sega the right to use his name and image for their American football titles but, since Sega are yet to release any Joe Montana games for the Saturn, it would appear that Mr Montana has missed out on a bit of dough... hence the lawsuit. Expect an FMV, OJ Simpson-style game... 'The Trial of Joe Montana' any day now.



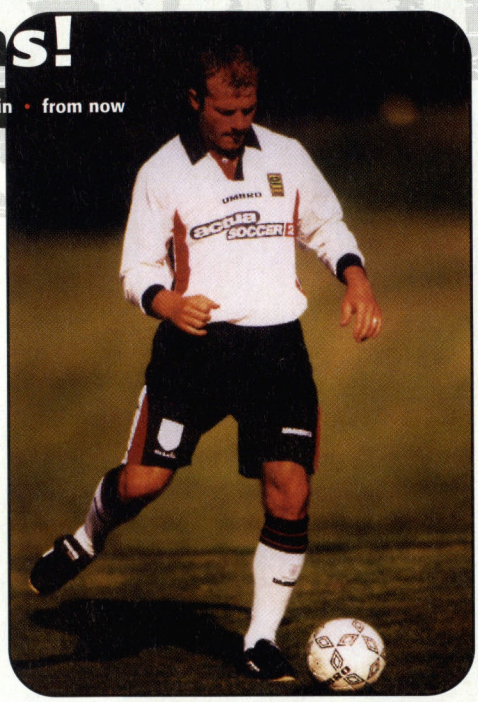
The first of September looks likely to be one of the best days ever for American Saturn owners. Due for release on that very day are Capcom's mighty *Marvel Super Heroes*, the superb *Resident Evil* (also from

Shearer signs!

Alan Shearer signed up for Actua Soccer 2 • Gremlin • from now

In one of the wisest moves possible, Gremlin have signed up the services of Alan Shearer to promote their football range of titles for the next four years. (This will include both *Actua Soccer* and *Premier Manager* games).

The deal will involve Alan mainly providing motion-capturing for the game, but also giving advice on the game's design and even picking his own all-time star 11 squad. Commenting on the deal, Shearer said 'There's no other team I'd consider joining. I've had offers, but none of them have matched Gremlin's enthusiasm for the game or the quality of *Actua Soccer*. I'm looking forward to starting work with them.' Expect the fruits of his labours to show when *Actua Soccer 2* is released on the Saturn this November.



3Dfx lose Sega

Sega's next machine not to use their chipset

Although Sega may own a 16 percent share in the company, that doesn't seem enough to convince them to trust 3Dfx with the weighty task of producing the beefy chipset needed for their 'next' next-generation machine, as they've announced that they'll be looking elsewhere.

'We are disappointed with this notification, and believe that it is without legal justification,' said Greg Ballard, President and CEO, 3Dfx Interactive. 'However, it is important to remember that Sega is only a fraction of our business, representing less than 10 percent of our projected 1998 revenue.'

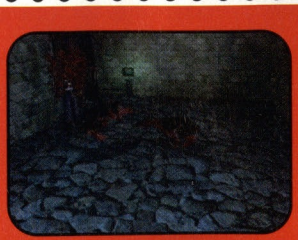
Once again, it would seem that the future of Sega's next machine is as unclear as ever. We still believe that by this time next year full specifications and initial shots will be appearing from Japan, but Sega are obviously being very careful to make the very best machine and software that's humanly possible – especially after what happened with the Saturn launch.

Either way, we're all eagerly waiting for the first REAL news from Sega on their future hardware plans and, you can rest assured, we'll be the first ones to bring it to you.

20 Questions

Are these easy enough for you? We certainly hope not because, as from next month, there's going to be a slight change to the way we do things in this little part of the magazine.

1) What's the next game to be released in Japan on the *Sega Ages* label?
2) What board was Sega's latest arcade smash, *The Lost World* developed on?
3) When was the Saturn released in Europe?
4) And how much did it cost then?
5) How many characters are selectable at the start of *Last Bronx*?
6) And what about *Sonic R*?
7) Is it sunny in Bath today?
8) Name the two selectable characters in *Resident Evil*.
9) And what's the name of the disgusting bio-monster you meet at the end?
10) How many versions of *King of Fighters* have there been since the *'95* one – which has just been reviewed?
11) How many tracks (in total) has *Wipeout 2097*?
12) And, trivia fans, who did the music for the game?
13) What was the nationality of the man who founded Sega?
14) What position (without looking) is *Tomb Raider* in our Top 100?
15) Name three forthcoming games on the EA Sports label?
16) Now name three games from Gremlin's shortly-to-be-released *Actua Sports* line-up?
17) When's *Sonic R* due for release?
18) Who created the Marvel Super Heroes?
19) Which of the Spice Girls is the most irritating?
20) What sequel are Acclaim about to unleash upon us?



Capcom) and Sega/Dreamworks' *The Lost World: Jurassic Park 2*. Oh, and *Sky Target*. Decisions, decisions...

We know that Sega Europe are releasing *Sonic Jam* in its exact form from the Japanese version recently launched, but what about in the States? Not so, it seems. The US audience can look forward to completely different adverts placed in the relevant theatre on the Sonicworld section of the game. Sega of America haven't released specific details, but there were some excellent ad campaigns ran in the states for the Genesis (their name for the Mega Drive)... including the HAGS one (Humans Against Genesis). The game's due for release over there about the same time as over here (August), so we'll let you know if there are any interesting changes to the game.

Focus

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

The Charts

1	**Sega Rally** *97% • Top 100: 1*	Sega *(▲)*
2	**Manx TT** *91% • Top 100: 12*	Sega *(▲)*
3	**Alien Trilogy** *83% • Top 100: 31*	Acclaim *(▲)*
4	**FIFA '97** *74% • Top 100: 82*	EA *(▲)*
5	**Athlete Kings** *87% • Top 100: 39*	Sega *(RE)*
6	**Independence Day** *68% • Top 100: NR*	EA *(NE)*
7	**Fighters MegaMix** *95% • Top 100: 2*	Sega *(▼)*
8	**Worldwide Soccer** *91% • Top 100: 6*	Sega *(RE)*
9	**PGA Tour '97** *68% • Top 100: NR*	EA *(RE)*
10	**Soviet Strike** *87% • Top 100: 25*	EA *(RE)*

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

ChartTrack

Game of the month

Sonic Jam Sega • 92%

Who'd have thought it, eh? A compilation of four old Mega Drive games, bolted on with a few bells and whistles being given the indisputable honour of our 'Game of the month'. Why? Simple. The games are, remarkably, still as fresh, interesting and playable as they were when they were released any time up to a staggering six years ago. And it is the fact that Sega have given us loads of extra treats in the form of the 3D bonus game, galleries, FMV adverts and ooh... everything that makes *Sonic Jam* such an exceptional package.

It's possible that certain folk may not be as intrigued at the prospect of four old MD games as we were, but I defy anyone to dislike any of them after a few minutes play. Then, after a mere couple of hours, you'll be trying to shave off the odd millisecond off your best time on the Green Hill Zone... Act One. Lovely.

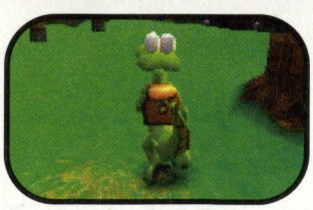
To Summarise...

The disc contains the four *Sonic* games released on the Mega Drive (*Sonic 1, 2, 3* and *Sonic and Knuckles*) and a bonus 3D game on the main option screen – which also contains loads of rooms filled with artwork, Japanese adverts and the like.

Buy it if you like...

Sonic 3D *or if you hanker for the 'good ol' days' of platform console games.*

Most Wanted



Croc

EA • Autumn

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

Quake

Sega • Autumn

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

Duke Nukem 3D

Sega • August

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

Micro Machines V3

Codemasters • September

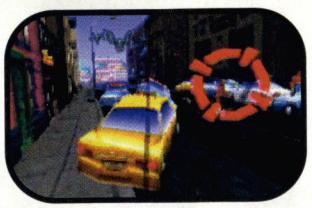
Delayed to coincide with the PC launch apparently, the highly-praised 32-bit update of Codemasters' frothy number keeps its superb 16-bit gameplay but improves on the graphics by an indescribable amount. Yummy.

The best of the rest...

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

Die Hard Trilogy

Electronic Arts • 91%



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

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

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

Bomberman SS

Sega • 91%

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

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

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

Fighters Megamix

Sega • 95%

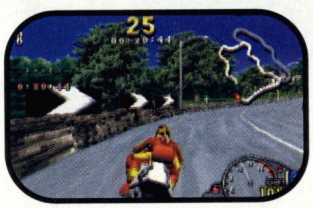
Once in a while an idea comes along that's so fresh, so interesting and so bloody good that you wonder why nobody's ever thought of it before. Disposable pants was one such idea and another, almost as earth-shattering was *Fighters MegaMix* from Sega.

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

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

Manx TT

Sega • 92%



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

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

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

Fighting Force

Core/Eidos • August

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

The Lost World

Sega • November

To be honest, we thought this could end up being a very dull movie licence conversion when we first saw it but, on the strength of the latest version that was recently shown to us, it's coming along in leaps and bounds.

Sega Touring Car

Sega • October

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

In the shops now

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

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

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

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

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

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

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

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

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

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

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

Swagman
Core • 88%
A break away from 3D games from Core and an interesting slant on the action/role-playing game genre.

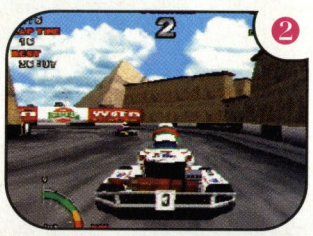
Tempest 2000
Interplay • 84%
A definite classic and a bargain at 20 quid.

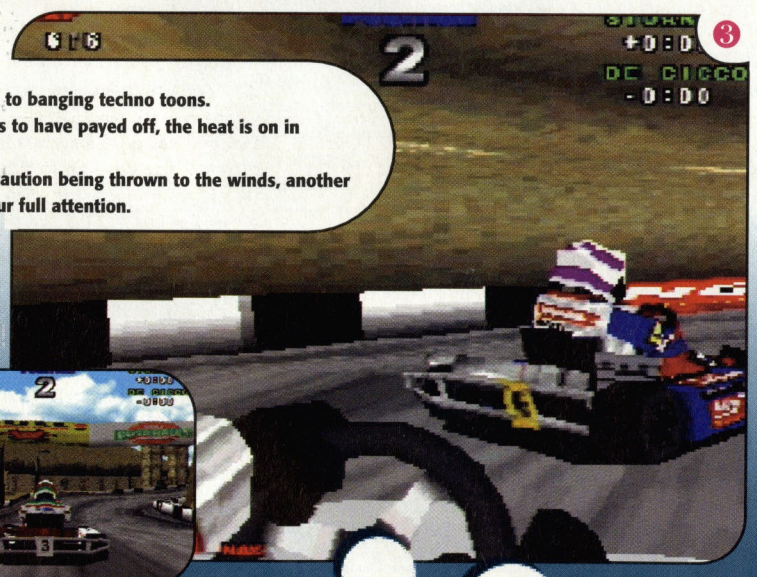
Torico
Sega • 83%
One of the better graphical adventures around.

Choose your own Kart from this fine selection. Eight different teams await your attention.

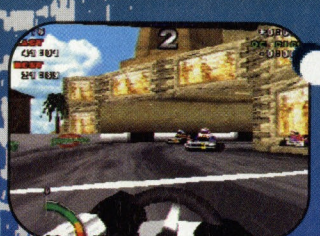
Formula Kar

Strap a rocket to the back of your pet tortoise and you'll get the idea. Like our rather unfortunate lettuce enthusiast friend (he died smiling – A Doctor) *Formula Karts* is low-slung with a sting in its tail the size of a cruise missile. *SP* lowers its collective goggles to bring you an exclusive report...





1. Hurtle down the track to banging techno toons.
2. All that practice seems to have payed off, the heat is on in second place.
3. Tyres screaming and caution being thrown to the winds, another tight bend demands your full attention.



Last month we had a rather nifty sneak preview of *Sega Touring Car*, and as if this wasn't enough for all you driving fanatics out there, this month sees an in-production model of the mighty *Formula Karts* hitting the office formica. Even though a hideously early version, we at **Saturn Power** shamelessly ran the gauntlet that is pre-alpha hell with complete disregard for our own personal safety, to bring you an exclusive preview.

The appeal of creating a speedy go-kart simulation is an obvious one, as everyone and their auntie Jeannie would, no doubt, be MAD for it. I mean, what could be more fun than hurtling around a tight and twisty track with your private parts a mere few centimetres from the ground while the other competitors put pedal to metal with all the unbridled enthusiasm of Broadmoor's finest on day release?

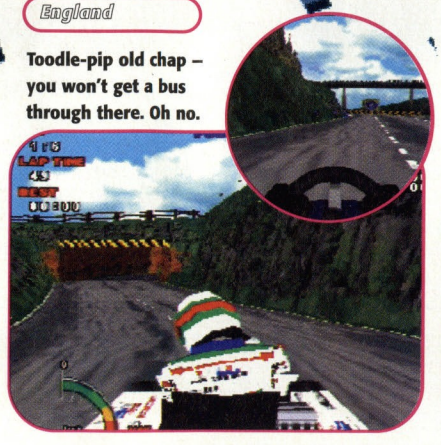
Go karting's thrill factor was always massive.

Going Underground

8 circuits exist in the finished version, these being – England, Germany, France, America, Japan, Australia, Egypt and Brazil. Oh, there's a hidden one too, just for good measure.

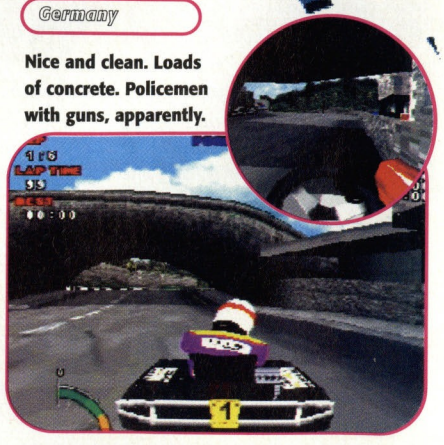
England

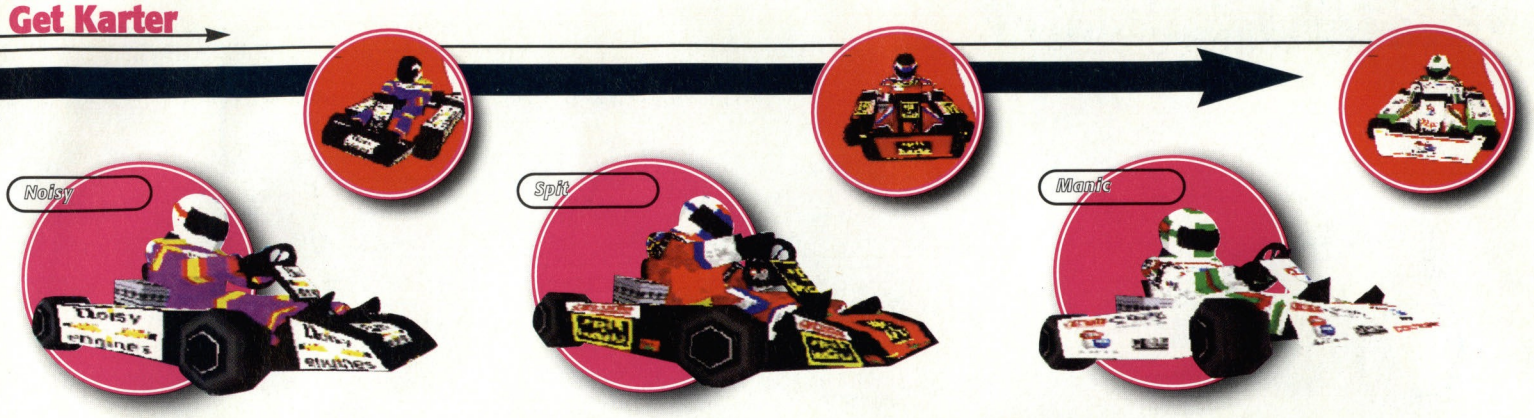
Toodle-pip old chap – you won't get a bus through there. Oh no.



Germany

Nice and clean. Loads of concrete. Policemen with guns, apparently.





4s

Choose you mode mister

Let yourself loose on Championship, single race and Arcade modes

Floor it.. Gun that accelerator. Victory looms in Arcade mode.

Fancy a single race? No problem sir, you're in the right place.

See all the eight tracks in Championship mode. If you win.

Danger and speed were the initial kicks, closely followed in the illicit jollies stakes by the ever popular 'I'm a formula one driver in a mini' sensation. Last, but by no means least the 'I'm about to die in a fast car with clean pants on' feeling, as you take the tight bends at a death defying 50mph – tyres screaming and eyes streaming, like the Millennium falcon in an asteroid field at light-speed. This is always guaranteed to raise a smile.

While *Sega Rally* did the unthinkable for driving simulations – adding a realistic racing environment and, God damn it, a sense of purpose to proceedings (until then sadly lacking in the field), this is exactly what *Formula Karts* proposes to do for go karting enthusiasts.

Even though we stress, this is a very early version of the game in development, pressing the shoulder buttons produces a rather pleasing everything disappears except the driver's head perspective. We're not talking little brother of speed demon *Wipeout 2097* here. Once you pop *Karts* in the drive, there's a pleasing techno soundtrack to thrill and spill to, plus the addition of eight cars, teams, a selection of driver views – some frankly silly ones, and more modes than Stockhausen, with arcade, two player, championship and practice already installed in the demo version.

Developers Manic Media are keen to stress that the two player split-screen mode is where most of the unbridled thrills and spills will occur. Already analogue pad compatible, *Formula Karts* is billed as the first 3D polygon based Arcade Kart simulation, combining the latest 3D technology with advanced driver AI and kart physics. Well, everyone knows about elastic collisions from high school physics, and trust me, you'll be testing the hypothesis with regularity while at the wheel.

Information on the development team is sketchy at the moment, but however we can tell you that Manic Media Productions is a company based in Oxfordshire, UK. The company was founded in 1994 and has produced two PC-ROM titles, *Super Karts* and a sequel still in PC land, the ubiquitously monickered *Manic Karts*. Manic are currently developing titles for PC CD-ROM, PSX and Saturn platforms and their offices in Woodstock are inhabited by 14 shiny happy employees.

The company was founded by Jon Stuart (30) who now acts as President. Jon has been working in the interactive entertainment industry since its inception in the early 80s and started off coding and developing products for the BBC Micro, Amiga and SNES.

The Development Director at Manic, Paul

France

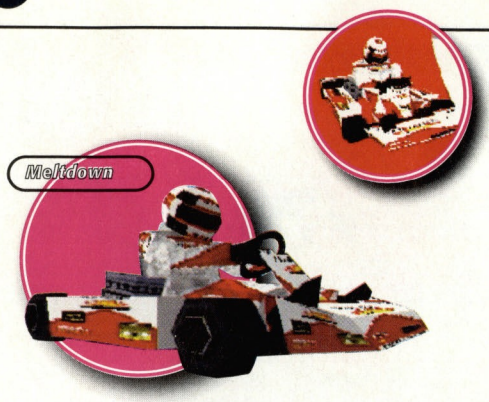
Foliage, possibly vines, adorn the twisty turny track. Aggressive drivers.

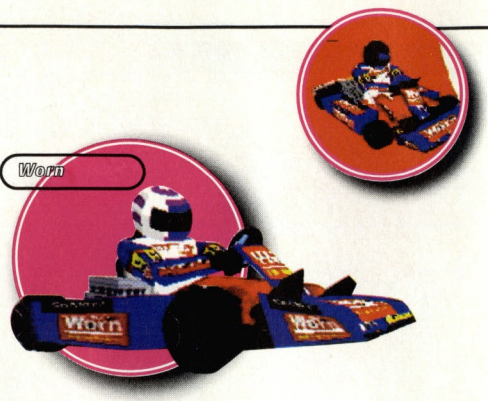
Holland

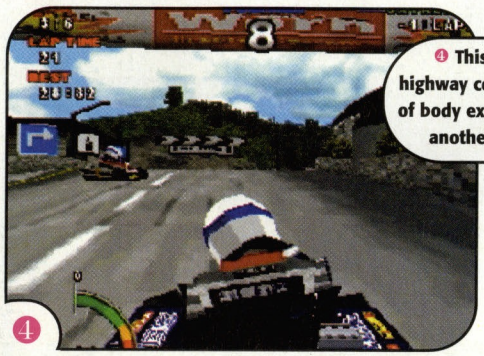
I can't wait to get to one of their special 'cafes.' Oh look, a windmill !

Japan

A super stylish track with lovely views of the city in the background. *Niice.*







4 This is the easiest view, by far. 5 Some knowledge of the highway code would be useful. 6 If you're completely mad, this out of body experience perspective is a right chuckle. 7 Oh blimey, another tight bend. 8 Rival kart at arse o'clock...

McCraken (31) was an aeronautical engineer for British Aerospace before he left to follow a career in the video games industry.

Formula Karts is the direct successor of Manic's *Micro Karts* on the PC and for anyone out there who is familiar with this, the style and overall look remains largely unchanged.

Colourful overalls which nod more to Damon Hill's working wardrobe than those of Phil Mitchell set the tone for the all-out-at-the-wheel-shopping-trolley-madness which is to come. Like *Wipeout 2097*, a computer voice countdown precludes the starting grid wheel-spinning, and before you can say, 'Blimey, this is all a bit on the fast side', you're into the first bend wedged in by your drooling opponents, hell bent on the kart Valhalla of first place on the grid.

As mentioned earlier, the perspective can be changed to behind the head, behind the kart, further behind the kart, inside the helmet (you can see your gloved hands swing the wheel with gusto) and a really crazy beside the right-hand front tyre view (this scores highly on comedy value alone) as well as a nice reverse one for completeness.

The tracks are very tight, so initially it's a bit of a struggle to keep up with the seething pack, let alone do any actual overtaking. Within a few minutes however, you've found the brake, a useful tool in kart racing, which I used in morse code fashion together with the accelerator, which proved useful in gaining precious seconds on the bends and thus placing me in the centre of the action.

"Colourful overalls which nod more to Damon Hill's working wardrobe than those of Phil Mitchell, set the tone for the madness to

And the tunnels, the tunnels. In the German track, the track dips and dives though underground sections which are very very similar to the Sagamartha tunnels on *Wipeout 2097*.

The most straightforward view for karter novice and scaredy cats alike must be the 'behind the vehicle' one, but with courage brimming in your chest you may like to try the helmet view, which is simply an in-vehicle shot, with the added bonus of seeing your sweaty mitts on the steering wheel.

Did I mention it was faster than a kipper in a microwave? I did? We tried arcade in one player mode mostly, as the famed two player split-screen mode had yet to be installed. Still, this didn't mar our entertainment one jot, but James comme d'habitude came out on top with second place on the grid after a feverish lunchtime session, which made my hard fought for seventh place seem rather weak.

The Championship mode introduces many varied road conditions and surface textures to further test the already frantic joyriding skills picked up in the earlier arcade stages. Here, it seemed essential to pick a kart with tight handling and, more importantly, a driver who was a close personal friend of both Messrs Psychotic and Fearless.

If Manic continue to improve on what was essentially just a baby running version then *Formula Karts* might really 'do a *Sega Rally*' when it's finally unleashed on the unsuspecting public in October.

Finally some notes on the working version. Initially two game engines existed in development, one was 20% slower version and the other, while running at 25 frames per second, experienced trouble with polygon folding at the bottom of the screen. *Formula Karts* inhabits a hybrid engine of the two – now free from folding problems, but running at a slower rate.

Even as we speak the frame rate is being upped and the code updated, so by the time you read the preview, we'll have played an even faster version. I'll need to buy some leather strides for that one...

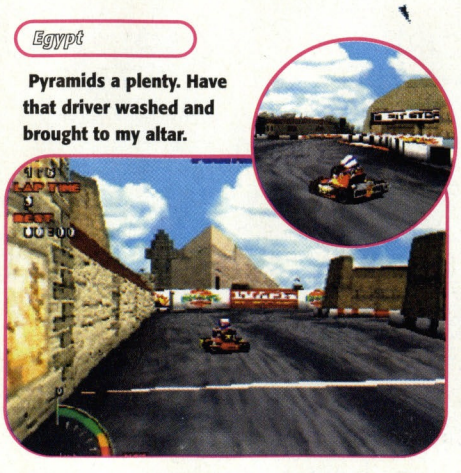
Iain White

Australia

Outrageously difficult, but immense fun. the corners can be a bit XXXX.

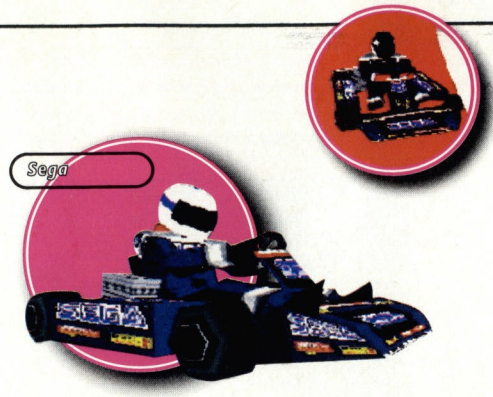
Egypt

Pyramids a plenty. Have that driver washed and brought to my altar.



Brazil

The vines and foliage make a welcome comeback. Equadooooor!!



Are you sitting comfortably?

Sick of the perspective already? Fret ye not. How's about a reverse one, a front wheel one or even a side-on-mad-as-a-bag-of-nuts one? Not satisfied? We suggest you see a doctor.

See your gloves bravely spinning the wheel. Nice cuffs too.

Certifiably insane. Enjoy watching yourself at the helm.

Reverse view is good for a quick peek, now and then.

The 'broken back I'm about to die' perspective. Excellent.

Old faithful. How we've missed you. Don't go changing now.

1 Climb aboard this box of tricks for a few surprises. 2 At the end of each stage, Croc bashes this gong with his tail to progress to the next level. 3 Plenty of camera angles are at your disposal, including this rather natty aerial view. 4 Croc must hop over these platforms avoiding the molten lava to get to the other side. 5 There really is an almost tangible feeling that you're part of a small living cartoon universe. 6 Aren't these Gobbos really cute? 7 Our eponymous hero, searching for a doorway. 8 Ah, there it is. Marvellous.

It would be true to say that most Saturn owners (including us) have been waiting for the arrival of a true 3D platform game with something that could be classed as resembling mass hysteria. Thankfully, the wait is nearly over as a group coupling between Argonaut Software, Fox Interactive and Electronic Arts means that *Croc* will be the first one to hit the Saturn and it's looking superb.

Well, it's *Mario 64*, isn't it? Except that it isn't. It's *Croc*. For the Saturn, but one has to admit that there's certainly more than a few similarities between the two games. They're both 3D platform games with complete freedom built in, they both have a very similar 'jump on a box/bum attack/destroy things' move and they both look absolutely fabulous, so I'm sure that Fox Interactive and Argonaut Software (the developers) won't mind the comparison – I mean, if you're going to be compared to a game, then surely it's better to make it one of the best games of all time (that doesn't appear on the Saturn, of course).

To let you in on Argonaut a bit more, they're a company formed waaaaay back in the eighties, when bits on the latest fashionable computer system was less than 10 and anything with more than four colours onscreen was deemed to be a work of genius. Enter Argonaut... busting to their bullish gills with, get this, 3D routines! They created a game that was basically a clone of a *Star Wars* arcade game for the Spectrum and it was so impressive for the day

Croc

The Legend of the

Storytime

The idea behind the story of Croc is a simple, almost childlike one (one that's told around campfires for future generations, no doubt). Croc mysteriously arrives in the Gobbo's peaceful community and, much like Tarzan, is taken aboard by the King and is raised as one of their own... except that Tarzan has monkeys (or apes, if you prefer), whilst Croc is raised by, well... Gobbos; small, cute-looking things that play on our cuter senses, thankfully.

Well, it's all bound to go horribly wrong and there's obviously got to be a spanner in the works and the large tool in this machinery appears in the shape of Baron Dante, an evil magician who's jealous of the Gobbo's peaceful lifestyle so buggers everything up by turning the Gobbos against the king. Croc, though, is the King's last hope (much like Obi-Wan Kenobi in the popular *Star Wars* films) and off he goes to defeat the evil Dante before there's a Gobbo revolution that makes the French one look like a minor civil unrest. Hurrah for good! Boo to evil everywhere... etc.

And, after all that, you get to jump on platforms and stuff. Bit of an anticlimax in story terms, you could argue...

Gobbos

Bossing about

Unsurprisingly, each of the main six levels has at least one huge boss to contend with. To fit in with the scene of the game, Argonaut have included a short film sequence at the beginning of the boss level and another one at the end. Rather than make these FMV shorts, they decided to save on the memory and simply use the game engine. This also has the added advantage, they say, of keeping the graphical theme constant throughout the game.

Tooty the Feeble
Reminiscent of something you'd find in *Sesame Street*. Chases you around the arena until it tires and that's when you spin attack it.

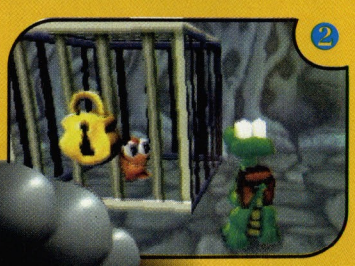
Flibby the Ladybug
A boxing ladybug? Stranger things have happened, but admittedly only a few. Again, wait until she tires and spin attack her. Then, when she's on the ground, bounce on her stomach.

Chumly the Rocket Man
Stick near to him when he's flying around and he'll drop down in front of you. then simply bounce on him three times to defeat him.

Cactus Jack
Wait until he stops his Tasmanian Devil-like spin attack and then spin attack him three times yourself to release him.

that their name instantly became synonymous with 3D brilliance. Then, when the scene shifted up to 16-Bits with the launches of the Atari ST and Amiga, they once again set the pace by producing one of the first computer games to feature filled-in polygons to decent effect, *Starglider*. When the consoles were launched, Argonaut were immediately recruited by Nintendo to develop a new chip system for the SNES (much like the SVP – Sega Virtua Processor – that was used for *Virtua Racing* on the Mega Drive) called FX. The first fruits from this particular labour was the superb *Star Fox* and, then later, it was followed up by *Stunt Race FX*.

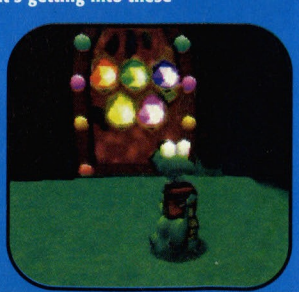
Argonaut claim to have been working on *Croc* since October 1995 (the original idea for the game being a dinosaur platform racing game,



Jewel to the death

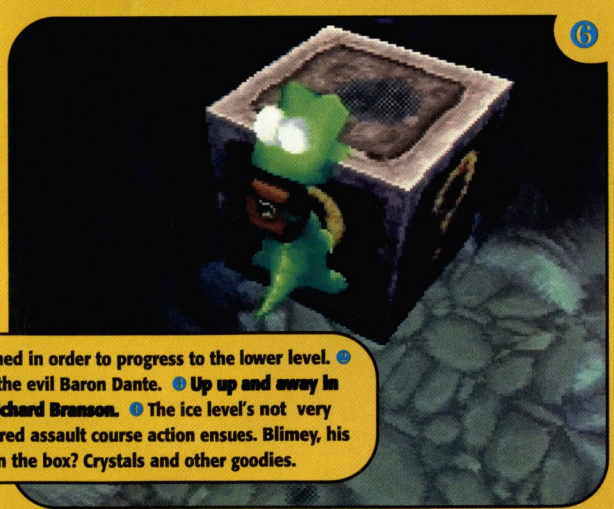
Yeaahh, soooo... jewels, then. Each group of levels has a extra secret room that contains something like extra lives, a Gobbo or two, a few crystals or suchlike and it's getting into these rooms that'll hold the key to success in Croc. Now, entrance to those rooms is done via collecting five coloured jewels and these are secreted around the levels in various places that range from the sublime to the ridiculous. Here's how it all works in practice...

Ah, so you've walked into this room and spotted the locked door. What you now have to do is search about around it for the five jewels that'll allow you access.

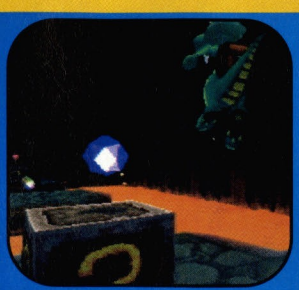


strangely enough) and made strong points that the game was already well into development before Nintendo showed an eager audience *Mario 64*. Whether you believe this or not is, basically, irrelevant because *Croc* (on first impressions, anyway) appears to be a game filled with plenty of charm and characterisation of its own.

The first thing you notice about playing *Croc* is that rather then being lots of large sprawling levels, the game's split up into small playing areas – like mini levels, if you like – and *Croc* manages to boast an impressive number of them. There's a total of over 60 levels, split up into six worlds, with around 20 of those being secret ones. The idea being that you can complete the game in two separate ways... the first is to simply complete the standard 40 levels but, if you're clever



1 A tunnel guardian who must be dispatched in order to progress to the lower level. 2 You're fluffy Gobbo friend, imprisoned by the evil Baron Dante. 3 Up up and away in my beautiful balloon. Croc gives it some Richard Branson. 4 The ice level's not very warm and quite slippy. 5 Gladiators-inspired assault course action ensues. Blimey, his shoulders must be killing him. 6 What's in the box? Crystals and other goodies.

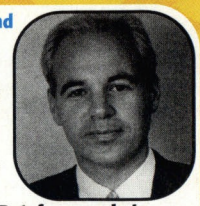


You'll usually find that the jewels are hidden in trickier spots than the usual gems and look, here's one now.

Here's the last one and now head back to the previously impenetrable door for access to untold wealths and treasures beyond your wildest imaginations...

...well, some gems, a couple of extra lives and a Gobbo, but your wildest dreams might include that lot. Mine don't. My recent ones seem to be preoccupied with nuns, but that's my business.

Interview: John Richmond



Interview: John Richmond

John is the boss of Fox Interactive in the States and, apart from being a joy to talk to, has one of the most enviable jobs in the business... deciding which of the masses of Fox Interactive films could be turned into a video game. But, for now, he's concentrating on building up the character and profile of Croc. Here's why...

Can you give me a brief history of Fox Interactive?

The company was started two years ago, with the idea of first and foremost taking Fox products and putting them into whatever form possible. This also means making sure that the format suits the titles and this has obviously worked so far as the first few titles (*Alien Trilogy*, *Die Hard Trilogy* and *Die Hard Arcade*) have been a huge success. We also make sure that we look at gameplay first; if a film or other licence doesn't look like it'll convert well, then we won't do it.

John, what's your life story?

My previous background has very little to do with video games or films, but I did spend the last 10 years at Disney – most recently as the vice-president of Disney attractions.

What do you look for when converting a film licence into a computer game?

We look at the underlying properties and try to understand what it could bring to a great video game or project. A lot of our films are based on action or science fiction and those, naturally, convert brilliantly into superb video games. As long as the game can truly capture the atmosphere of the film then we're happy.

How important is the Saturn to your future development plans?

Very. We've been extremely supportive of the Saturn since we started and we have big plans for the future, too. Starting with *Croc*, we'll be following that up with *Alien Resurrection* and *Alien Verses Predator*. We'll be supporting the Saturn through to the middle of next year at least. Then we'll be starting to show off titles for the next Sega machine, for which development has already started.

Really? For example?

***Croc 2* is already is development and you can expect to see that on the new machine when it's launched.**

How did the acquisition of *Croc* come about when you usually stick to Fox-licenced products (such as *Independence Day* and *Die Hard Trilogy*)?

First and foremost it was the game itself that attracted us. *Croc* has a lot of elements that attracted us. The character itself is attractive to younger gamers, whilst the deep, structured gameplay is attractive to older gamers.

Normally we take an established format and translate that into a video game or suchlike, this time around, though, we thought it would be interesting to do it the other way around. To see if we can merchandise *Croc* – there's already plans for a 3D animated cartoon for television and Fox Interactive are hoping to have an original product out every 18 months.

What film would you like to see made into a videogame, and why?

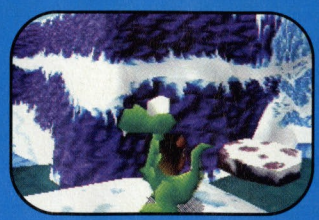
My personal favourite film is *Fantastic Voyage* and, hopefully, you might see some news on the possibility of a video game based on that film sometime in the not-too-distant future.

The spice of life

That's what variety has been called and *Croc*'s full of it; most noticeably in the different designs for the levels. Again, obvious *Mario* comparisons have to be made concerning the fact that most of them also crop up in that game, but most of them have some neat and unique touches.

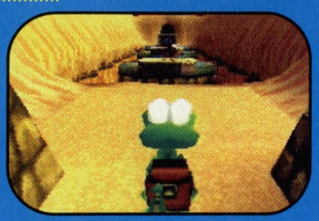
The Ice levels

You slip, you slide, you fall off the edges of minute platforms with increasing regularity. All typical of what you'd expect of iced-up levels on a platform game, really. There's loads of penguins everywhere and small details like the realistic crunch of crocodile foot on snow when you're walking around.



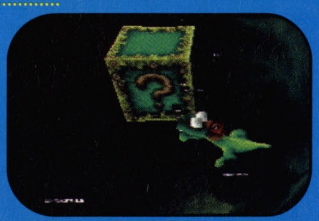
The Desert levels

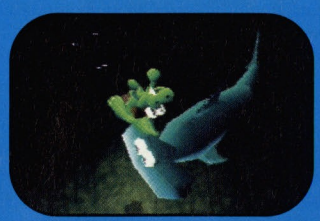
Sand as far as the eye can see and suitably desert-like characteristics adorn the desert stages of *Croc*. Once again, the small details count and the main one is the footprints in the sand that slowly disappear over a matter of time.



The Underwater levels

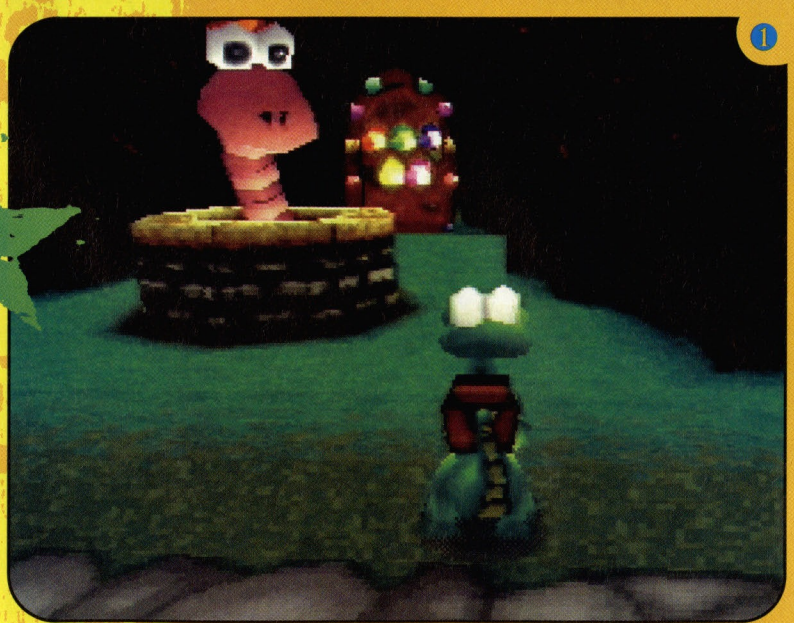
What would a platform game be without at least one underwater stage... and *Croc* is certainly no exception. The graphics change slightly as the light follows Croc around and slowly fades out into the distance to give a beautiful effect. Crabs? Sharks? Fish? Oh yes, plenty of them.





The Forest levels

Ah, but more than just ordinary forests, though. Included in this section of the game are huge lava lakes, tons of secret passages and more than enough twisty, turny corridors. This is also the first and (obviously) easiest section to the game.

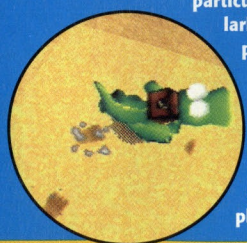


❶ Oh, it's *you* again. Never smile at a crocodile etc... ❷ The honey monster, career now firmly in the dumper, scrambles for any bit part available. ❸ A good heart these days is hard to find, but it'll do you the *power* of good. ❹ If you bang your head hard enough then this happens. What does he have in that satchel though? Answers on a postcard to...only joking. ❺ That ice level again. Slip and slide your crockish way to this rather Droopy looking creature. Doesn't look too happy does he? There aren't many lamposts in the Antarctic I can tell you!

Nice, niiccceee

Argonaut have managed to squeeze in tons of original features and nice touches into *Croc* and here's a few of the ones that we liked the best. And hey, and hope that they'll soon be favourites of yours, too.

We were particularly impressed with the fact that there was slowly disappearing footsteps on the desert levels. Nice touch number one, don't you agree?



Straight out of *Mario 64*, this one. When you need to cross a particularly large piece of lava, there's usually a 'hand-over-hand, monkey-bar, climby-thing' to get you across. Keep an eye out for what's placed on top of

and can find all the pieces of a puzzle that are hidden around the levels, you get access to the extra ones in a completely new world and a different ending – again, much like *Mario*.

Possibly the biggest selling point for *Croc* is that it'll be the first completely three-dimensional platform game to hit ANY of the 32-bit consoles and it's also likely to be the best we'll see for some time. *Sonic R* is due out a month later (*Croc* should be out in the shops sometime in October), but that can hardly be called a platform game. Apart from that, though, there's very little to compare it on on the Saturn (although, if you want to be picky, you could say that *Pandemonium* and the Sonicworld section of *Sonic Jam* are as close as anything else). There's still rumours that an American title called *Jersey Devil* (another free-roaming 3D platformer) might make it to the Saturn.

The camera work in the version we had still needed some work on it, but it still managed to follow the action quite smoothly and sensibly. There are three different views and you can scroll around Croc at any time – although we have to admit that we found the controls for this quite clumsy in the version we played.

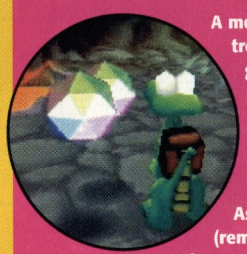
So, there you have our little exclusive feature on Croc. Please... gaze around the pages and check out the various boxouts dealing with the different aspects of the game but, having played the game to death, we think Fox Interactive and Argonaut have a bit of a winner on their hands and the full review of Croc should appear in issue seven and the game will appear in shops from November onwards.

Dean Mortlock

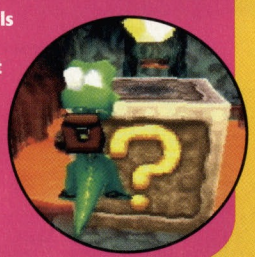
Box Frenzy

Littered around all the levels are loads of these boxes. To destroy them it's a case of simply jumping on top of them and doing a double-jump 'bum bash' to break it open. Be careful before breaking any of them, though, as some will be placed as a stepping block to reach high up platforms. When you eventually do break them, you can expect to find one of the following inside.

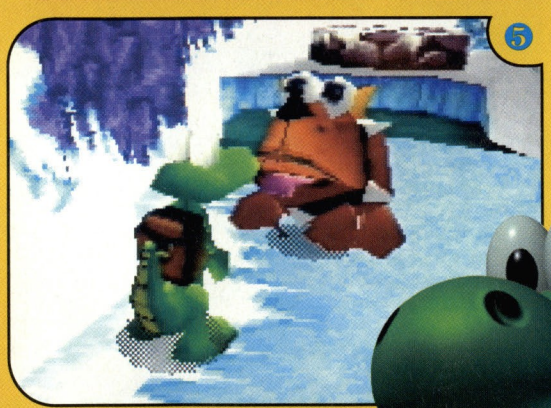
The most pleasant inclusion of the boxes is one of the Gobbos you have to rescue. Breaking the box isn't all you have to do to free them, though. Walking away after that will cause them to scream 'Oi!' after you. Simply walk into it to free it.



A more common treaty thing is one of the numerous gems knocking about. You want to hold on to at least one of these as you'll die if you're hit without one. So heed my words, young person.



As the jewels (remember? Five needed to get through the secret doors?) are usually tucked away in more secluded areas, the perfect place for them is a difficult-to-reach box. Or so I've been told.



Tucked away on the first level is this small bonus game that contains another Gobbo. It's based on the old 'hide an object under one of three boxes, spin them around until your dizzy and then let you try to guess which one it's under'. Lovely.

One of the most common secret areas to find in *Croc* can be found at the very top of the levels. Check all around the outsides of most of the levels and you might find one of these climbing points. These will take you to the top and the elusive secrets.

them, too, as you'll often find the odd gem or two.

Interview: John Edelson

John Edelson is the General Manager at Argonaut and the perfect person to field a few questions on *Croc*. Take it away monsieur...

Were there any obstacles to overcome when programming it for the Saturn?

Yes. The Saturn is particularly non-standard machine which most developers and programmers have a lot of trouble getting their head around. The fragmented memory and multiple processors is a potent but confusing architecture. Once our programmers mastered the basics, they had to learn how to pump out 3D performance which exceeds practically anything in the market place. Early on, we decided that we needed to create our own libraries for graphics, 3D, audio etc rather than rely on the Sega ones which, while powerful, were not flexible enough for *Croc*.

The audio on Croc is particularly groundbreaking for a Saturn game. On most levels of *Croc*, we have three types of audio. The sound effects are digitized sound kept in memory, the music is redbook audio played from the CD, and the ambient background sounds are MIDI. Overall this was a very difficult challenge on the Saturn and provides a very satisfying effect to the players.

And were there any restrictions that meant you weren't able to include anything?

Generally, our programmers and artists have matched ever feature from *Croc* on other platforms onto the Saturn. Sometimes, this required great creativity. For instance, we used transparency on Playstation for the little stars when Croc smashes an enemy. On the Saturn, small outlined sprites were used which some people find to be a little more catchy than the transparent sprites. The real-time lighting on models was not possible however we have matched the real-time lighting effects by specific graphics to match the effect on the PlayStation. This has been cleverly done and we're particularly pleased with it.

Will there be many differences between all the versions?

Yes, each version is optimized to take advantage of the power and peripherals on that platform.

Can we expect a series of *Croc* games?

We certainly hope so.

So, sell *Croc* to me...

The first thing a player notices about *Croc* is the beauty of the environment, the smoothness of Croc's animation, the fabulous ambient sounds (birds singing, bees buzzing, Croc tapping his foot) and the full music score. The next and most lasting impression is the total freedom and fluidity of running Croc around his 3D world. There is a sense of total liberty and of endless new possibilities. *Croc* is both a gamer's game and a game for novices. The novices find *Croc* intuitive as it teaches you to play and master skills. Experienced gamers will find *Croc* a major breakthrough in 3D gaming and will find more than enough challenge in the advanced, hidden and crystal levels.

Marvel Super

Flying fishes. Falling logs. Giant guns, asteroids and a huge pink octopus. But who's going to clean up the dressing room?

From the caped antics of Batman and Robin to the mutant teamwork of the X-Men, super heroes have always made excellent videogame characters. Their colourful costumes and wealth of special powers lend them with equal ease to either the sweaty arcades or the portable telly. First came the X-Men and Captain America on the Mega Drive, then *X-Men: Children of the Atom* on the Saturn. Now, following in both their footsteps and entering the fighting arena to a fanfare of trumpets comes *Marvel Super Heroes* – following more hype than Oasis and packed with more spandex than the Russian gymnastic team, for which you can thank arcade Gods Capcom for the privilege. And the good news? Never before were the words 'arcade' and 'perfect' more justified to describe a conversion.

When Stan Lee first conjured up the Marvel super

Meet the Super Heroes

Spider-Man

Spider-Man, he of the red and blue pantaloons and skillful web-slinging action has a very athletic time of it indeed – what with swinging from the ceiling and wrapping his web-bing around the adversaries.

Captain America

Old Mr Red white and blue back in action filled with patriotic zeal. He may look like a prat but his shield throwing is legendary.

Iron Man

Iron Man has a secret weapon at his disposal in the shape of a massive shoulder plasma cannon. You'd think being able to fire laser shots from your hands, feet and chest would be enough for some people.

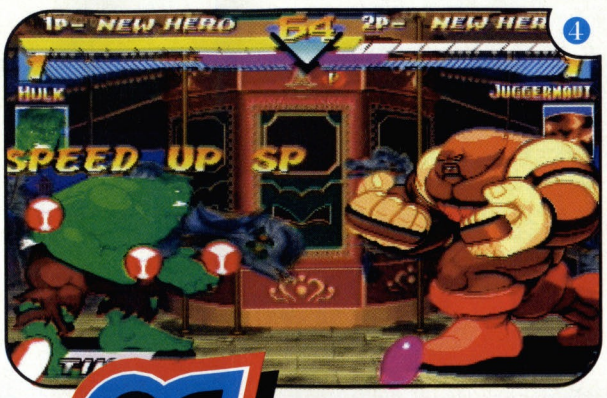
Jugs

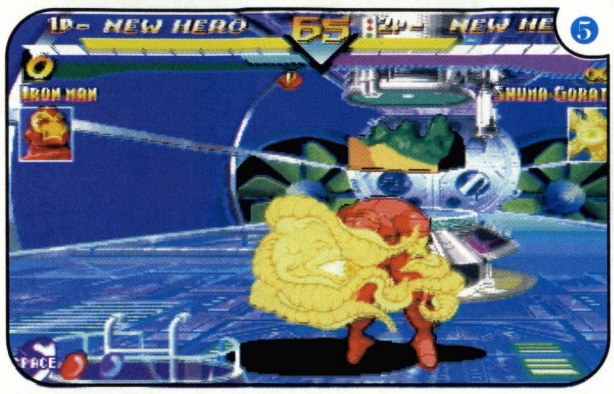
A huge big monster by day, and opera singer by night he has an earth moving punch which is sheer hell to experience. Known as big jugs to his enemies, but not for long.

Magneto

The Uri Geller of the Netherworlds, Magneto has an irresistible personality and has terrible trouble in airport security. Fires invisible attacks at his opponents.

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



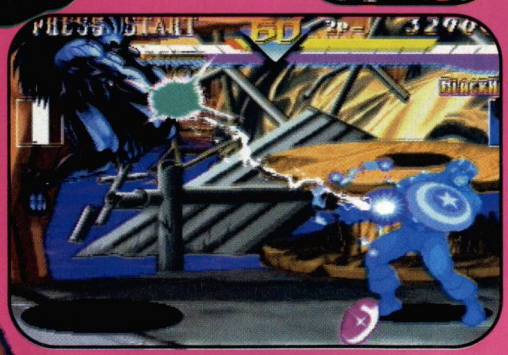


❶ Steve Rogers in his work clothes. No, really. ❷ And deamons will leap from my butt. Blackheart's not the sort to meet up a dark alley. ❸ Magneto and Wolverine vow never to touch the beans again. ❹ Check out those knuckle-dusters. ❺ I only said lend us a couple of squid...

Heroes

Your favourite Super heroes in action. Spiderman whipping Captain America? *Never*...

Don't you ever secretly get sick of all this goody two shoes nonsense ? Watch Psylocke lock horns with Mr Stars and Stripes, while Blackheart goes for the more up front electrocution vibe.



heroes almost thirty-six years ago with the first issue of *Fantastic Four*, he couldn't possibly have imagined his comic book creations being brought to life either in the cinema or aboard today's generation of consoles. With upcoming Spider-Man and Silver Surfer films in the works and further installments in the Superman saga just around the corner, it's time to don your cape, snap on the support tights and join in the parade.

Like most 2D fighters, game options are standard fare where initially you choose from arcade (1 player) or versus mode (2 player), the first being a tournament on the way to face uber-boss Thanos: a distant relation to his tea-blooded hot-tempered cousin, Thermos. The

Black heart

A huge hulking demon-riddled monstrosity that's easy to control yet difficult to beat. Could do with a bit of a shave.

Shuma Gorath

A nasty pink octopus, with many wavy tentacles. He's a little tricky to do battle with and, overall, a bit of a tough customer. Has a nasty bite too.

The Hulk

David Bannerman's alter ego has the ability to leap into outer space and pull down asteroids in a special move frenzy. He's also the strongest mortal on the face of the planet.

Wolverine

Wolverine A master of the slash and grab move, he's got massive blue eyebrows and is a bit on the vicious side. His multiple hit specials are particularly devastating.

Psylocke

Swifty mover and all round lycra-clad-raven-haired goddess. Lots of specials and fair agility make her a good character to master.

second is a versus mode in which you can choose to do battle with any of the the ten super heroes on offer.

Your aim is to reach and defeat final boss Thanos, who possesses the omnipotent Infinity Gauntlet, a kind of ultimate weapon containing five power gems and capable of destroying all of reality. To reach Thanos you have to do battle with all of the super heroes and, in the process, biff-up the intermediate boss Dr Doom. He's no morris dancer, either.

Super Hero CVs

Have you ever wondered where Captain America or Wolverine came from? No, they're not from the bionic stork in the sky. Stop sniggering at the back, please. Using the latest electronic technology and our outrageously high IQs, *SP* has been able to research and compile a complete guide to all the characters in *Marvel Super Heroes* to counter such an eventuality.

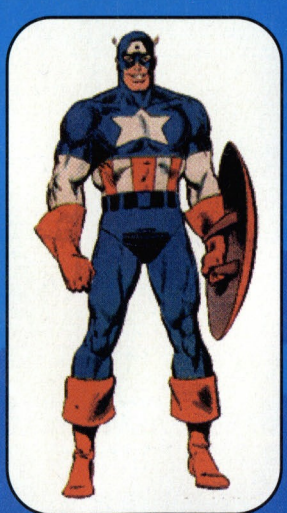
Spider-Man's human alter ego was Peter Parker, who first appeared in issue 15 of Marvel's comic *Amazing Fantasy*.

Peter Parker was a bookworm and all-round wallflower devoted to science and caring for his ailing Aunt May. Well, that was until being bitten by a radioactive spider during a science experiment after which he gained a variety of insect powers including the ability to cling to surfaces, immense agility, vast strength, and a spider-sense that warns of danger. After devising a web-shooter for himself he became Spider-Man. Looked great in tights too.

Peter eventually went on to college and married his college sweetheart, Mary Jane Watson, with whom he had a child, but both are now believed to be deceased. Spidey was cloned by Professor Warren (a.k.a the Jackal) during one of his adventures; one day, the clone turned up, saying that Peter was the clone and he, who had taken the name Ben Reilly, was actually the real Spider-Man. This dispute went on until Ben was killed and his body melted, as clones always seem to do in the Marvel Universe. Now Peter is once again enthroned as the one true Spider-Man. Hurrah!

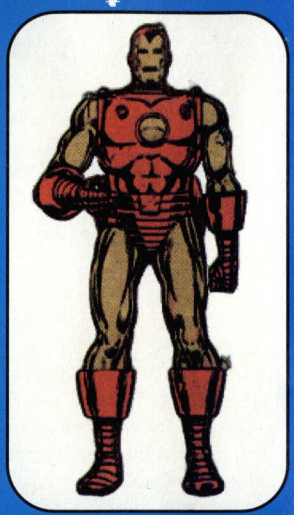
The good captain was originally just plain old Steve Rogers, an American citizen who first appeared in Marvel's *Avengers* comic, issue four.

Steve Rogers was weak and sickly but desperate to do his part to fight the evils of Fascism – so he volunteered for an experiment that turned his scrawny frame into that of the ultimate human athlete. Sadly, the inventor of the 'super-soldier serum' was murdered moments later by a Nazi spy, leaving Steve the only American super-soldier. Garbed in patriotic colours and wielding an indestructible shield he became the living legend of World War Two – Captain America! Strong, fast and agile, constant practice allows him to throw his discus-shaped shield with unerring accuracy. The shield, made of a unique adamantium/vibranium alloy, is resistant to energy bolts, although not as resistant to magical items like Thor's hammer. The Capt is a gifted tactician, strategist and leader, and although possessing no true superpowers has frequently led the Avengers – Hawkeye, the Scarlet Witch and Quicksilver into battle.



Iron Man was originally Tony Stark and first appeared in issue thirty-nine of Marvel's *Tales Of Suspense*.

Tony Stark, millionaire inventor, devised a transistor that made mortars as light and handy as flashlights. Visiting Vietnam to see how they worked in action, Stark was wounded and captured by the guerrilla Wong-Chu. A splinter of shrapnel had lodged near his heart; only by constructing a suit of life-giving armour was he able to save his life. He told Wong-Chu he was working on a weapon, so the suit had a lot of different offensive capabilities. Stark decided to become a superhero under the name Iron Man. Stark has redesigned his armour time and time again and eventually overcame the need to wear his chestplate at all times to protect his damaged heart. The world at large believes Iron Man to be Stark's bodyguard.

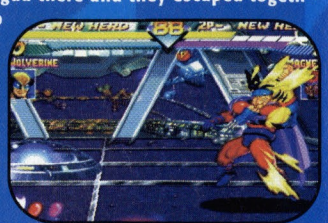


Iron Man was a founder of the Avengers, and has been active in the group almost continuously since it formed.

Stark is an alcoholic, and although he no longer drinks, a severe bout with the bottle required his pilot, James Rhodes, to become Iron Man for a long period. Currently, Rhodes has his own armoured identity, that of War Machine.

Erik Magnus Lensherr former Leader of the Acolytes originally from Gdansk, Poland, Magneto first appeared in the launch issue of the *X-Men*.

Magneto has tried to conceal the facts about his early life. It is known, however, that he and his family were Gypsies in Germany during the Nazi regime and were sent to the Auschwitz concentration camp. There, Erik Magnus Lensherr was the only member of his family to survive. He met his future wife Magda there and they escaped together managing to move east to Russia. The young Erik spent the following years making his way south through the Iron Curtain. During this time, he married Magda, and had a daughter. The Master of Magnetism now suffers from amnesia, after regaining consciousness in a village in South America. He is currently off to seek the help of the X-Men to find out who he is.



Magneto is now younger than he was, although it's still a mystery why this is.

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rvel Super Heroes

Take your pick from The Incredible Hulk, Wolverine (master of the extremely vicious slash attack), Spidey (web slinging and legs akimbo), Magneto, Juggernaut (a massive, earth-thumping bloater) Iron Man, Psylocke, Captain America, Shuma Gorath (a huge pink octopus alien-type) and the monstrous Blackheart, whose spirit-sapping demons leap from his butt with death defying ease, swarming and quickly disabling the enemy.

Silver Surfer, the shiny metal surf dude from from *Children Of The Atom* is absent, but don't despair – there's plenty of fun to be had here not least in the huge variety of attack moves and power-ups available. For anyone unfamiliar with the arcade machine, it is undeniably one of the finest 2D fighters you can play. The super moves, during many of which have the characters levitate upwards as they deal out electric death are great fun and easy as pie to carry out.

Graphics are faithful to their comic book predecessors but have been warped by a cartoony distortion which adds characterisation and a good deal of flair to the experience.

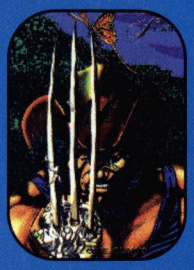
Good news for the Sega faithful – the Saturn version is as fast as the arcade original with the added bonus of an optional one meg RAM card which when popped in the memory slot ups the game to pixel perfect arcade quality. Not that this is essential for full enjoyment of the game. We played it to death, even managing to beat the final boss Thanos brewing in a particularly nasty mood, all without the added RAM and it was simply AWESOME! A few frames of animation were said to

Everyone's favourite green monster was originally Robert Bruce Banner, who hailed from Gamma Base, New Mexico and first appeared in *Incredible Hulk* issue one, funnily enough.

A doctor of physics, Bruce Banner was conducting an experiment on a new gamma bomb. Right before the bomb was set to explode, Bruce discovered a local teen, Rick Jones, trying to drive through the bomb testing site and when Banner went out to rescue him he told his assistant Igor to hold the bomb detonation. However, Igor was a Soviet spy out to steal the secret of the Gamma bomb, so he let the countdown continue. When Banner reached Rick, he had only moments when he realised the bomb was about to go off, and only had time to push the Rick into shelter before he took the brunt of the blast. Banner was bathed in gamma radiation, which transformed him in an enormous grey monster of unbelievable strength and low intelligence each time night fell. He got pursued by General 'Thunderbolt' Ross, commander of Gamma base and father to Betty Ross, the woman Banner loved.

During his adventures, he changed, turned green and became the Hulk when he got angry, rather than at night. His cousin Jennifer, a lawyer, got seriously hurt in one adventure and had to receive a transfusion of blood which turned her into the She-Hulk.

Wolverine's was originally Logan (other aliases include Patch and Weapon X) of the X Men, who first appeared in issue 180 of *Hulk* comic.

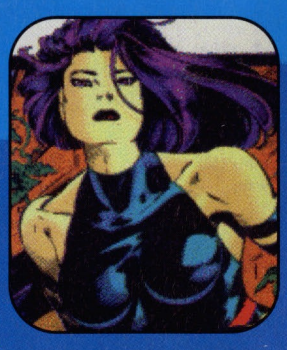


The earliest part of Wolverine's life we know to be true is the Weapon X program. He was experimented on by scientists that transformed him into the aforementioned Weapon X. They injected his skeleton with adamantium, which inadvertently laced his claws with adamantium also, and trained him to be a wild, ferocious fi[illegible]er with his animal instincts. They replaced most or all of his memories with implants so to this day he doesn't know where he came from or how he got to the Weapon X program to begin with. He somehow escaped or was released by the scientists and met James and Heather Hudson for the first time. They helped him to recover some of his humanity and he joined Alpha Flight. He worked with Alpha Flight for a while and then left them to join the X-Men.

Wolverine has become even more feral after an experiment on him by Genesis. That Phil Collins can be a right one sometimes.

Elizabeth 'Betsy' Braddock came from Malden, England, and was a member of the X-Men. She first appeared as herself in issue one of *Captain Britain* and as Psylocke in the *New Mutants Annual* issue two.

Elizabeth was born into British High Society, although her parents were from the alien Other World. While her elder brother, Jamie, became a racing champion and her twin Brian studied Physics, she developed a successful career as a top model. Since she turned out to be a mutant with a high level telepathic power when Brian left, she took over as Captain Britain. Some time later, Mojo kidnapped her and gave her bionic eyes, so when she was rescued by the X Men and joined them, the adventures of the group were broadcasted to Mojo World, becoming top draws until the Dallas event, (X Men vs The Adversary), where she was apparently killed. The fact is that during the Australian fight against The Reavers, she crossed a gate to the Dangerous Place, and somehow was melded with a ninja Japanese woman, Kwannon, acquiring her body and being trained by The Hand to become a killer for The Mandarin. Once again, she was rescued, this time by Wolverine, and rejoined the group with her new appearance, and a whole lot of ninja abilities. The ultimate form of her telepathic power is a psychic knife which she uses to fry the minds of her enemies.



Psylocke is romantically involved with Archangel, the lucky blighter.

Originally Victor von Doom, a Latverian Gypsy, who first appeared in issue five of the *Fantastic Four*.

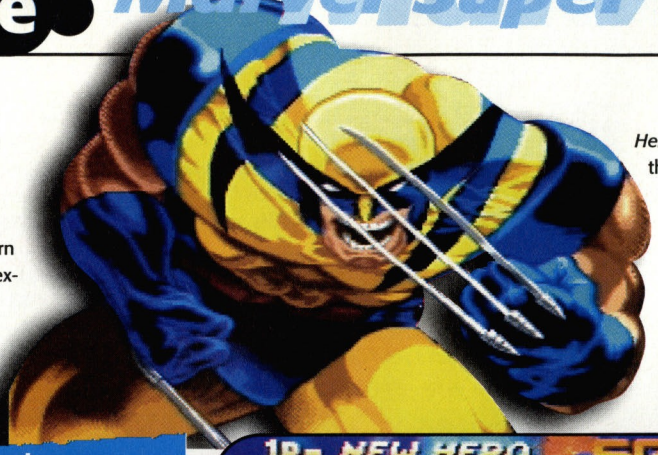
Victor von Doom was the handsome son of a Gypsy witch killed by superstitious villagers when he was a young man. Von Doom studied both magic and science, learning to make lifelike robots with which on more than one occasion, he escaped capture by the police.

Dr Doom went to America to study science at State University, where he met Reed Richards. Richards warned Doom that some of his experiments were flawed, but Doom ignored him, and was horribly disfigured in an attempt to contact the nether world, where he believed his mother's soul was imprisoned by the Devil.

Von Doom went mad, and wandered the world, eventually coming to Tibet, where he took over a lamasery and designed the fearsome armour he wears to this day. He returned to Latveria, to pick-up his post presumably, deposed King Victor, and made himself a monarch. This has come in handy many times, since he has diplomatic immunity whenever he comes to the United States.

Doom is among the most brilliant inventors in the world, able to create life-like robots, cosmic-ray weapons, a spaceship and a time machine. He also has a surname which caused much ridicule in the playground.

Marvel Super Heroes



be missing but it's impossible to tell, with the overall look and feel of the experience being so polished.

But what can you expect to see once you've gingerly popped the disc into the Saturn drive? The first things to strike you like an unexpected foot in the face are the huge sprites which spring to life with an enthusiasm not yet seen before outside of the arcades. The colour and speed of *Marvel Super Heroes* has to be seen to be believed. The second thing which quickly becomes apparent is that the super heroes are, save for their colourful costumes, quite a profoundly vicious lot indeed. The artificial intelligence gives the distinct impression of your opponent learning your fighting style before retaliating – which they do with ever increasing speed and accuracy as you progress up through the ranks. This feature makes the bouts an exciting

Juggernaut was the leader of the All-New eXiles, part of Marvel's Malibu line which featured a team of ultras and mutants. The series was short lived, lasting only 12 issues, but the eXiles went on to appear in the *Ultraverse Unlimited* title which was published quarterly.

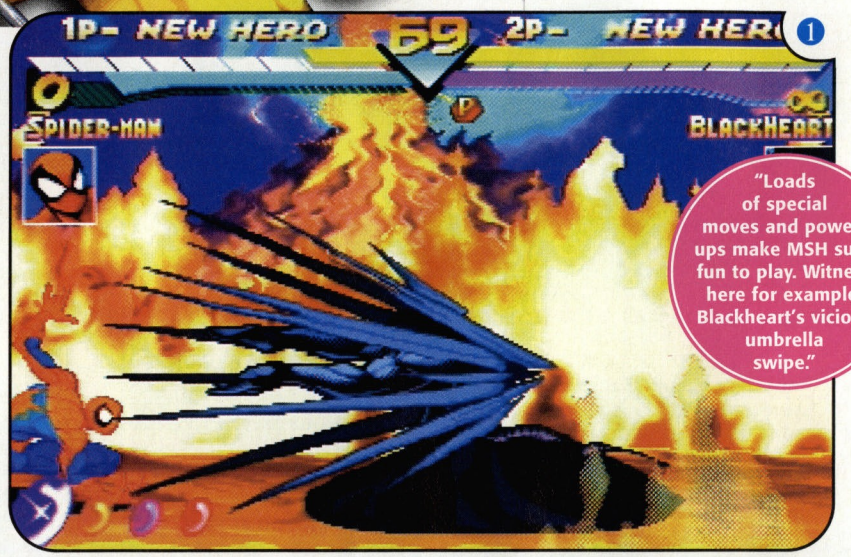
Mr Juggernaut is one of the only 'things' on Earth who isn't a mutie, and is impervious to all physical harm. He received his power from the ancient ruby of Cyttorak, which from what I can remember, he swallowed to protect from other beings who would seek to steal it. Smart. His one weakness is his vulnerability to psychic attacks once his helmet is off. His known buddy is Black Tom Cassidy. Juggy is step brother to Professor X. When they were kids, Charles accidentally probed Cain's mind. That explains his hatred for the X-Men and their mentor.

Thanos has an infinity gauntlet, apparently. He also sports a wonderful codpiece.

Issue seven of the *Avengers Annual* features the Thanos 'death watch' story by Jim Starlin. In it, the Avengers, Captain Marvel, the Thing and Spiderman all fight against Thanos and his assorted minions. Lord Chaos and Master Order sum things up for Thanos: "He is entrapped in the petrified remains of his own corruption, lamenting the waste he has made of his days, and weeping for a love unfulfilled."

Ray Blackheart, alias the angel of death, has a stubborn nature and likes to be first into battle. He's a 29 year-old mutant with indigo skin and yellow eyes, 7'9"tall, weighs 1000lbs and has silver-blue wings.

He's immune to toxins, drugs and radiation and has night vision and the ability to make himself invisible. His finger nails extend to five inches which can be used as claws and bio-electric whips. Blackheart will try to protect children at all costs, even to his own safety. He's telepathic and can unleash a psychic sword to attack the mind of his opponent. Blackheart loves to impale his enemy from above. I don't blame him. Soon to appear in a guest spot on Paul McKenna. Allegedly.



1

"Loads of special moves and power-ups make MSH such fun to play. Witness here for example, Blackheart's vicious umbrella swipe."

Stan Lee speaks

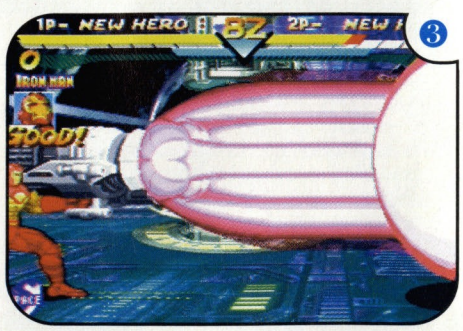
As Marvel mania sweeps the globe, their original creator Stan Lee pulls back the covers on his upcoming *Marvel Super Heroes* film. Hotly tipped for the role of Iron Man is *Wild At Heart* and *Con Air* star Nicholas Cage.

"It's not definite, but we have talked to him and he has expressed interest in it," Stan Lee explains. "We're working on a story now and I think Nick will really like it and, hopefully, that'll make him even more keen to be involved.".

The story goes that Cage, nephew of the famous Hollywood director Francis Ford Coppolla was looking for a stage name and Marvel had a comic book out called Luke Cage. The rest, as they say, is history. "Yeah! And he loved the book, so he took the name," explained Lee.

Another famous LA heavyweight lined up for the project is *Demolition Man* star Wesley Snipes, who's about to fill the auspicious boots of *Blade: Vampire Hunter*. All this, together with a fighting chance that James Cameron is set to direct *Spiderman The Movie* means that Super Heroes everywhere are again alive and kicking. Something to think about next time you pass a telephone kiosk.

2



3

4

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and enjoyable experience which is overtly comic and engrossing. It's a real battle of wits as you fight with all your superhuman mite, pitted against the heaving throng of immortals and mutants on offer.

Another original touch safely ported across from the arcades are power gems – adding bonus abilities and increasing speed-ups and power-ups to simply ridiculous proportions. Power gems exist for time, space, soul, reality, power and mind and these either appear on screen or are beaten out of your opponents within the course of a bout.

Multiple-hit specials are the order of the day with Blackheart's Heart Of Darkness a personal favourite while the Hulk's moment of glory sees him leaping up three miles into the clouds, pulling down asteroid fragments to pulverise his opponent. Its all non-stop action, and hey, if you try hard enough, ultimately you can save the world. Which, I'm sure you'll agree, is always ample reward for enjoying yourself.

Iain White

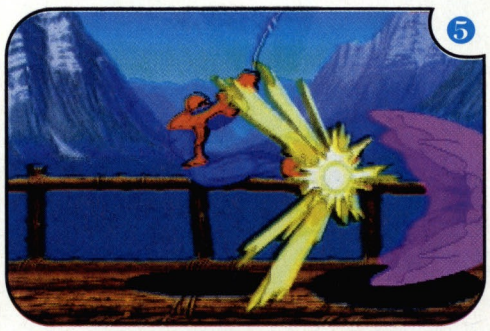
COMPARISON

X-Men: Children Of The Atom

▲ Huge sprites, impressive graphics, arcade smooth action

▼ A 2D perspective

***Marvel Super Heroes* picks up the baton where *Children Of The Atom* left off in another arcade perfect conversion, this time beefed-up with an optional one meg RAM card. Enormously playable, even for a beginner, with improved AI in the computer opponents who fight and act like the real Super Heroes would, if only they existed. Easy to get into and impossible to put down. Hard as nails where it counts, too.**



❶ Even Ray Blackheart really is supremely vicious. ❷ Just an example of the on-screen mayhem of multiple special moves. ❸ Tiiron Man with his frightfully massive weapon. Fnaar fnaar. ❹ Pity they're both American eh? ❺ Spidey still has a few web-slinging tricks up his sleeves.

Bosses

When the going gets tough the tough get going. That's until they meet these two.

Boss One – Dr Doom

He's bad, he's scary and his surgery's always empty. Doctor Doom's got loads of special moves and is hard as blazes to beat. He hovers malevolently and dishes out electric death from his nasty fingertips. What a blighter.

Boss Two – Thanos

Thanos is always in a stew as his boiling hot temper gets him on a bit of a boiler. Poised to kill half the universe your mission is to defeat him for mankind's sake. This is the boss that multiple continues were invented for.

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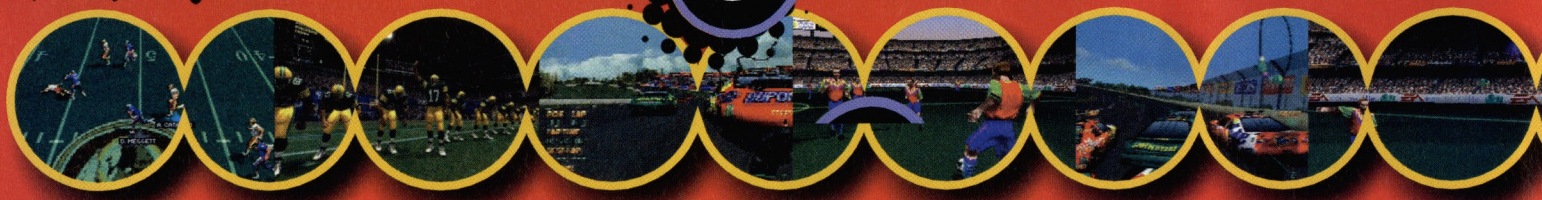
EA Sports

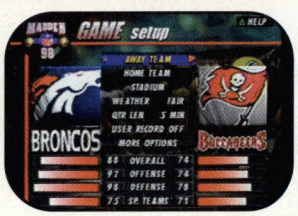


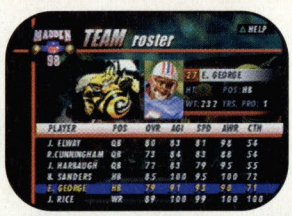
Electronic Arts have five excellent titles lined-up for release later this year in the highly desirable '98 shapes of *Madden*, *NASCAR* Racing, *NBA Live*, *NHL* and *FIFA*. Here's a preview of their autumn releases. There's a sporting chance they'll all be well worth the wait...

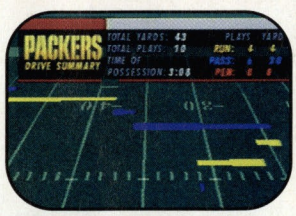
EA sports, a division of Electronic Arts is the most recognised sports software brand in the world and sets the standard by which all other interactive sports games are measured. Well, that's what the press release says at any rate, so feast your bulging peepers on the juicy autumn line-up below and feel free to drool shamelessly with anticipation...

Iain White

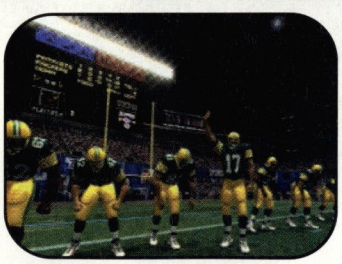
Madden '98

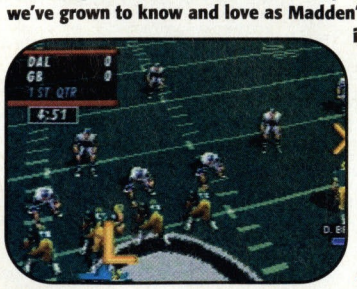




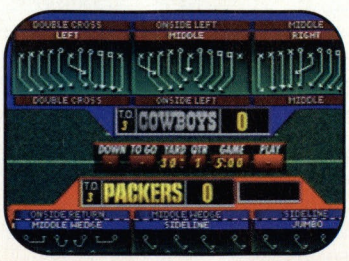


The best-selling videogame of 1996 (according to EA's press release) is back sporting new boots and shoulder pads for yet another championship season. Ah yes, all the thrills of the grid-iron without the pain will soon be yours. This time round they've allowed good-old Johnny Maddentrousers to help redesign the offensive and defensive strategies. These now evolve with the ever changing NFL game as it progresses, which make for a more realistic teamplay experience. This enhancement allows players to read and react to game situations, just like their on-field counterparts, which transforms offense and defence play to a level of nail-biting excitement. The graphics have been updated too, now delivering the most true-to-life visuals yet and the legendary gameplay we've grown to know and love as Madden's trademark, has been further improved with the sheer wealth of all-new animations, moves and play strategies to choose from. Play-by-play options and a fantasy draft (just close the window and put a towel under the door), together with major helpings of in-depth analysis and statistics from broadcasting's best team all pitch together making *Madden's '98* touchdown one to look forwards to.



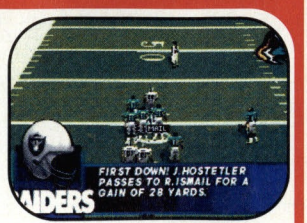


Release date: September '97



COMPARISON Madden '97

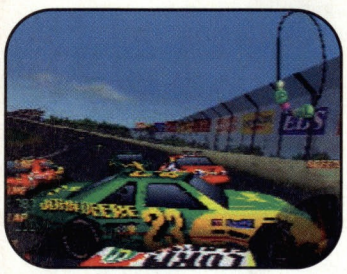
▲ The best American footie sim on the Saturn
▼ Last season's model. The hot dogs were mouldy and everything.

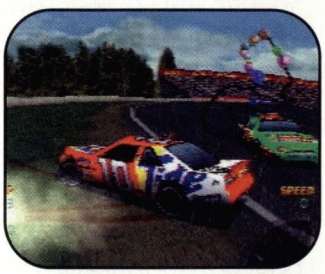


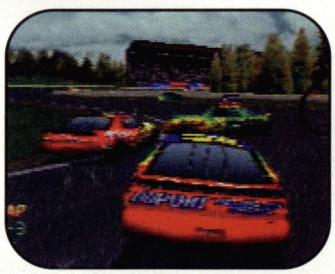
Well, American football simulations have always been a real niche market over here, designed and marketed directly into closet enthusiast's bedrooms as they dream of cheerleaders and astroturf. That said, *Madden '97* is still the best American football game available on the Saturn. With improved graphics, artificial intelligence, that essential *Madden* gameplay, plus a host of other goodies including live commentary and more statistics than you could shake a huge stick at, a new updated version sounds like the stuff of legend and could even gain the sport a few new converts in the process.

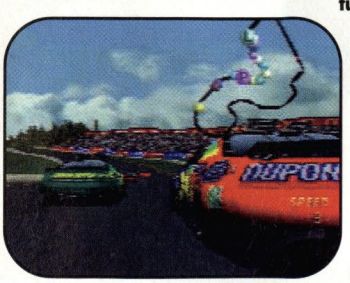
EA SPORTS™

Nascar '98









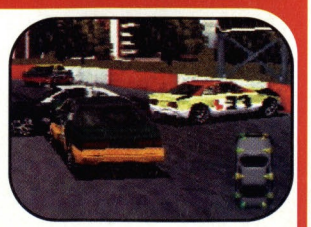
For anyone unfamiliar with America's number one motorsport, it features a *Destruction Derby*-type accident-'em-up – the aim which is to instigate all out car wars on the opposition while crashing and bashing your way bruised and battered to the finishing line.

With metal scraping side-swipes, bone crunching collisions and the occasional run-in with an immovable wall, you'd better be willing to take what the computer controlled psychotic opposition meat out, as *NASCAR* is definitely a full contact sport. All these elements are played out to a driving southern rock soundtrack giving the hottest racing experience north of hell itself. Well, you'll have a busy time of it, I can tell you, what with 17 tracks including nine road and eight oval courses. Players can choose to race as any of the 24 drivers or cars and a split screen feature allows for competitive head-to-head racing, along with six computer cars on the field. Not only that but in single player mode, do battle with another 23 cars to the live commentary of Bob Jenkins (USA motorsports blokey). The atmosphere is convincingly electric courtesy of all the engine, pit and crowd sounds being recorded at Atlanta Speedway and Darlington Raceway and the artificial intelligence of the CPU gives friendly or aggressive teamplay between your fellow racers as they either help or hinder progress towards the chequered flag. Being able to drive is also a distinct advantage.

Release date: November

NASCAR 98

COMPARISON Destruction Derby



▲ Full on car-carnage. Race, crash and die spectacularly.
▼ Quickly loses the initial thrill after, say, ten minutes.

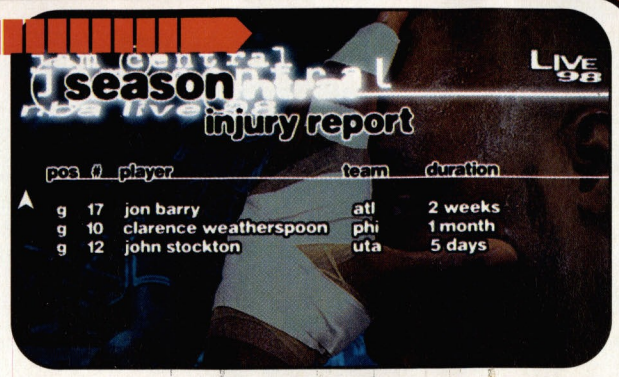
There are better examples of this about, not least *Destruction Derby 2*, if and when Saturn owners get a conversion. For the moment *NASCAR* could be the very antidote to every crash-addict's nagging addiction. See you down the out-patients...

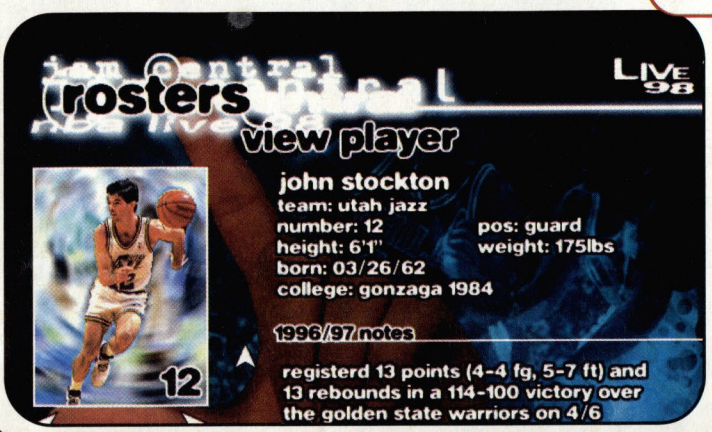
NBA LIVE '98

'*NBA Live* is the soul of hoops' the publicity blurb burbles. Well, hoops aside, as opposed to above, a vast cornucopia of vicious dunks, behind-the-back and mid-air passing, shake and bake dribbling, long-range sharp shooting and general squeaky-sneaker packed fun awaits the lucky player of EA's latest installment in the *NBA* saga.

All 29 NBA teams are in here, as well as real offensive and defensive plays, announcers, TV style presentation and motion capture from the real sports stars. Although basketball simulations suffer the same fate as American football over here – that's to say very few people are enthusiasts – the game lends itself to simulation easily and is extremely good fun to play. Once you've got a taste for the action there's absolutely no excuse not to get on down and pump-fake with the best of 'em in this finely sculpted dunk-a-rama. Only five minutes to go before the fourth quarter. Sledgehammer, tomahawk jam er... brick etc

Release date: November '97





COMPARISON NBA LIVE '97

▲ Great intro, eight people can play at once.
▼ Drab graphics, which are at times, totally incomprehensible

Does anyone really give a monkey's if the finest basketball simulation lands on the Saturn? It might please the dedicated few, but give or take physical education graduates and science students, the road to basketball greatness is a long and lonely one. EA could do a lot better than the twisted polygonal bodies of *NBA Live* and it looks like they've come through – in spades. The party faithful will be well pleased, and *NBA LIve '98* might even earn the sport a few new disciples.

FIFA '98

Enter the challenge for World Cup '98 on the long road to the finals in France with EA's latest incarnation of the FIFA saga. Initially you'll need to qualify with 172 other teams in 16 international stadiums competing for one of 32 positions in the final round. Listen to the sound of your jaw hitting the ground while witnessing hundreds of new animations and thrill to the improved play-by-play live commentary. FIFA'96 features a redefined 32-bit artificial intelligence engine which will almost surely kick all opposition into touch when it's released. Very soon indeed.

Release date: November '97

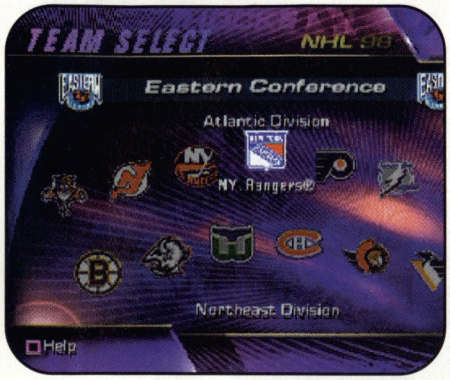
COMPARISON Sega Worldwide Soccer '97

▲ Er, the BEST.
▼ Not so hot in one player mode, though.

Footie-type arguments had been raging 'till *SWS* strode from the dressing room all sparkling and shiny-like. A superlative two-player game, but badly flawed in some respects, not least when playing against the Saturn itself. The crux of the problem are the goalkeepers. They are without exception, how can I put this without offending anybody – completely blind. Myopic keepers aside, Sega have a '98 version waiting on the touchline for a Christmas release, so the party faithful can live in hope of a superior sequel. Or get the poor chaps some glasses.

Visually, *FIFA '98* has a real fight on its hands. The '97 version featured bland textures and colouring; let's hope this one is better...

NHL '98

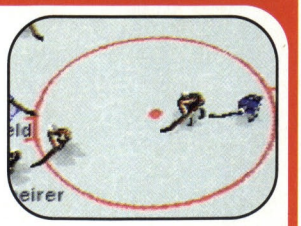


How does this sound for a heap of high speed sports action thrills? A brand spanking new games engine, smoother graphics, smarter AI and an authentic International Tournament format. This time, EA have pulled in Marc Crawford, Colorado Avalanche Coach and Stanley Cup Champion to help them devise an unrivalled collection of NHL coaching schemes – from powerplays to penalties, forechecking to backchecking and true offensive and defensive strategies 'you can change on the fly' it says here. The mind frankly boggles. Oh, yes, it plays, looks and even smells like a dream too.

Release date: November '97

COMPARISON

Powerplay Hockey



▲ The best ice hockey game ever. it has a six player mode.
▼ Took so long for its release.

By far the best ice hockey game on any format, Virgin came up trumps on every level with *NHL '97*. Smooth, brilliant to look at and superb to play. The game's not too bad either. How EA could possibly improve over it with *NHL '97* is a mystery – EA are far too obsessed with stats and sim-like play to please casual UK gamers. Like everyone else in the universe, we'll just have to wait until the autumn to find out for good.

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Voted for by Saturn readers, compiled into a neat, fifty-place chart by us and printed here – the *Saturn Power* Reader Top 50, arguably the best buyer's guide you could ever wish for. But before we start the chart proper, an introduction...

It would appear that any ranking of Saturn games is an assured method of irritating **SP** readers. Our Top 100 was intended as a structured buyers' guide. It has become, in many ways, the sole area of each issue to be criticised by you, our loyal followers. Not, of course, that you find the basic concept objectionable. No, it's all down to favourites placed behind pet hates and "how can you rate *UMK3* above *SFA2*?" And hey, we understand, we really do... which is why we decided to publish this, the **Saturn Power** Reader Top 50.

Compiled from Top 20 coupons printed in the last three issues, this is arguably the best guide a new Saturn owner could have... voted for, as it is, by fellow buyers. Sadly, a few games miss out on inclusion, simply because (at the time of writing) they haven't hit the shelves yet or went on sale shortly before our deadline for votes. With a matter of weeks between its release and the final Top 20 being accepted, *Shining the Holy Ark* performed astonishingly well, just squeezing into the chart at 45. This, of course, is one area in which this 'chart' business is limited, because it fails to take circumstances such as this into account.

"Compiled from Top 20 coupons in *SPs 2-4* this is the best buying guide a new Saturn owner could have... voted for, as it is, by fellow buyers."

Perhaps the titles that didn't make the Top 50 deserve a mention at this point because it doesn't necessarily equate that a lack of votes indicates a lack of quality. *Blam! Machinehead* is a fine title but, released shortly before *Tomb Raider*, it was utterly eclipsed by its Core stablemate. Its position at 58 indicates that many **Saturn Power** readers enjoyed it, but not quite enough it elevate it to a Top 50 position. Similar high-content releases that didn't quite squeeze into this chart include *Space Hulk* (61), *Tunnel B1* (66), *Actua Golf* (67) and *Lost Vikings 2* (68). Four good buys, three low-key Saturn releases and one unusually low position in the case of *Tunnel B1*.

Those with no interest in statistics should now skip to the last paragraph because, believe it or not, games published by Sega make up a perhaps unsurprisingly 90% of the top 10. Of the entire chart, Sega have published an impressive 62% of those included. Perhaps disproving the oft-voiced theory that too many high-profile Saturn games are either driving or fighting oriented, only 14% and 20% of the top 50 are racing sims and beat-'em-ups respectively. 14% of the games in the chart are what we term as 'cerebral' games – y'know, things wot make you think. As common sense dictates, it's more fun with two... the 'it' referring to Saturn gaming. Game designers (and we, the buying public) recognise this – an impressive 54% of Top 50 titles support multi-player gaming.

With Sega's unrivalled name as a producer of cutting-edge arcade machines, it comes as no surprise that 28% of Top 50 games are coin-op conversions. 28% of all games featured are sequels, while 18% sport a licence of some description or other. Many find it ironic that so many people play videogame representations of recreational pursuits behind closed doors while, outside, clement weather facilitates the real-life counterparts. In other words, what are you lot doing playing the 18% of Top 50 titles that are sport-oriented when you could be out doing the real thing?

32% of all Top 50 games were developed in the UK, 22% in the USA and 46% in Japan, reflecting both Sega's dominance in a market of their own creation and the technical superiority of many eastern codeshops. 22% of games featured were developed by the AM teams, but a mere 6% support Sega's analogue pad. Should we repeat this chart next year, we hope this figure will be a lot higher. Will *Sega Rally* still be the number one Saturn game? Will *Worldwide Soccer* still be as popular? Why, you'll just have to wait and see.

For now, turn the page and read about the games you, the **Saturn Power** readership, voted for. At number fifty we have...

50 Victory Boxing · JVC · SP100: 40

Despite their huge presence in technological markets, JVC's low-key presence in the software industry is, in many ways, inexplicable. Their spartan release schedules tend to feature titles acquired from Japanese coders, translated for European release, that hit shelves countrywide with a low marketing budget (and therefore, low public awareness). *Victory Boxing* is an exception; the best boxing game ever created. We want an improved '97 update, please...

49 Bug Too! · Sega · SP 100: NR

The first *Bug!* managed to score a few notches on the interest post because, at the time, there was very little to compare it to and it was a fair show of the Saturn's graphical possibilities. This sequel tries hard to overcome the faults of the original and fails. Miserably. It's far too difficult, tricky to control and repetitive to the extreme. Hopefully Sega have laid *Bug!* to rest now and will concentrate on bringing a decent platformer to the Saturn.

48 Guardian Heroes · Sega · SP100: NR

Treasure's horizontally-scrolling beat-'em-up is an orchestra of sprite-scaling effects, explosions and cartoon violence. However, despite its numerous play routes, options and moves, we found it lacking real substance. Fights, in our opinion, soon degenerate into random button-bashing set to a backdrop of pyrotechnic effects; as colourful as a Jean Michele Jarre concert and equally tedious.

47 Olympic Soccer · Eidos · SP100: 39

With arguably the most ridiculous football licence available and, quite frankly, piss-poor visuals, *Olympic Soccer* would appear at first glance an unlikely candidate for inclusion in a Top 50 chart. Overshadowed by the mighty (if flawed) *Worldwide Soccer, OS* is ranked in the SP100 as the second-best football game available for the Saturn. This honour it achieves by virtue of its fast, often frantic, action.

46 Torico · Sega · SP100: 36

Were bookmakers to involve themselves with such trivial stakes, a bet on a rendered adventure coded by the team behind the ridiculous *Mansion of Hidden Souls* receiving any amount of critical or commercial success would be to considerable odds. Torico may not be an Enemy Zero, but it's no Mansion either – it falls somewhere between the two into a category marked 'Enjoyable, if limited, pre-rendered adventure.'

45 Shining the Holy Ark · SP100: 37

At the time of writing, *Shining the Holy Ark* has been on sale for approximately a month. Despite this handicap, enough votes have been cast for it to appear towards the arse end of this chart. *Holy Ark* reviewed well in *SP02*, with its Mortlock-penned review enthusing its way to an 89% conclusion. Had coders Sonic Team spent a little more time on refining its somewhat crude combat system, that score could well have been higher.

44 X-Men: Children of the Atom · Capcom/Virgin · SP100: 71

That Capcom pay homage to the 'if it ain't broke, don't mend it' adage with each update of their 2D fighter range is without question. *X-Men: Children of the Atom* is a fine title, packed with a high standard of animation and a fine line in outlandish moves, rivalled only by the *Dark Stalkers* trilogy and the forthcoming *Marvel Super Heroes*. The Saturn Power team, however, prefer the perfectly-balanced fighting of *Street Fighter Alpha 2*.

43 NHL '97 · EA · SP100: 99

Hockey on ice. Sticks. Pucks. Electronic Arts. World domination. Software hell. Indifference of British consumers. Non-release. Visual accomplishment. Stop. Foul. Start. Foul. Stop. Preaching to converted North American market = good. Preaching to disinterested British market = who really gives a toss? Football = good. Saturn Power = good. Hockey = yawn. *Saturn Power* + football = good. *Saturn Power* + stop-start stat-obsessed *NHL '97* = bad.

42 Bug! · Sega · SP100: 57

Sega's half-arsed approach to producing games for the fledgling Saturn (outside the AM studios) was rarely as apparent as with the release of *Bug!*, an over-difficult 2D platformer with 3D pretensions. A base attempt at creating a signature character? Quite probably. An uninspiring first-generation 'next generation' platform game? Most definitely. But many *Saturn Power* readers like it! Why?

41 Loaded · Gremlin · SP100: NR

Gremlin's *Loaded* is a low-content 'old school' shoot-'em-up. Loud, brash and packed with both organic and non-organic explosions, it's an initially beguiling game; its frenetic action compelling players to greater levels of videogame overkill. But the honeymoon, for us, doesn't last long enough. The corridor-based level design leads to aimless (and tedious) wandering – even the explosions and gunfights become samey after a while...

40 Discworld · Psygnosis/Sega · SP100: 81

Developed by a fledgling Perfect Entertainment – then languishing under the rather twee moniker Teeny Weeny Games – *Discworld* is a 'point 'n' click' adventure based on material derived from a collection of Terry Pratchett novels. Sadly, so obscure are its many puzzles, a trial-and-error approach is the only feasible way to progress. With logic taking a back seat to an arduous 'testing' of objects, *Discworld* is a title for serious Pratchett fans alone.

39 Mystaria · Sega · SP100: 45

We were pleasantly surprised that Mystaria received so many votes from Saturn Power readers. One of the first Saturn strategy games, its curious fusion of RPG-style plot progression and engrossing wargaming make it a unique experience. Despite awful dialogue – often in pigeon English – Mystaria is a title that could be a jewel in the crown of a possible Sega budget range.

38 Street Racer · Ubisoft · SP100: 34

Vivid Image's attempt at bringing the otherwise Nintendo-exclusive joys of *Mario Kart* – the 16-bit version, that is – is a worthy addition to any Saturn software collection. Possibly its most impressive feature is that, equipped with multi-taps, up to eight players can – with screen divided accordingly – participate in a free-for-all race. *Street Racer* may be fairly limited as a one-player game – its short tracks fail to challenge – but as a multi-player game, it's superb.

37 Soviet Strike · EA · SP100: 26

The inevitable 32-bit debut of EA's *Strike* series is not by any standards a disappointment, despite retaining the basic (and rather limited) game structure that first made its debut on the Mega Drive Desert Strike in 1992. In keeping with its predecessors *Soviet Strike* is based around five large missions, with a much-improved graphic engine and stylish cut scenes being the acceptable face of a five-year-old (but still enjoyable) game design.

36 Hardcore 4x4 · Gremlin · SP100: 75

Gremlin's unusual off-roader deserves more than a moment of a Saturn owner's time. Neglecting the standard track format utilised by racers of all shapes and sizes, *Hardcore 4x4* innovates to a certain extent by having six courses littered by hazards, bumps, rocks, stretches of ice... and so on. Negotiating these is a tricky business that, despite a jerky visual engine, proves strangely compulsive.

35 Thunderhawk 2 · Core/Eidos · SP100: 25

The original *Thunderhawk* was one of the precious few reasons to buy a Mega CD. This sequel is light years ahead in terms of technical accomplishment, but it also boasts better level design... and more of them, too. Balanced on a tightrope with drops labelled 'Arcade' and 'Simulation' on either side, *Thunderhawk 2*'s easy-to-grasp combat and intuitive controls make it – despite a lack of competition – the best helicopter game on the Saturn

34 Powerplay Hockey · Virgin · SP100: 18

EA's *NHL '97* may be a favourite of those who actually enjoy its subject sport, but its stop-start gameplay and infuriating breaks in its action to accommodate the re-positioning of players after fouls quite frankly annoys us. Virgin's *Powerplay*, in contrast, allows players to turn fouls and play transgressions off, making for a fast, enjoyable sports game without 'sim' pretensions encroaching on all-important gameplay.

33 Fighting Vipers · Sega · SP100: 43

Now superseded by *Fighters MegaMix* – which, if the truth be known, offers practically everything that *Fighting Vipers* can, and far more besides – we found the number of votes Sega's B-list beat-'em-up received a little mystifying. The coin-op original barely surfaced in the west and, while popular in Japan, is almost universally regarded as a poor cousin to the *VF* series. It is, however, available for near-budget prices if you shop carefully.

32 Sim City 2000 · Sega · SP100: 48

Sega's conversion of this Maxis classic was one of the first Saturn games released in the UK. Despite a (perhaps lazy) reduction in resolution and the trimming of certain features, *Sim City 2000* does practically everything its original PC incarnation can. It's also considerably faster and easier to control than the comparatively awful PlayStation version. We hope the current conversion of *Civilisation 2* works out as well as this did...

31 Destruction Derby · Sega/Psygnosis · SP100: 71

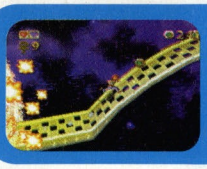
Released at roughly the time Psygnosis were gearing up the hype engine for the release of DD2, *Destruction Derby* is a disappointment on the Saturn. The PlayStation original is big on crashes and general automobile destruction, but lacks speed in a big way. The Saturn incarnation – as a faithful conversion – suffers similarly. If the truth be known, it was never really a great game – beneath the potential and the graphics lies a rather average racing engine.

30 Bust-a-Move 2 · Acclaim · SP100: 24

An excellent (but very strange) puzzle game, *Bust-a-Move 2* is easily one of the best two-player games you can buy for the Saturn. Get three or more bubbles in a row and they drop. If there are any others attached exclusively to these, more spheres fall. Bubbles are then added to your opponents' side. *BAM2* is simple, engrossing and utterly insane – it has the most nonsensical links and intro sequences we've ever seen. Top stuff.

29 Baku Baku Animal · Sega · SP100: 46

Fruit falls onto screen. More fruit follows. And veg, too. Fruit. Veg. Falling from the sky. Rabbit falls from sky. Rabbit lands on carrots, rabbit eats carrots. Munch munch munch. Monkey falls onto banana. Dog falls on bone. Munch. You can play with two, for stereo mammal masticating. As they eat, their icons disappear to be replaced by a huge eating heads. Quite possibly the most frightening game available for the Saturn.



28 Pandemonium · Sega/Crystal Dynamics · SP100: 27

Crystal Dinamics' *Pandemonium* takes basic 2D platform game concepts and adds glitter and glamour in the form of a semi-3D environment. For all intents and purposes your chosen character walks from left to right 'on rails'. Approach it expecting *Tomb Raider* or *Mario 64*-style freedom of movement and you'll be particularly disappointed. Take it as it is – a classic bounce-'em-up with pretty visuals

27 FIFA '97 · EA · SP100: 85

As the *FIFA* series grows by the year, so does a growing level of consumer and critic discontent. Despite much-vaunted improvements to its graphics engine, a commentary dream team of Motson, Gray, Lynham and a huge number of real-life teams, *FIFA '97* is an average conversion of a workmanlike original. Enjoyable in the short term, its limitations soon become all-too-apparent. We hope for a lot more from this year's update.

26 Virtual On · Sega · SP100: 28

Virtual On was a huge hit in Japanese arcades, its one-on-one robot combat in 3D arenas hugely popular. A Saturn conversion was inevitable but, here in the UK where the arcade original hardly made waves, sales have been surprisingly low. In Japan it was launched with a special two-stick console, mimicking that of its bigger parent's cabinet. *Virtual On* is awkward to control without it... and there's no UK release planned for the much-needed add-on.

25 Theme Park · EA/Bullfrog · SP100: 51

Theme Park supplies the 'God' games genre with an acceptable facade but, in doing so, robs itself of the varied content it so desperately needs to enrichen long-term play. At first, the joy of discovering new rides and building huge rollercoasters is all that matters. Then, once the various attractions have been discovered, *Theme Park* becomes very samey. As an easy-to-grasp introduction to an excellent genre, it's more than worth a look, though.

24 Dark Savior · Sega ·SP100: 23

Dark Savior has proved very popular with *Saturn Power* readers, its fusion of isometric platform action and RPG elements making it an unusual title. It is, however, something of a flawed gem. Its dialogue is embarrassingly inadequate, through both inadequate translation and essentially poor scripting. Worse, though, is the occasional over-reliance on platform negotiation, something isometric 3D was simply not meant to be used for.

23 Night Warriors · Virgin/Capcom ·SP100: 19

Capcom's outlandish beat-'em-up is another arcade conversion. While successful in Japan... you can guess where this line is leading, yes? Utilising the basic *Street Fighter* format with a few new innovations – Capcom's air blocking made its debut, for example – what makes *Night Warriors* sufficiently different to other titles is its huge array of out-of-this-netherworld moves.

22 Alien Trilogy · Acclaim/Fox Interactive · SP100: 33

From a critical perspective *Alien Trilogy* is both enjoyable and disappointing. As a corridor-based *Doom* derivative, it's moderately easy to complete and bereft of innovation but a fine shoot-'em-up regardless. But, as a tie-in with the *Alien* films, it's woefully inadequate; its designers' lack of ambition is all too apparent. Worst of all, it doesn't use the Saturn's second CPU at any point during play, according to Probe director Fergus McGovern...

21 Sonic 3D · Sega · SP100: 44

Travellers Tales' *Sonic 3D* was a genuinely impressive title on the Mega Drive, pushing the capabilities of Sega's aging 16-bit doorstop-to-be and demonstrating the consummate coding skills of the Tales team. When *Sonic Extreme* was canned – due to be the blue one's Saturn debut – Sega strangely decided to put a barely-updated version of *Sonic 3D* out as a stop-gap. It's enjoyable enough, but we expected so much more...

20 Panzer Dragoon ZWEI · Sega · SP100: 35

Stylish, perhaps even breathtaking in places, *Panzer Dragoon ZWEI* is a triumph for aesthetics; a game that rivals aural and visual accomplishment almost anywhere you care to cast your gaze. Sadly, beneath this lavish surface, *ZWEI* is almost as shallow as its predecessor; *Afterburner* on a dragon, you could say. For arcade kicks it has few Saturn rivals, but we're more interested in seeing its RPG sequel...

19 Wipeout · Sega/Psygnosis · SP100: 31

Now eclipsed by its fabulous sequel, Wipeout has proved far more popular with *Saturn Power* readers than we would have expected. Like the PlayStation original, it's hellishly tricky. One knock on the side of the track leads to a dead halt and, eventually, joypad-throwing and Saturn smashing. *Wipeout* is packed with good ideas and nice touches, but it also lacks essential extra frames of speed. If you don't own it, buy the sequel instead.

18 Virtua Cop · Sega · SP100: 63

In many ways this is a surprise entry, given the amount of votes received by its superior sequel. However, *Saturn Power* readers appear anything but fickle, as many of you remembered the joys of *Virtua Cop* and voted for it *en masse*. *Virtua Cop* may be starting to show its age, but it remains an accomplished light gun game. Shop carefully, and you could find yourself a copy for as little as £20.

17 Ultimate Mortal Kombat 3 · GT Interactive · SP100: 9

Arguably the least popular member of the exclusive *Saturn Power* Top 100 top 10, *Ultimate Mortal Kombat 3* has the *SP* team divided. As this reader-nominated position illustrates, perhaps it *is* a little to well-placed in our chart. However, more importantly, it perhaps puts a lid on the age-old *Mortal Kombat* Vs *Street Fighter* argument – because, if you're paying attention, you'll notice the next (higher...) game in this chart is...

16 Street Fighter Alpha 2 · Virgin/Capcom · SP100: 15

Capcom's other interests – such as the *Dark Stalkers* games and their Marvel tie-ins – always seem peripheral when compared to the majesty of the *Street Fighter* games. Granted, they're a little long in the tooth these days but – in the opinion of this scribe – they're still the pinnacle of 2D beat-'em-up perfection. Interestingly, were this chart to be a top 100, *Street Fighter Alpha* would have ranked at 54...

15 Athlete Kings · Sega · SP100: 41

As the arcade original uses the Sega Titan board – a piece of kit based on the Saturn's hardware – the conversion of *Athlete Kings* was inevitable. As part of a range of low-cost coin-ops, its two-player mode and array of *Track and Field*-style events made it worthy of a few coins. As a Saturn game, though, it begs for a six or eight-player option. Why Sega neglected to include one is a mystery to us...

14 Die Hard Arcade · Sega · SP100: 61

Another Titan board conversion, *Die Hard Arcade*'s moniker suggests relevance to a film that simply doesn't exist; one wonders why Sega were so keen to throw their money at Murdoch's Fox. A beat-'em-up of the *Double Dragon/Streets of Rage* school of fighting, it's a short-lived but vibrant experience – especially with two playing. If it weren't so easy to complete, it would be a must-buy.

13 Bomberman 5S · Sega/Hudsonsoft · SP100: 20

Arguably the greatest multi-player videogame ever created, *Bomberman* inevitably surfaces on every new format to a chorus of approval. This Saturn version has, get this, an incredible ten-player option. It requires two multi-taps and a large TV is prerequisite due to the condensed visuals, but it's one hell of a blast. Unfortunately, like every *Bomberman* game (and despite improvements by Hudsonsoft) its single player mode is pants.

12 Daytona USA: CCE · Sega · SP100: 14

After the tremendous disappointment that was the first Saturn *Daytona*, this update – coded by the *Sega Rally* conversion team – is, in many ways, equally disappointing. Despite huge visual improvements and the addition of new tracks and vehicles, the handling of the many motors is still basic, lacking the subtlety of *Rally* or the responsiveness required to negotiate the more severe corners. But it's by no means terrible, as this high ranking indicates.

11 Command & Conquer · Virgin · SP100: 16

Command & Conquer's success on all formats – over five million copies sold to date – is justified, despite its relatively simplistic design. On the Saturn it performs little, FMV aside, that a Mega Drive couldn't achieve. Although many game designers have aped the basic concept and improved upon it since its original PC release (including Westwood themselves, funnily enough), *C&C* is still one of the greatest strategy games money can buy.

10 Die Hard Trilogy · EA/Fox Interactive · SP100: 12

Quote from SP100: "Arguably the best movie tie-in you'll find for any format."

Die Hard Trilogy **is, without doubt, the finest game veteran codeshop Probe have ever produced. A compilation of three different games – each representing a third of the *'Trilogy'* of the title – it also represents superb value for money. *DHT* offers driving, light gun action and 3D third-person blasting. Could you ask for more? Each title would probably score in the low eighties were they released individually – together, they're an unbeatable package.**

It's a shame *Alien Trilogy* wasn't given a similar treatment…

9 Exhumed · Sega/Lobotomy · SP100: 9

Quote from SP100: "The sheer speed, smoothness and detail of *Exhumed* make it unique."

The Saturn debut of Seattle developers Lobotomy, and an astonishing one at that. Consider a cross between *Doom* and *Tomb Raider* and you'll have a good idea of what to expect from *Exhumed*. More an adventure than an all-out level-based blaster, this is – at the time of writing and pre-*Duke Nukem* – the best of its ilk available for the Saturn. Forget Rage's appaling conversion of Doom, because this is the cheese…

The only black mark on *Exhumed*'s exemplary record is that the secret *Death Tank* game didn't appear in the PAL conversion. That aside, we can gripe no more. *Exhumed* is top.

8 Manx TT · Sega · SP100: 12

Quote from SP100: "Perfect's conversion of Sega's popular AM3 racer is accurate, fast and addictive."

The first AM-developed arcade machine not converted by an AM team, *Manx TT* is an accurate conversion of the arcade original – Perfect Entertainment have reason to be proud of their extensive labours. Despite its huge popularity, there's still a fair amount of disagreement over *Manx*'s charms. Common grumbles include the obviously poor Saturn biker AI – it's fixed with a handicapping system, essentially – and the lack of tracks… but the amount of votes *Manx* received for this chart more than vindicates its position in our Top 100, as well as registering approval from those that matter – you lot, the customers.

7 Virtua Cop 2 · Sega · SP100: 10

Quote from SP100: "Shooting felons repeatedly in the pants has never been so much fun."

Light gun games are, in many respects, an acquired taste. Perhaps best at home in the arcades where a few coins guarantee five minutes' worth of uncomplicated yet involving play, they're an expensive addition to a home collection unless a light gun is already owned.

Virtua Cop 2 **is, to date, the best conversion of a gun game on any format. With near arcade-perfect visuals, plenty of hidden features and route choices, it's an essential purchase for fans of the genre… and other clichés. It's also one of the best-looking Saturn games available, too.**

6 NiGHTS Into Dreams · Sega · SP100: 4

Quote from SP100: "Less of a computer game, more a bizarre encounter."

NiGHTS **is a strange title, comprising retro gameplay with stunning 3D visuals. Prior to its release many were hoping for simple, uncomplicated gameplay along the lines of a *Sonic* game. What people got was simple, uncomplicated gameplay in a title quite unlike any other.**

Despite our high positioning of *NiGHTS* in the SP100, we didn't really expect it to do as well in this reader chart, simply because it's so unusual. We were wrong. *Saturn Power* readers have diverse and cultured tastes. We salute you.

5 Virtua Fighter 2 · Sega · SP100: 5

Quote from SP100: "Still a remarkable achievement in console development."

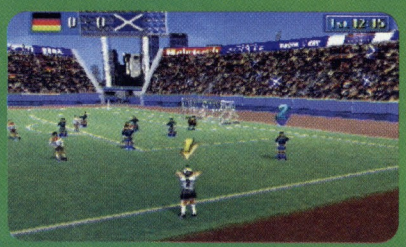
We're gladdened to see that, despite the release of *Fighters MegaMix*, Saturn owners still rate *VF2* as highly as this. With superb high-res visuals and an eclectic array of moves, *VF2* is still one of the greatest fighting games ever created. If you haven't played this yet, you've not seen just how clever that black box in front of your TV can be. And if you're new to the Saturn and already have *MegaMix*… well, *VF2* is still worth a look, regardless. Shop well and you could pick up a copy for as little as £20… so why not do so and whet your appetite for VF3 next summer.

4 Fighters MegaMix · Sega · SP100: 2

Quote from SP100: "Arguably the finest beat-'em-up on ANY console."

When we heard Sega were developing a game that mixed the awesome *VF2* with the less-impressive (but still playable) *Fighting Vipers*, we were curious. How could the two titles be fused to become one package? What would change? Any doubts were dispelled as soon as the Japanese version hit the *SP* offices. With more extras than *Braveheart* – but without the kilts and accents – *MegaMix* is the undisputed king of Saturn fighters and, as the quote at the start of this mini-appraisal states, arguably the finest beat-'em-up on any format.

3 Sega Worldwide Soccer '97 · Sega · SP100: 7



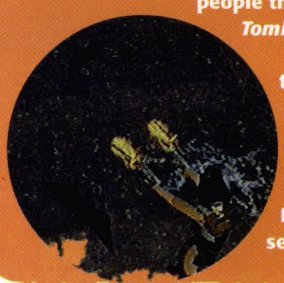
Quote from SP100: "The animation and movement of the players is spot-on."

A surprisingly entry at three in some ways, *Worldwide Soccer* is without doubt the best football game available for the Saturn. We spoke to Pierre Hintze (producer of *WWS '97* and the forthcoming *WWS '98*) and asked him if he was at all surprised by *Worldwide*'s position. "Yes," he replied. "It should have been higher! Seriously though, we love to hear good feedback like this and we hope everyone will be even more impressed with *WWS '97*." Pierre has very definite ideas on what makes *Worldwide Soccer* so successful. "Three key factors would be the playability, the animation and the fact it's easy to pick up and get into," he surmises... and rightly so. But what of the sequel? Will it be better? "Yes of course (what do you expect me to say!). This time around we've real teams, real players, improved gameplay, better AI and Jack Charlton co-commenting with Gary Bloom. Incidentally there's over three times as much commentary as *WWS97*."

2 Tomb Raider · Sega/Core · SP100: 4

Quote from SP100: "Nothing comes close to its scope, vision or variety of experiences offered."

Tomb Raider is a true 'experience', its true 3D environment unrivalled by any other Saturn release. With fifteen huge levels, genuine surprises and gripping gameplay, it's without question the best adventure we've seen on Sega's 32-bit machine. Core are, with a touch of justifiable arrogance, not entirely surprised by its high position. "We're not totally gobsmacked but extremely happy to gain this accolade," comments Susie Hamilton, Core representative supreme. "Without Lara Croft *Tomb Raider* would have undoubtedly been a big hit, but it's really her presence that has enabled *Tomb Raider* to gain its mass-media appeal. Front covers of *The Face* and *The Sunday Telegraph* magazine have proved that she is indeed an icon for the industry, and have spread her appeal to a more mainstream audience. Obviously the more people that are aware of Lara will be aware of *Tomb Raider*."



And the *Tomb Raider* team? How do they feel? "They are all extremely pleased that the hard work, junk food and stress has finally paid off," says Susie, "but disappointed that it's not number one Such perfectionists!" Playing *Tomb Raider*, it's not hard to see the truth in those final words...

1 Sega Rally · Sega · SP100: 1

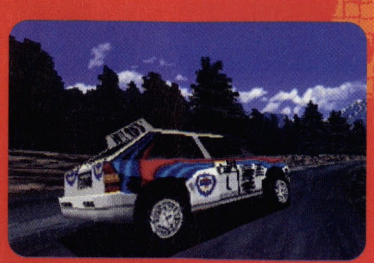
Quote from SP100: "The way it moves and the indescribable 'feel' of the cars is superb."

Sega Rally at number one? No surprise at all. Votes for this chart were collated on a daily basis, current tallies printed and scrutinised for changes. *Sega Rally* topped the rankings from the outset and finished a significant amount of votes ahead of nearest rival *Tomb Raider*. This honour is, naturally, well deserved.

Sega Rally is still, in our opinion, the best arcade racer on any format. Sega, unsurprisingly, agree. "Well, there have been a lot of challengers since *Rally* came out, but I don't think any have beaten it yet – certainly not for the true arcade experience," comments Sega's European Product Manager, Mark Maslowicz. But are they in any way taken aback by the sheer support shown for *Rally* by *Saturn Power* readers? Maslowicz's response is direct: "No. It's the best-selling Saturn game and still one of the most popular arcade games as well."

At the time of writing Mark hasn't heard from the AM team but, as he says, "I'm sure they're delighted." Could a sequel or update occupy its position for this time next year? "We'll just have to wait and see, won't we?" is his non-committal response. Another Saturn racer, then? "Well, *Touring Car* certainly has a chance. The latest version we have here is looking seriously impressive and there's going to be a lot of cool Saturn exclusive features in it."

So, there you have it. It's official – for this year at least. *Sega Rally* is the greatest Saturn game money can buy and arguably the best racer on any machine outside of the arcade to boot. Don't own a copy? Go buy one now.



Now skip over the page for the competition of a lifetime... a chance to win the entire top 20 Saturn games, as voted by you!

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

Star Challenge

Go on, trouble the scorers. Mess with the Mekon, cross the rubicon, do the business. Competition for a Star Challenge mention is stiffer than a freshly baked meringue this month with a flurry of excellent scores and top times to beat from our growing throng of loveable and faithful readers. Fancy your chances? Send in the form below...

Actua Soccer Demo
20-5 Austin Fletcher

Andretti Racing
183 points and first place for a full season
David Cook

Athlete Kings

100m Dash	8.60secs – Matthew Pettengell
Long Jump	9.82m – Matt Whittaker
Shot Put	25.94m – Kindu Singh
High Jump	2.62m – Matthew Drawmer
400m Race	41.16s – James Evans
110m Hurdles	11.70s – The Stroker Posse
Discus Throw	82.87m – Matthew Drawmer
Pole Vault	6.30m – Paul Headley
Javelin Throw	97.49m – The Stroker Posse
1500m Race	3.18.95s – Spiros Kossivas

Honorary mention: Eddy Stokes, Nottingham. We still love you.

Baku Baku Animal
49 blocks in 1 min 35 secs – Anthony Accini

Bomberman SS (Mastergame)
311,270 – James C. Jackson
322,990 (photographic evidence) – Andrew Roach
1,198,000 – Richard England

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

Daytona USA: CCE (Time Attack)

Three Seven Speedway	
0'12"46	Matthew James
2'02"34 (eight laps)	Matthew James
National Park Speedway	
0'30"96	Frank Parry
Dinosaur Canyon	
0'41"09	Paul Harper
Sea-Side Street Galaxy	
1'34"28	Chris Rickard
Desert City	
0'40"92	Frank Parry

Destruction Derby
Total Destruction: 2:06.36 – Neal Womack

Die Hard Trilogy
All John Ogilvie
80,292,400 on the first game
65,387,750 on the second game
72,296,012 on the third game

Fighters MegaMix:

Play Time: 33 hours	Richard Caughey
Games - 657 times	Richard Caughey
Following scores by John Freeman	
Survival Mode	3mins.22 wins
	7mins. 39 wins
	15mins. 85 wins

1 Player Course
A – 5'58"45
B – 5'16"41
C – 5'37"49
D – 5'20"35
E – 5'36"92
F – 4'49"57
G – 5'10"58
H - 5'20"36
I - 4'36"65

Manx TT (Time Trial)

Laxey Course: 2'43"84 (overall)	Russell Carr
0'52"76 (best lap)	Russell Carr
TT Course: 3'21"92 (overall)	Matthew Fischer
1'05"28 (best lap)	Jason Fulcher
Laxey Coast (rm): 2'44"20	Russell Carr
0'52"04 (best lap)	Tom Heaton
TT Course (rm): 3'29"84 (overall)	Russell Carr
1'07"36 (best lap)	Russell Carr

NiGHTS into Dreams
Spring Valley: 604,300 – Nathan White
Mystic Forest: 332,380 – Ewan Gibb
Soft Museum: 967,295 – Philip Range
Twin Seeds: 120,440 – Ewan Gibb
Stick Canyon: 273,580 – Ewan Gibb
Frozen Bell: 826,100 – Nathan White
Splash Garden: 416860 – Ewan Gibb
Links: 1:403 (Splash Garden) 1:379 (Frozen Bell)
1:370 (Soft Museum) – Nathan White
Bosses: Reala (107 secs left) Jackle (102 secs left)
Wizeman (75 secs) – Nathan White
Puffy(102 secs left) – John Freeman

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

Pro Pinball – The Web
800,295,530 – Bill King

Sega Rally (Time Attack)

Desert Track: 2'18"00 (overall)	
30"18 (best lap)	Matthew James
Forest Track: 2'51"49 (overall)	Robert Moore
1'10"13 (best lap)	Julian White
Mountain Track: 3'15"92 (overall)	
0'57"92 (best lap)	Matthew James
Lakeside Track: 3'31"21 (overall)	
1'09"55 (best lap)	Paul Edwards
Championship: 9'30"40 (3 laps)	Matthew James
Arcade: 3'22"74	Simon Prince

Sonic 3D
431,281 – Karl James Ullger

Street Fighter Alpha 2
Survival mode (Ken) 3mins 39.05secs
Suman Miah

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

Virtua Cop
1,652,000 on beginner – Matthew Fisher
All three stages: 12,002,800 – Matthew Fisher

Virtua Cop 2
41,400,800 in Virtua Cop 1 mode
Matthew Drawmer
682,030 in default mode – Peter Bridekirk
Champion of Virtua City (1st)
Peter Bridekirk

Reckon you're tasty?

Search through the depths of your memory cartridge and, if you think there's anything worth showing to the general public, pop it down here, get verification from a mature citizen and send it to us. There's a game on offer from those kind people at Ocean for the best ones.

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

Name .....

Address .....
.....
.....

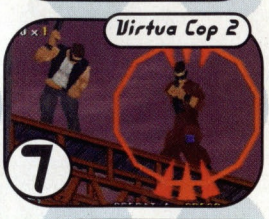
I can honestly say, cross my heart hope to die if I should ever tell a lie, that I have verified the scores shown above. And I am sane. Thank you.

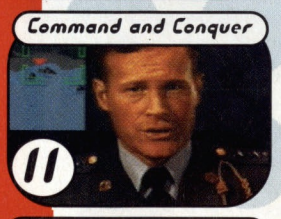
Signature .....
Send to: ***Star Challenge,*** **Saturn Power,** ***30 Monmouth Street, Bath BA1 2BW.***

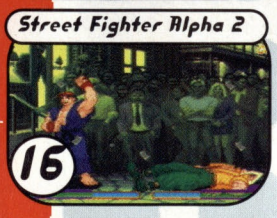
Saturn Power Compo

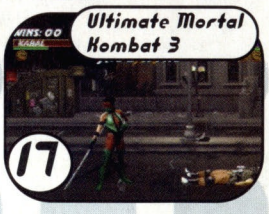
WIN!

The top twenty Saturn games ever — as voted for by *Saturn Power* readers!









Turn back to the Top 50 for a moment and note the top 20 games. Impressed? How'd you fancy winning that lot, then? If the answer's "Not half, squire!" or some such response, you'd better start answering the questions below. With the generous assistance of the software houses involved — especially Sega — we're offering the lot to one lucky *Saturn Power* reader

With such a desirable prize on offer, we're making this competition a little harder than usual. Twenty games are up for grabs... so we've decided to pose twenty puzzlers for you readers to ponder over. Relevant to the games on offer, you'll have to get ever answer correct if you're to stand a chance of winning...

1: What is the name of the fourth course in *Sega Rally*?
2: Another easy one: what is the star of *Tomb Raider* called?
3: Who is the producer of *WWS '97*? It's not as difficult as it sounds...
4: *Fighters MegaMix* includes characters from which two Sega beat-'em-ups?
5: *Virtua Fighter 2* uses a higher resolution than *Fighters MegaMix*: true or false?
6: *NiGHTS* was the first game to support Sega's analogue pad: true or false?
7: *Virtua Cop 2* features car chases: true or false?
8: Who converted *Manx TT* to the Saturn?
9: What two titles are *Exhumed* codeshop Lobotomy converting to the Saturn?
10: Bruce Willis is the voice of McClane in *Die Hard Trilogy*: true or false?
11: *Command and Conquer* was designed by Westwood Studios: true or false?
12: *Daytona USA: CCE* is an update of what Saturn game?
13: *Bomberman SS* supports ten-player gaming. True or false?
14: *Die Hard Arcade* uses Sega's Titan board in its arcade incarnation: true or false?
15: *Athlete Kings* only allows two players to participate in any one game: true or false?
16: What is *Street Fighter Alpha 2* known as in Japan? You 'naught' to know this one...
17: *Ultimate Mortal Kombat 3* features a character called Sub Zero: true or false?
18: *Virtua Cop* was programmed by Namco: true or false?
19: Give the full name of *Wipeout*'s recent sequel.
20: *Panzer Dragoon ZWEI* is set to have an RPG sequel: true or false?

Tie breaker: Complete the following sentence...
"I deserve to win the top twenty Saturn games (as voted for by **SP** readers) because..."

Send your answers to: Gimmie gimmie gimmie a man after midni... I mean twenty games, *Saturn Power*, Future Publishing, 30 Monmouth St, Bath BA1 2BW. The editor's already claimed the games as his o... ahem, decision is final. No correspondence will be entered into — if you've won, we'll call you, so don't forget to include a telephone number. Finally, multiple entries are sin incarnate. So don't send them.

Mail Bonding

Dear Saturn Power

The usual restless collective of the cerebrally-challenged mutterings and hastily scribbled sketches of soft porn have once again invaded our peaceful office this month. Editing these letters pages is less of a case of separating the wheat from the chaff, but is more like separating the barely readable scrawls from the Jackson Pollock-like stained nonsense. Go on, make a difference. Write to...
Mail Bonding, Saturn Power, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

I wish to make a complaint

Hello. Sorry to be all controversial and all, but I'm afraid I have a complaint to make about your (otherwise) fine mag. It's this 'Star Challenge' nonsense. Now really, what is this all about, eh?

High scores? Come on now! We don't need that kind of sadness in this hip and trendy mag, do we? Of course we don't. The lonely brain-dead geeks that participate in these tedious little magazine fillers don't deserve to have their names in magazines.

Oh! Look – Reuben Holmes scored X amount in a game! Erm, sorry – who gives a toss what that loser did? [Reuben Holmes, for one – Dean] No one cares. At all.

So, I say that they should be scrapped. Of course, you'll probably completely ignore me, but I've said me bit.

Other than that, top mag etc etc.
Compliments of 'The Artist'

Whooahh there, tiger. Hold on just a second. What's the problem? My personal feeling is that you've tried for months to beat the scores printed, failed miserably and now have decided to take out your petty inferiority-complexes on the rest of us.

Reuben Holmes isn't sad and, judging from the amount of post we get in for Star Challenge every day, it would appear to be one of the more popular sections of the mag. Hey 'Artist' you can't keep everyone happy (and what a boring world it would be if you could) but I suspect there's very little that keeps you chuffed.

Spotted a mistake?

In issue two which I bought on 24 June I think is a misprint for the date for issue three. It said 25 June, it is meant to be 25 July. I have been looking in the shops every day for it but none of the five shops I went to had issue three. Either they are rubbish shops or issue three isn't out yet. Can you please tell me when issue three is coming out, June or July?
David Butcher, Suffolk
PS The magazine is brilliant. All of you people at **Saturn Power** must work really hard all month.

No, it isn't a mistake, it's just that you bought issue two just before issue three went on-sale. I will admit that issue three possibly went on-sale late in certain parts of the country, but you still should have been able to buy it within a couple of days of the 25th.
PS Yes, we do... too hard.

Hello, I'm Andrew

Hi, my name's Andrew. I would like to know what a Photo CD cartridge is and what a PC link-up is on the Action Replay cartridge. Please give us some more information on stuff like this.
Andrew Falconer, Helensburgh

A Photo CD is a piece of software (it was never a cartridge, all the information you need is contained on a single CD) that allows the Saturn to read photographs that are stored on CD. With these pictures you can then zoom in on certain sections or create any manner of visual effects on them. The Photo CD never really took off, but I'm sure Sega themselves could give you more information on it. Give them a bell on (0181) 995 3399.

The PC link-up for the Action Replay is a lead

Girls just want to have fun

That's it, I've had enough. After nearly two years of quietly sitting playing Sega computer games I'm finally going to come out with it and yell out the question that's been bugging me... WHY? WHY OUT OF THE THOUSANDS OF SEGA GAMES THAT HAVE BEEN RELEASED ARE THERE A SIGNIFICANT NUMBER OF MORE MALE CHARACTERS THAN FEMALE ONES? This fact is so incredibly sexiest it makes me want to go and kill Sonic The Hedgehog. But wait! It doesn't end there. Out of the few female characters that do exist, most of them are (and I emphasise this point very strongly) BIMBOS! Oh yes, it's true. They all have long hair, revealing clothes, giggly laughs, etc. What is so difficult about making the lead character of a game female instead of male? So, tell Yuji Naka that if he doesn't create a sassy female character and plonk her in the next *Sonic* game, I'm gonna find out where he lives, cut his dog's throat, poison his goldfish and then drop a nuclear bomb on his house. So there.
Woodchuck, Scotland
PS Incidentally, what is the correct term for a 'rope-knotter'?

The answer, Woodchuck, is that around 95% of gamers are men and companies tend to appeal to the base level to attract them to their products. That is why *Tomb Raider* features a female character and that is why you'll find female dancers in *Duke Nukem 3D*. You occasionally find games that aren't so male-orientated, but games that appeal strictly to women tend to be patronising to the extreme – does anyone remember the Barbie games on the Mega Drive? The only hope I can offer you is that most fighting games tend to have strong female characters (although occasionally they're genetically-challenged in certain areas and their costumes often tend to leave very little to the imagination) that have moves and profiles at least equal to the male ones but I do have to say that I feel you're fighting a losing battle here. Sorry.

PS I don't actually know, I'm afraid. But do write back in and tell us... if you manage to find out the answer.

FREAKS

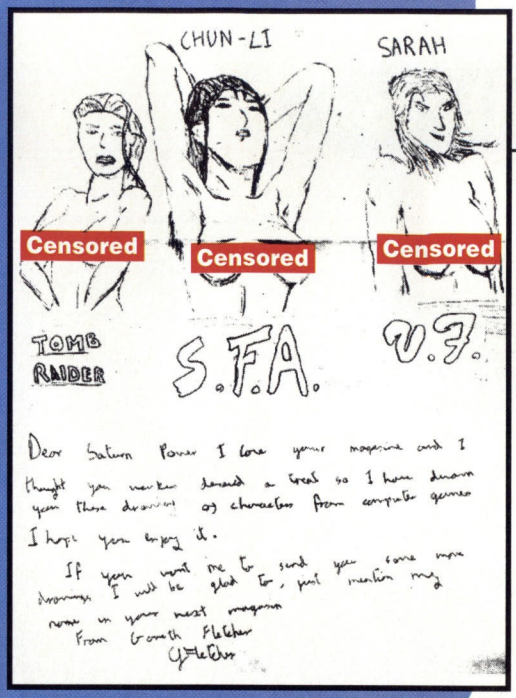
Do you expect the earth without a hint of a 'please'? Are you mad? Do you gibber? You, my friend, are a freak, and this is your section...

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

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

I love your magazine and I thought you workers deserved a treat so I have drawn you these drawings of characters from computer games. I hope you enjoy it.

If you want me to send you some more drawings I will be glad to, just mention my name in your next magazine.
Gareth Fletcher



Sorry Gareth, but this picture you've sent in is simply scary.

No, we don't want anymore of your pictures and we would be very grateful if you never contacted us again. Hey, here's an idea... Why not try going out into the real world and find a proper human girlfriend, hmm?

but now I'm back in my box feeling alone and crappy.
I once was top of the range, expensive and familiar,
But now I'm sold in newspapers saying 'Buy this or I'll kill ya.'
I suppose it happens to all of us. Look at Game Gear, Master System and old Nintendo,
I can't go on like this much more. I can't pretend. Oh,
It hurts to be back-dated, out of fashion, out of style,
Maybe they'll use me again in a little while.
Today it's all Saturn, PlayStation, Nintendo 64,
I wish they hadn't come along and kicked me out the door.
Joanna Nuckowska, Nottingham

Thanks very much for that one, Joanna. We'd sort of decided not to print any more poems from readers, but after seeing your painful lament to the halcyon days of 16-Bit, we had to shed the odd tear and print it.

that connects your Saturn to a PC to allow you to save any information from the Action Replay cartridge straight to the PC's memory. Again, this is a Saturn peripheral that never really took off.

I don't give a @%*!

I am writing to you to reply to the letter sent in to the second issue by Craig Blackie. I agree that ratings are a good idea, but quite frankly I couldn't give a s@*! about sex and violence being cut down on. Call me a boring fart but I don't think a game is any worse off without any gore or sex in. I think games should be judged by playability and lastability. And, as for *Duke Nukem 3D*, I think it is a mindless piece of crap with no strategy or variation and I'm willing to fight anyone who thinks differently. Now, on a lighter side of things, I think the new mag is ace and love the demo discs and the cheats. Bye.
Matthew Drawmer, Bucks.

You seem to be contradicting yourself a little bit, Matthew. On one hand you say that ratings are a good idea and then go on about fighting people who disagree with you. Suppressed anger, perhaps? Sit on this couch a second and tell me about your relationship with your mother... um.

Well, anyway, we like Duke Nukem 3D *and so do most people. Unfortunately, guns and violence are a core part of most of the games we play – imagine* Doom, Quake *or* Loaded *without violence or weapons, and these are some of the most popular games of recent times. It may show a lack of imagination by developers, but you have to face facts and admit that violence sells.*

On the cheap

Re: Budget range.
Sega say a budget range will stop gamers buying new releases, opting to buy the cheaper version six months later.

I say sell the older games cheap, pour the money into some decent advertising, thus selling more Saturns and repaying them back in the long run.
Anon, Ayrshire
PS Give us the Netlink, Sega!

Although Sega have no official budget range as such (and no plans to release anything alone those lines), you can pick up a bargain or two on older titles if you shop around. Pop into a shop like Electronics Boutique – we think you'll be surprised at the bargains you'll find.

The unofficial word

I recently bought **Saturn Power** magazine the other week for the first time and I was surprised due to the immense quality of the contents. This is because I had always assumed that the 'Official' magazines were of better quality than non-official ones. So, like a fool, I kept on buying what I thought was the better official magazine.

After buying **Saturn Power** (due to my regular magazine being out of stock) I realised how ignorant I'd been in not giving it a try before. However I have seen sense and now buy **Saturn Power** on a monthly basis as it's TONNES better than my previous mag.

Thanks for your time.
John Bilham, Halifax

Well John, this is just one of the many letters we've received about how much people like the new look of ***Saturn Power*** *and how much they prefer it over... well, certain magazines I could mention. We obviously agree that our magazine's the finest you can buy, but for anyone else, just take a look at the amount of information we cram into each issue and you'll truly see who REALLY knows the Saturn market inside out.*

Wordworth's return

I have made up a poem about my SNES and how it feels about me having a Sega Saturn – the best computer with the best mag. Right, here it is then.
I used to sit on the top shelf making people happy,

F1, tennis and the Internet

Could you please tell me the names of the newest *Formula 1* and tennis games and where I can get them (ie mail order from your mag). Also I heard something about an Internet connector add-on for the Saturn. Is this true?
Ben Selcoe, Bournemouth

Currently the closest you can get to an Formula 1 *game on the Saturn is the okay* Andretti Racing *from EA (it looks awful but plays well). As for the once-hoped conversion of Psygnosis' excellent* F1 *game, it would appear that nobody seems to know what's going on. We're all still hopeful for a conversion, but, realistically, I wouldn't build up your hopes.*

As for the tennis games, Ocean's Breakpoint Tennis *is currently the best one available, but keep an eye out for UbiSoft's title – featured very shortly, hopefully. Give any shop a ring and they should be able to point you in the right direction.*

Yes, there is an Internet connection for the Saturn but, and this is the bad news for you anyway, the unit is only available in Japan and America. Sega Europe have no plans to bring the unit out over here for they think that the demand isn't high enough.

Snippets

Craig (Blackie) is a fishfinger and I know him personally and his mum wrote his letter for him.
Matthew Drawmer, Bucks.

Please, oh please print this. I have all your issues up to date – thanks to News and Food.
Joanna Nuckowska, Nottingham

In order to see your publication fulfils my needs I would very much like to receive any free publication you may have before I subscribe to your magazine.
C. Mohammad, Iran

In order, put who's got the biggest boobies out of the Spice Girls.
Jontendo, Istead Rise

Answer Me...

Tight Buggers

Will you please answer my questions because I've sent letters to other mags like C&VG and Sega Saturn Magazine, but they won't answer them (tight tossers). So you're my last hope.
1) Will Konami's *Castlevania* be coming out on the Saturn?
2) Any news on who's going to convert *Hexen 2* to the Saturn? And how will the Saturn handle the graphics?
3) If *Virtua Fighter 3* uses an upgrade cartridge, do you think AM2 will use it to bring *Scud Race* to the Saturn?
4) Will *Pitfall 3D* come out on the Saturn?
5) Is the Saturn Netlink and link-up cable going to come out in the UK?
6) Do you think *Ecco the Dolphin* will ever come out on the Saturn? It would look superb in 3D.
7) How about giving some posters away with your mag?
John Freeman, Lancs.

1) Konami UK, inexplicably, have no firm plans for Saturn releases. It could well be that the dire *Crypt Killer* is the last we'll see from them. That said, rumour has it that Konami's Japanese top brass are considering a series of Saturn conversions – including the awesome *J-League*.
2) No news as yet.
3) IF Sega produce an upgrade cartridge then a conversion of *Scud Race* is very possible.
4) Nothing planned.
5) Very unlikely now.
6) Doubtful now, but it would have been a good idea.
7) Hmmm. Look out for something very special bolted on to the next issue.

I MUST congratulate you

I must congratulate you on your first couple of issues of *Saturn Power*. I have been reading *Sega Power* for two and a half years and I must say that it was very impressive. I enjoyed playing on the demos and I'm looking forward to the next issue. I would like to ask you a few questions.
1) How many *Sonic* games are planned in the next 12 months (also can you name them)?
2) Is there going to be a new *NiGHTS* edition like Christmas or even a second *NiGHTS* game?
3) What is the release date for *Fighters MegaMix*?
Andrew Chalkley, East Yorkshire

1) The 'Project Sonic' masterplan has already bared fruit with *Sonic Jam* (which is in your shops now) and *Sonic R* (which should be released in November). The Sonic Team are currently working on another top-secret Saturn title for release sometime next year, but we have no idea whether that will be Sonic-related or not.
2) Like I said, the Sonic Team are working on something new, but we don't really know much at the moment.
3) Um, IT'S OUT NOW.

Memory problem

I have been reading your magazine for about one and a half years and only got my Saturn at Christmas, so please answer these questions.
1) *C&C: Red Alert* for the Saturn? If so, when?
2) Can you have two memory cards, then when you are playing a game put the memory card in with the game already on and do this whenever playing without the memory being wiped out?
3) Don't you think Bullfrog are sad for turning their backs on Saturn development?
4) Are *Fighting Force* and *Duke Nukem 3D* looking good?
5) When will *Destruction Derby 2* and *Wipeout 2097* come out on the Saturn?
6) Any cheats for *Theme Park* to spice it up a little?
7) Do you like my games collection consisting of *Thunderhawk 2, Daytona CCE, Sega Rally, WWS '97, Alien Trilogy, VF2, Mass Destruction* and *Theme Park?*
Jack Hutchinson, Bucks
PS How many of you own N64s or PlayStations?

1) Not now, unfortunately.
2) No.
3) Yes, very.
4) *Duke* should be reviewed in this issue [but, um, isn't. Damn deadlines an' all that... – James] and, from what we've seen on *Fighting Force*, it's looking well up to scratch.
5) *Wipeout 2097* should make it for September. Not sure about *DD2*, yet.
6) Yes, throw it in the bin and buy something less tedious.
7) I like it very much, young man.
PS Now THAT would be telling.

More sequels, please

1) When will *Sega Rally 2* and *Daytona 2* be coming out in the arcades and will there be Saturn conversions?
2) Recently, in *GamesMaster*, I read that Sony and Sega are working on a new 64-bit console. Is this true?
3) Do you know any cheats for *Daytona USA CCE*?
4) Will *Command & Conquer: Red Alert* come out on the Saturn?
5) Are there any manager games coming out on the Saturn?
6) Will there be a *Virtua Racing 2*?
7) And finally, will *Waverunner* and *Sega Touring Car* be coming out on the Saturn? If so, when?
Robert Kerr, Basildon

1) *Sega Rally 2* has, according to E3 reports, just been announced for the arcades but there's no news for a *Daytona* sequel just yet. There's also no news on Saturn conversions for either.
2) In *GamesMaster*? Really?
3) Yes, thank you.
4) Oooh, déja-vu!'
5) Yes, you can look forward to *Premier Manager* (one of the best) from Gremlin, to be released later in the year.
6) No.
7) *Waverunner*? Probably not, but *Sega Touring Car* will be out in November.

The best in the universe

Your magazine is the best in the universe. Please answer my question.
1) Sega Saturn Magazine gave *Jonah Lomu Rugby* 91% and you gave it 79%. Don't you find that strange?
Shaun Vos, Canvey Island

1) Not really. Different strokes and all that.

Heard it all Before

You'd be surprised at the amount of painfully similar letters and phone calls we receive ever month. No, really, you would.

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

Can I have a cheat for...

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

What's best: PlayStation or Saturn?

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

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

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

When's Saturn 2 coming out?

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

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

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

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

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

Is my Mega Drive really dead?

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

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

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

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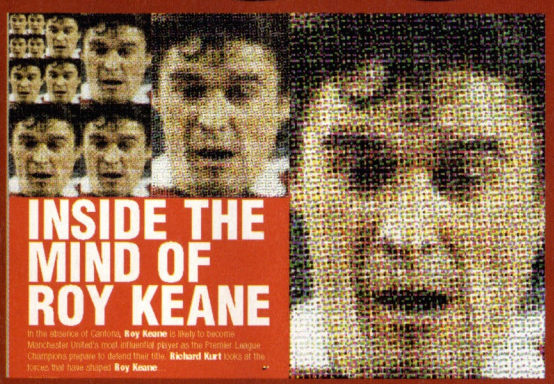

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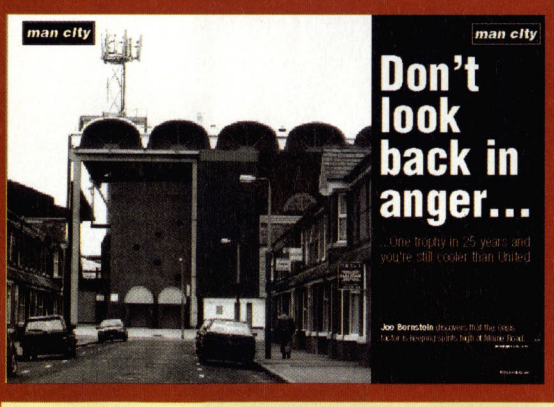

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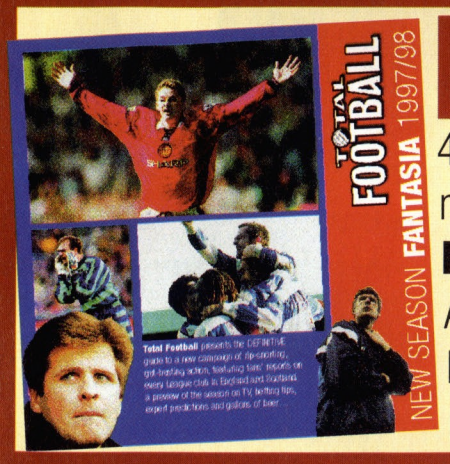

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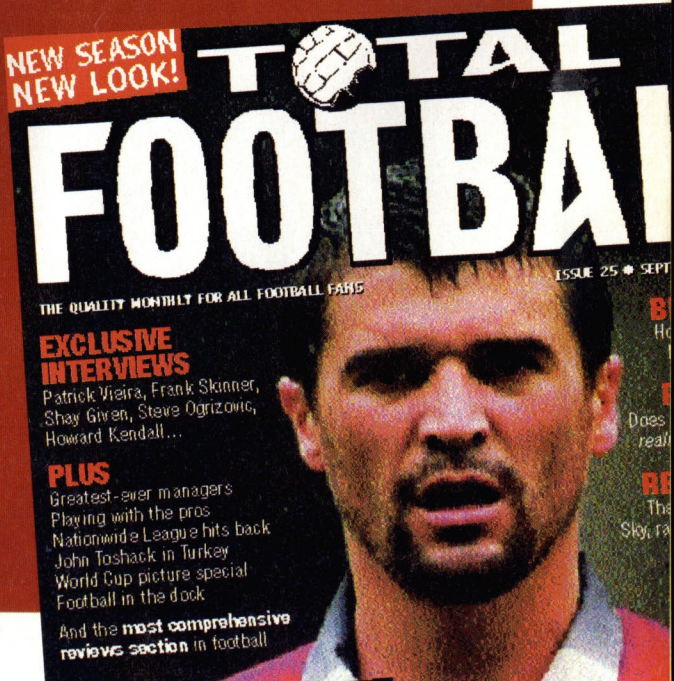

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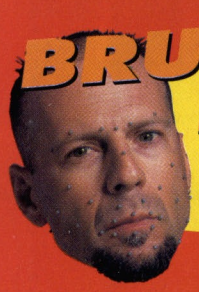

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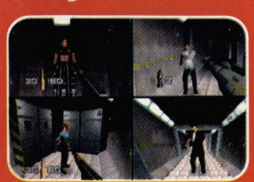
Willis goes digital in Apocalypse!

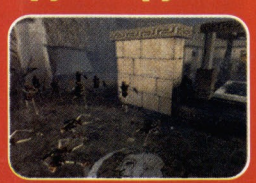
MEGA-PREVIEW SPECTACULAR!

METAL GEAR SOLID
Explosive action!

CAPTAIN BLASTO
Sony's new star!



GOLDENEYE 007
Spy vs Spy...



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MULTI-RACING CHAMPIONSHIP • F-ZERO 64

DESIGN YOUR OWN GAME! – PAGE 96

ON SALE NOW!

POWER TIPS

A heady cocktail of cheats, hint and tips, complemented by a massive *Wipeout 2097* guide, the first part of our *Swagman* solution and the conclusion to our *King of Fighters '95* moves guide – all this and pretty colours too in this month's installment of the ever-desirable Power Tips...

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The best cheat and hints section in the entire history of everything ever? Quite possibly. An essential section for Saturn owners stuck on certain games? Most definitely. If you're stuck on a particular game or have a tip, cheat or guide you'd like to share, send it to *Power Tips*, Saturn Power, *30 Monmouth St, Bath BA1 2BW.*

Power Tips

Cheats and Hints

Spot Goes to Hollywood

Level Select

At the Start/Options screen, press: Z, UP, RIGHT, DOWN, LEFT, Z, LEFT, DOWN, RIGHT, UP, and Z. A new option called 'Cool' appears; highlight it and press A. This then changes the option to 'All Levels Open.' Now start the game. At the New Game or Continue screen, choose Continue and then press A at the next screen. When you see the words "Swashbuckling Spot" on the Pirate level, press Right to cycle through all the levels in the game.

Independence Day

Access all of the Cheats

Go to the Options and enter the player name DAB DAB. At the Game/Options screen enter: LEFT, RIGHT, UP, DOWN, X, Y and Z. This

should take you right to the Cheat Menu.

Watch Credits

At the Player Name screen on the Options menu, enter your name as Credits. After exiting this screen, you can watch the credits of the game.

Fast Reload, Damage Bonus and Weapons

Go to the Options and enter the player name GO POSTAL. When you see the flag on the moon movie, press Left, Right, Up, Down, X, Z and Y. This takes you to the Cheater Menu. You can now turn on the Fast Reload, Damage Bonus and Weapons modes.

Invincibility

Enter the player name LIVE FREE. When you see the flag on the moon movie, press Left, Right, Up, Down, X, Z and Y. This takes you to the Cheater Menu. This takes you to the Cheater Menu. You can now turn on the invincible option.

City, Tourist, Demo Cam and No Time limit

Enter the player name TOURIST. When you see the flag on the moon movie, press Left, Right, Up, Down, X, Z and Y. This takes you to the Cheater Menu. You can now turn on the City, Tourist, Demo Cam and No Time modes .

City Select

Enter the player name FOX ROX. When you see the flag on the moon movie, press Left, Right, Up, Down, X, Z and Y. This takes you to the Cheater Menu. This lets you select the City.

Die Hard Arcade

Faster subs in the deep scan game

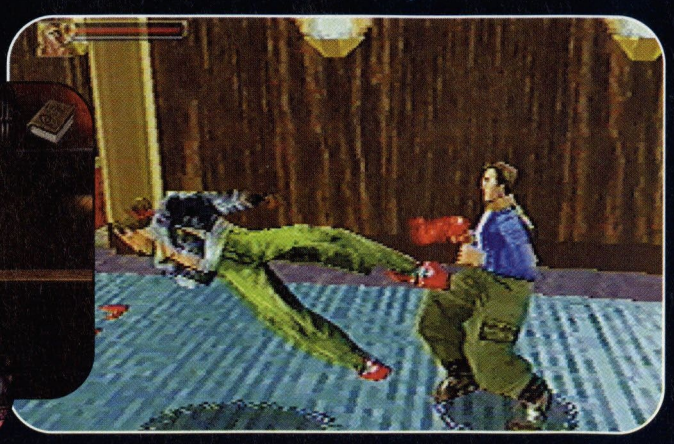
Press and hold X + Y + Z + A + B + C at the main menu, and then choose *Deep Scan*. This'll give you faster subs.

Soundtrack Remix

During gameplay, press X + Y + Z + Start to hear a cool remix of the music.

MegaMan 8

View FMVs



Can you help?

Myst

I am completely pulling my hair out! *Myst* is a great game with gorgeous graphics but my mind boggles at the puzzles. I have got as far as the Ship and can get no further. If anyone out there can help me out I will be eternally grateful to the point of spontaneous combustion. Please, please write in with the solution because I fear my few remaining tufts of hair will be gone by next month.
Simon Fielding, Hants.

Mech Warrior 2

***Mech Warrior 2* is starting to drive me round the bend. I've come close to flogging it to death with a soggy fish finger several times but I thought I'd write to you in the hope that one of your readers can save me the trouble (and my tea). All I want is a few cheats to make my Mech last longer in battle so maybe I can get a bit further through the game.**
Many thanks.
Paul Luther, Cardiff.

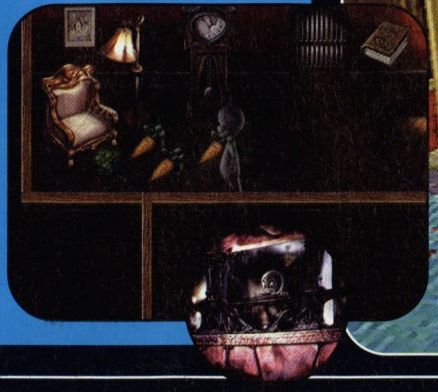
Cheat of the month

Casper

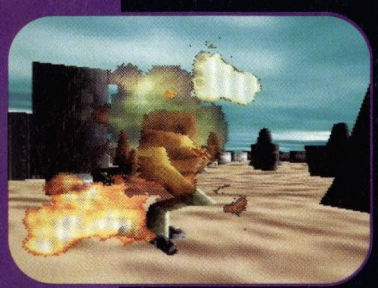
Thanks oh so very kindly to Dan Saunders from Stoke for his spooky (but spunky) *Casper* cheats. We'll be dispatching a spanking brand new Saturn game to him as soon as we can blag a free one from a software company!

"I've just recently completed *Casper The Friendly Ghost* and really enjoyed every minute of it. Here is how you defeat each of the end of level bosses right through till the end of the game."

Fatso near the kitchen – Feed him lots of hamburgers.
Stinky – Spray perfume on him.
Strech – Use glue
Fatso in bathtub – Use camera
General Fatso – Use the wind key, then hammer the tanks.
Farmer Stinky – Use hammer and chisel to carve the stone in Casper's Image.
Grave yard Strech – Use Twister Morph to lure him into the grave dig site.



To view all the FMV sequences in *MegaMan 8*, hold Left Shift and Right Shift and press Start on the Bonus Modes option. This enables the Animation



Test, which allows you to view all the FMVs, including the ending sequence.

WWF In Your House

Random Select
At the Character Select screen, press UP and START to have the computer randomly choose your character.

Super Puzzle Fighter 2X

To use Talisman on Hsein Ko's Head
Player 1 press Start on Ryu then go down to Morrigan, hold start go to Hsein Ko (Lei Lei) and select.

To use the little girl beside Donavan
do the same as you did to get Talisman, only go to Donovan and select;

Dan – RIGHT + LEFT + A
Akuma – LEFT + A
Devilot – RIGHT + A

Secret Characters
For 1P side, go to Morrigan and hold Start then press: DOWN, DOWN, DOWN, LEFT, LEFT, LEFT then press any button for Akuma.

For Devilot press: LEFT, LEFT, LEFT, DOWN, DOWN, DOWN.

For 2P side, go to Felicia and enter the above codes, but substitute the RIGHT button for the LEFT button.

More Secret Characters
Dan
Player 1: Highlight Morrigan and hold START, then press LEFT, LEFT, LEFT, DOWN, DOWN, DOWN and A.

Player 2: Highlight Felicia and hold START, then press RIGHT, RIGHT, RIGHT, DOWN, DOWN, DOWN and A.

Anita
Player 1: Place cursor on Morrigan, hold START, move two characters right and press A.

Player 2: Place the cursor on Felicia, hold START then move one character left and press A.

Hsien-Ko's Sister
Player 1: Place cursor on Morrigan, hold START then move one character right and press A.

Player 2: Place cursor on Felicia and move one character to the left and press START.

Ironman X-O Manowar

Full life, armour, weapons and access last level

For all the above cheats to be accessed in one player mode go to the password screen and enter:
C04A770777777
7777777777777
For the same cheats to be accessed in two player mode go to the password screen and enter:
C02A77X777777
7777777777777

Robot Pit

Secret Camera Angle
Press Y + Z for a secret camera angle.

Shining the Holy Ark

How to solve the puzzle at the end of the South Shrine

Give one god the ruby, opal, and diamond. Give the other god the onyx, sapphire, aquamarine and emerald. You will then have to fight a witch (who will summon mummies). She is tough so make sure that your hit points and magic points up. After defeating her you will acquire the Sacred Sword.

Location of the first 15 Pixies
1. Desire Mine : Succubus - Muran
2. Right outside Desire Mine : Leprechaun - Dana
3. Desire Village : Incubus - Lantano
4. Forest : Fairy - Daisy
5. Forest(pond) : Pixie - Maple
6. Desire Village : Pixie - Cherry (returning the dog)
7. Forest Cave : Fairy - Iris
8. Forest Cave : Leprechaun - Tak
9. Forest Cave : Incubus - Enjewel
10. Forest Cave : Pixie - Willow
11. Town of Enrich : Incubus - Masakari
12. Town of Enrich : Succubus - Dahlia
13. Town Well : Succubus - Roberia
14. Enrich Dungeon : Leprechaun - Morgan
15. Enrich Dungeon : Fairy - Camellia

Gain A Lot of Experience Points
1. Enter the East Shrine
2. Take the first left turn
3. Take the next right turn
4. Go through the door on the left
5. Kill the plant creature and climb
6. Go down the steps and through the door
7. Walk forward as far as you can

Sorted!

Dark Savior

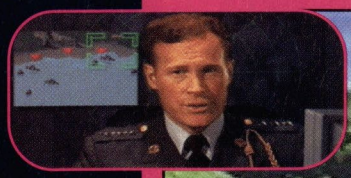
Tony Johnson from Hampshire asked last month how to beat J.J at the end of the third parallel in *Dark Saviour*. We had several replies to his plea but we've used the one written by Sarah Withey from Southampton because we don't want to be sexist.
Cheers Sarah love, nice one darlin' call me...

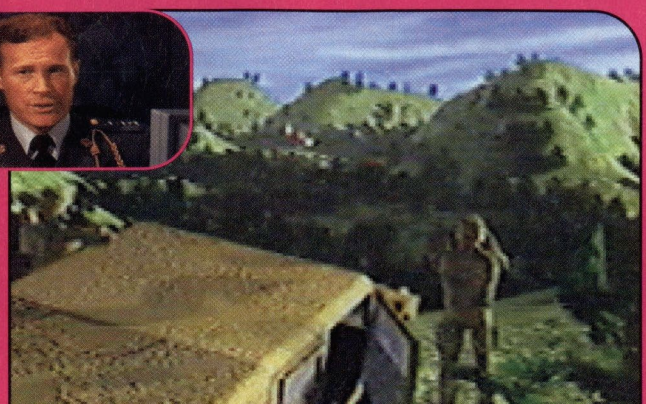
"J.J. initiates plan D and thaws all of the carbon frozen criminals. You will now have to fight him, which you know is pretty darn tricky. All you need to do though, is equip yourself with Bruno's Bracelet. This will give you loads of extra attack points and you'll be able to whoop J.J. with ease. If you can do that you've completed parallel 3."

Command and Conquer

Joe 'Funky' Gibbon was also in need of some serious help last month (and not just because of his name!). But lucky for him that Jamie Lunt (equally stupid name) of Manchester has come to the rescue with the solution to Mission six of *Command and Conquer*. Ah, what a nice bloke, we love you really.

"Take your western task force southwards, destroying everything within you range. You should come across a mountain range to the north of the GDI base, follow it round up into an alcove. Leave them there for now. Take command of your other force and lead them to the GDI base to the most northern point, now take the other force to the south of the base to attract the enemy scum's attention. Use the northern force to blow a hole in the sandbags nearby and enter the gap left behind. With all the commotion and confusion you should be able to send a recon bike to collect the detonator and then go southwards to the pick-up point. Hope that's sorted you out Gibbon boy!" Some *Saturn Power* nonsense is on the way to Sozza and Jamie.





Q+A

Hang On GP 95

I've been playing *Hang On* for ages and have completed it several times. I love the game dearly but I just want to know if there are any pokes to keep me playing while I save up for Manx TT. If you can help me I'll read your mag for the rest of my life.

David Burt, London

Oh yes, you lucky boy, we have loads of lovely cheats for Hang On GP (the game that has been shat on from a great height by the wonderful Manx TT, which you are obviously to poor to buy, ha!

Special course select
Start a game and then go to the options screen. Enter mode select and move to Options. Tap Right Shift, Right Shift, Left Shift, Right Shift, Right Shift. You should be able to race in any course without having to complete them first.

Ride the Super Cycle
Win the cup on any course, then go back and beat that record by at least 1 minuet and 29 seconds to get the Super Cycle.

Amok

Are there any cheat codes or hints to help me with *Amok*. I enjoy playing

the game but my playing prowess isn't something to write home about. I would be really happy if you could print this letter in this months Q+A.

Dick Lowhang, Scunthorpe

No Death Code:
On the Options screen under the password field, enter X, B, A, B, Y, X and it will say CORRECT. The code means that even when your life runs out, you will not die.

Level Select:
In the options screen under the password field, enter Z, Z, Z, C, Y, X for a level select.

Rapid Fire:
Press: Y, A, Y, A, Y, A - on the Options screen under the password field.

Level Passwords:
2-2 CBYXYC
3-1 XABXAB
3-2 AZCBXC
4-1 YYBBCY
4-2 BAXCXX

Groove On Fight

Wow I've just got *Groove On Fight* from my local import shop and I think it's brill.

Here are some hints for you so you can play as Damian, Bristol and Bristol-D.
First you must beat the game with any two people, than Damian should be selectable. Now, finish the game with Damian and any other character to make Bristol appear. Continue finishing the game with characters who's art portfolio you haven't acquired, and Bristol-D should appear.

Solar Eclipse

Not long ago I picked up a copy of *Solar Eclipse* and think it's pretty good fun. If you've got anything that can make the game easier for me I would be really happy because I want to see some different levels.

Steve Bacon, Newcastle

No problem Steve.

Heads Up Level:
During gameplay, pause the game and press: RIGHT, DOWN, DOWN, LEFT, C, RIGHT, A, Z and Y. This will take you to a level where you will fight the producers heads it's also give you full power-ups.

Undersea Level:
Beat the boss on the first level really quickly and you will be transported to an underwater level where you can max out your number of lives.

Horde Level:
During gameplay, pause the game and press: RIGHT, DOWN, DOWN, LEFT, B, UP and DOWN.

Trench Level:
During gameplay, pause the game and press: RIGHT, RIGHT, DOWN and DOWN.

8. Turn around and walk forwards (but don't go up the steps)
9. Continue walking back and forth in this hall till you fight a Hattari
10. After you kill it you will gain a lot of experience

Mortal Kombat Trilogy

Dead Bodies Trick
If you go to the pit bottom stage, you can make the dead bodies come to life or disappear. First pause while playing the game, then you press: A, A, B, A, Z, Right, Up, then L + R. When you press START again, the dead bodies might do one of various things.

Loaded

Cheats Menu
While playing, pause the game and highlight the 'BGM Volume' option. Now press and hold L, then in press and hold Z, B, X, C, R and A. The 'Cheats' menu should now appear.

Blam! Machinehead

Enter this level password to be taken straight to the end of the game.
UP405 C42RI 2MP3P

Parodius

To get all the super weapons
Pause the game and press:
Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start.

X-Men Children of the Atom

Speed-Up Loading Time
While continuing, hold down the Left and Right Shift buttons to keep the same characters and reduce the loading time.

Quick Select
If you hold the Left + Right Shift buttons in Two-Player Mode it acts as a quick select so you don't have to re-select your options again.

Play as Akuma
Select the two Player VS Mode and for the first player highlight Spiral, then move to the characters in the following order:
Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samurai. Wait one second then press the Weak Kick + Fierce Punch + Fierce Kick.

For the second player
Highlight Storm then move to Cyclops, Colossus, Iceman and Sentinel then go left to get to Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral, then wait one second and press Weak Kick + Fierce Punch + Fierce Kick after the code has been entered.

All you have to do to continue as Akuma is hold down L+R+X+Y+Z and press Start on the Continue Screen.

ACTION REPLAY CODES

Battle Arena Toshinden Remix

MASTER CODE
F6000924 C305
B6002800 0000
Infinite health player 1
16065720 0380
No health player 2
16066B58 0000
Infinite health player 2
16066B58 0380
Infinite time
1605F3E4 0065

Rayman
MASTER CODE
F6000914 C305
B6002800 0000
Unlimited Health:
160A6D24 0002
160A6D90 0200

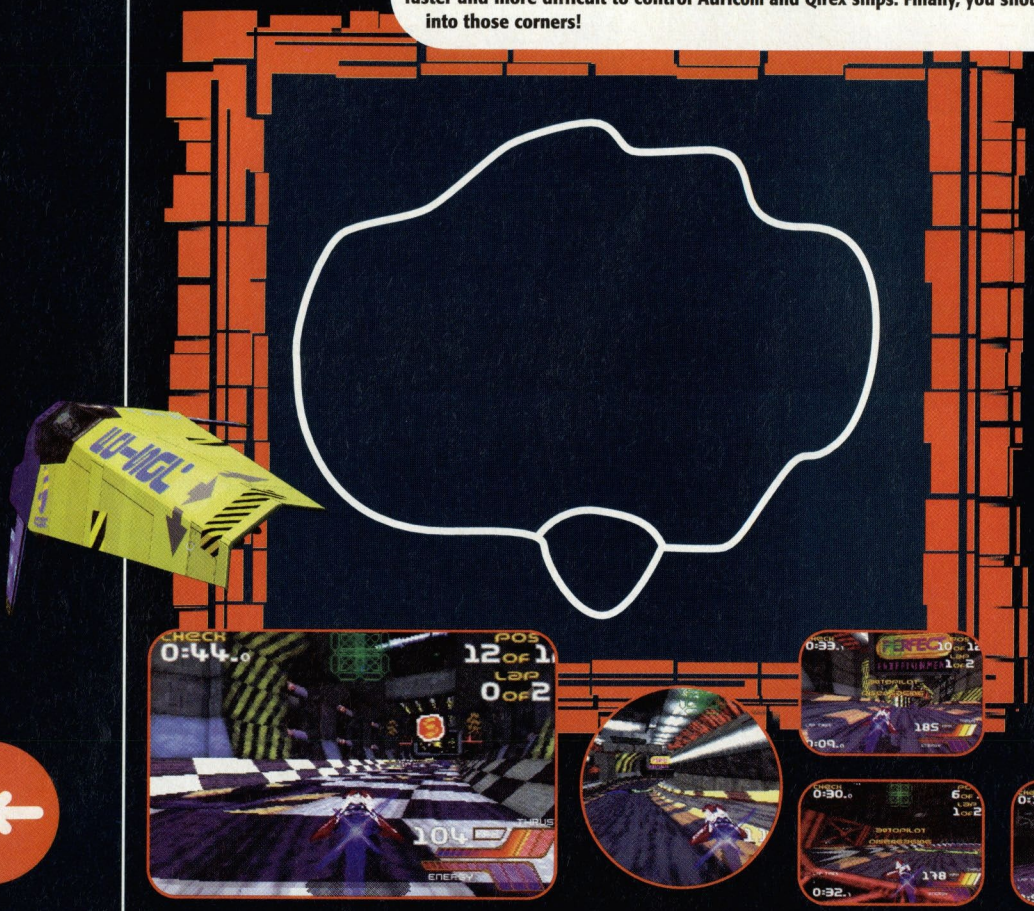
Seven pages of tips for this superb Psygnosis racer...

Wipeout 2097

Not only does *Wipeout 2097* float like a butterfly and sting like a bee, it also boasts a selection of gut-bursting courses which are hard as nails. In a gargantuan effort to maximise your gaming pleasure, **Saturn Power** proudly presents in an exclusive and exhaustive manner a complete guide and map of each and every circuit for your perusal.

Vector Tracks

Vector is by far the easiest racing class and best to earn your spurs on. Beginners should initially choose the Feistar craft to get around in, while more experienced players should use the Vector tracks as an excuse to try out the faster and more difficult to control Auricom and Qirex ships. Finally, you shouldn't need to use your airbrakes at all, just lean into those corners!



Talons Reach

Location: Canada
Length: 3.2km
Height: 74 meters

After the start, stay on the right side of the course for the first left-right combination and to use the first speed-up. Immediately switch sides to go over the speed-up and weapons grid on the left. Next, as you fly round the long right-hander, move over to the right to cross the weapons grid where the bend sharpens. Stay right, next crossing the double speed-up and use the following speed-up and weapons grid. Quickly move to the left of the track for a final speed-up just before the halfway time extension marker.

Be sure to exit the right-left kink complex on the left-hand side to make use of the following speed-ups and not the right-hand weapon grid. The track now evens out and gently swings from right to left into a long right-hand bend for which you need to take the fastest racing line. Stay on the left through the next left-hander, go over the weapons grid and then move to the right to use the speed-up straight after the next right-hander.

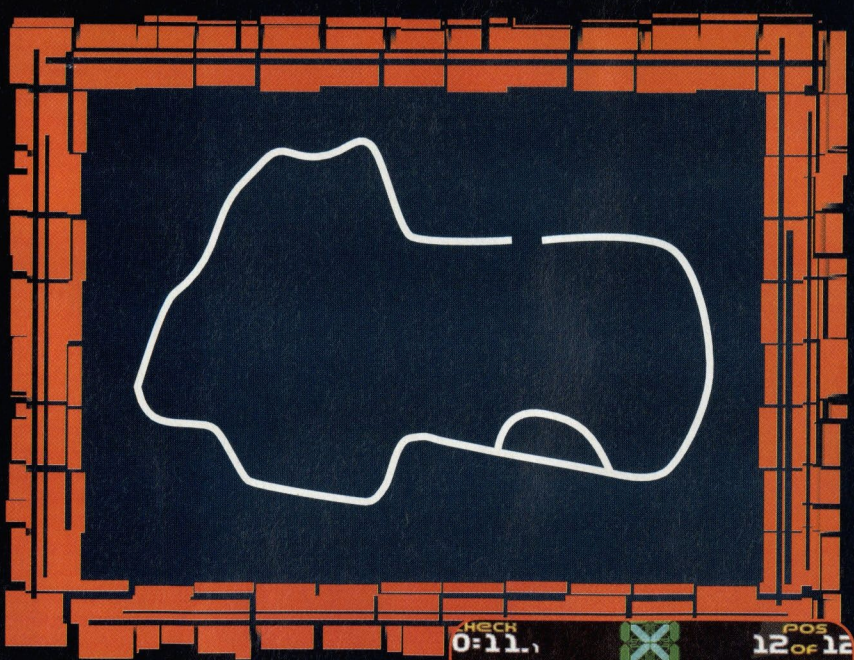
Fly left to enter the pit lane which is an essential manoeuvre if your shield energy is low. Both entry and exit to the pit is really easy and if you fly past it on autopilot, the computer decides if it's necessary or not. Stay off those airbrakes – you shouldn't need to use them.

Sagarmatha

Location: Nepal
Length: 4.3 km
Height: 153 meters

Fly through the start moving over to the right hand side to collect the speed-up. Stay on the right for the upcoming left-hand bend and go over the weapon grid. Before the track goes right into the tunnel, move to the left to use the speed-up just inside. Continue on the left side of the track through the right-left chicane after the tunnel and fly over the speed-up as opposed to the weapon grid on the right. Next move to the left after the rising right-hander and use the speed-up. If you quickly change to the right for the next weapon grid you should be able to go straight through the slight right-left and pump the speed up just after the bend. Stay to the left through the tunnel and go over the left speed-up instead of the right weapon grid.

Now, safely over the halfway point, take a left-hand line through the sharp right-hander and go over the weapon grid. Move through the following left-hander, hitting the speed-up leading to the jump and the double speed-up as you take off. The long right-hander on landing can be taken at full throttle. Move your craft from right to left and use the weapon grid then power-up it offers. Turn right into the pit lane if you need to then a simple straight completes your lap. Easy.



Venom tracks

You may find these tracks slightly more challenging to begin with, but after valuable experience gained on the Vector tracks they shouldn't pose too many difficulties.

over

Valparaiso

Location: Chile
Length: 3.9 km
Height: 220 meters

Move to the left for the left-handed bend and then take the speed-up after the starting line. The next section of the track is a right/left then left/right chicane. By skillfully moving to the right for the first right-hander, a more or less straight line should take you over a weapon grid followed by three speed-ups on alternative sides. Move left on the straight for the speed-up and take the fastest line through next left and the following sharp left. During this you should pass over two speed-ups and a weapons grid. Move over to the left for the weapon grid on that side and let your craft drift right over the three bumps to catch the weapon grid. Move right to use the speed-up and as you take the sharp right-hand bend that follows, try to exit on the right for another speed-up. Prepare early for the next sharp left and you won't need to use the airbrakes. You should end up over the right-hand speed-up however and as you cross the halfway point take the weapon grid on the right before moving left for the speed-up.

The next right is pretty tricky, no matter how much experience you have or which craft you're flying. You'll need to slam on the airbrakes to get through it. If you can manage it, try and hit the speed-up on the apex of the bend before passing over the double weapon grids. Stay left for the next speed-up and as soon as you reach it – turn right for the bend deftly catching the right-hand speed-up on the exit.

Rapier Tracks

There's no getting away from it, these tracks are hard, demanding concentration, skill and good old dedication .Fast and furious thrills and spills are the order of the day.

over

Gare D'Europa

Location: France
Length: 3.5 km
Height: 179 meters

At the end of the starting straight is a sharp right-hand bend. To negotiate this without airbrakes, approach down the middle of the track and turn right as you go over the starting line. Take the speed-up on the left as you exit and move right for the weapon grid. Take the next left straight, hitting the weapon grid on the apex, and the following speed-up on the left near the apex of the following right-hander. Carry on straight to catch the speed-up on the right and then quickly move left to use the speed-up on the apex of the next left-hander. Exiting this on the right-hand side should put you over a weapon grid followed by another if you stay on the right.

Ignore the next weapon grid and stay on the right for the sharp left-hander. Try to hit the left-hand speed-up in the tunnel, but concentrate more on stating on the left-hand side while coming out of the right-hand bend to hit the speed-up there. It is possible to swing over to the right for the speed-up after the next right-hand bend, but it's far easier to stay on the left for the weapon grid.

Exit the next right on the right and pass over a speed-up. After the gentle right, use the airbrake for the hairpin left. As soon as your back end starts swinging round, release the airbrake and continue turning. You should now be lined up for the speed-up on the left of the track and the finishing straight. If you want to go for a pit-stop then avoid the speed-up. Congratulations.

The next sharp right will require some airbraking and moving to the left on the following straight should put you in position to exit the next right over a weapons grid and in line for two speed-ups in the next straight.

At the bottom of this slope the track kinks from left-right, left-right, left, with a speed-up and weapons grid immediately after on the right-hand side. Take a straight line through (keeping the nose of your craft up at the same time for best results) and as you approach the speed-up, straighten up with the track. The next right should be taken with the airbrake and keep on turning through the following right. Hit the weapon grid on the far end of the bend and when you approach the next left, press left together with the left airbrake until you're safely around the bend and facing the speed-up ahead.

Dab the right airbrake to swing yourself round the next right and for the following left, press left and left airbrake as you approach and, as you start turning, release the airbrake but keep pressing left. As you shoot round the bend you'll want to head for the double speed-up on the right-hand side before moving left for the weapon grid. At the end of the straight you want to be on the left still, just as you reach a patch of darkness.

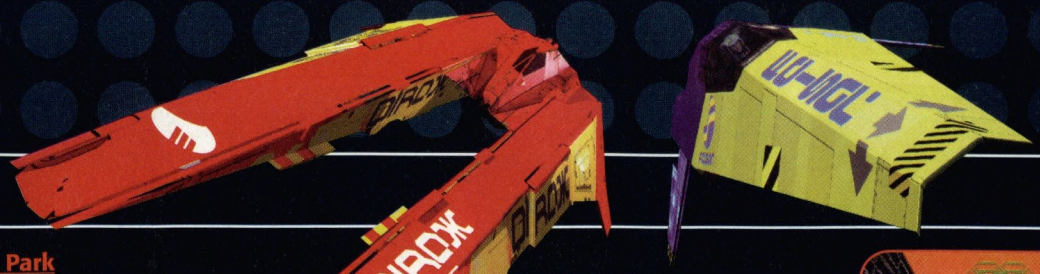
Press right, and keep it depressed. You should come out of the bend on the left side of the track and pass over a speed-up. Now, move into the centre of the track and press Up, keeping it depressed all along the rising section of the track. When you get to the huge jump, you'll want to be on the right of the track if aiming for the pit lane or the left if you intend to carry straight on. One final tip, if you want to get into the pits don't go for the speed-up, you'll never make it.

Odessa Keys

The last of the six courses to master before reaching the bonus Phoenix tracks. Odessa Keys is the longest – 100 meters more than the Vector class Sagarmatha and there's two spectacular jumps at the end of it. Have fun.

Location: Black Sea
Length: 4.4km
Height: 121 meters

Just as you start, turn slightly to the left to negotiate the left-hand bend then drift to the right to straighten up. Move to the left of the track for the speed-up on that side, then press right and right airbrake for the right-hand bend. Immediately afterwards, press left and left airbrake for the sharp left. Make sure you continue turning out of the bend to go over the speed-ups and weapon grid on the left side of the track. If you press right and right airbrake when you're on the first speed-up on the left, quickly followed by left and left airbrake, you can get onto the right-hand speed-up as well, and you'll find yourself heading straight up the hill. Try and stay in the middle of the track for the downhill section, then as you approach the left-hand bend turn left. Next carefully use the right and right airbrake so as you don't crash on the right-hand bend. Try and be in the middle or towards the left of the track when you come out of the bend. As you approach the weapon grid and speed-up across the track, press up, so you don't lose too much speed on this steep hill. You can get round the right-hand bend without using the airbrakes. Stay on the left for the bend so you can go over the double speed-up on that side. Now drift too the right for the speed-up on that side. Just before you go over this speed-up press left and left airbrake trying to stay on the right side for the weapons grid. If you quickly move over to the left you can also pick-up the double speed too. Continue up the hill on the left then just before reaching the speed-up on the



Phenitia Park

Location: Germany
Length: 3.8 km
Height: 137 meters

Move to the left after you've crossed the start-finish line to take the weapon grid. Move right after the gentle left/right for the right-hand speed-up and take the jump. Double speed-ups await you on landing, after which you should move to the right to make use of the right-hand weapon grid on the long left-hander. As you come out of the bend, move left for the speed-up and glide through the left/right kink. Use the airbrake through the next right and airbrake through the following left to hit its apex and the speed-up. If you take a straight run at the next jump you should hit the double weapons grid on landing.

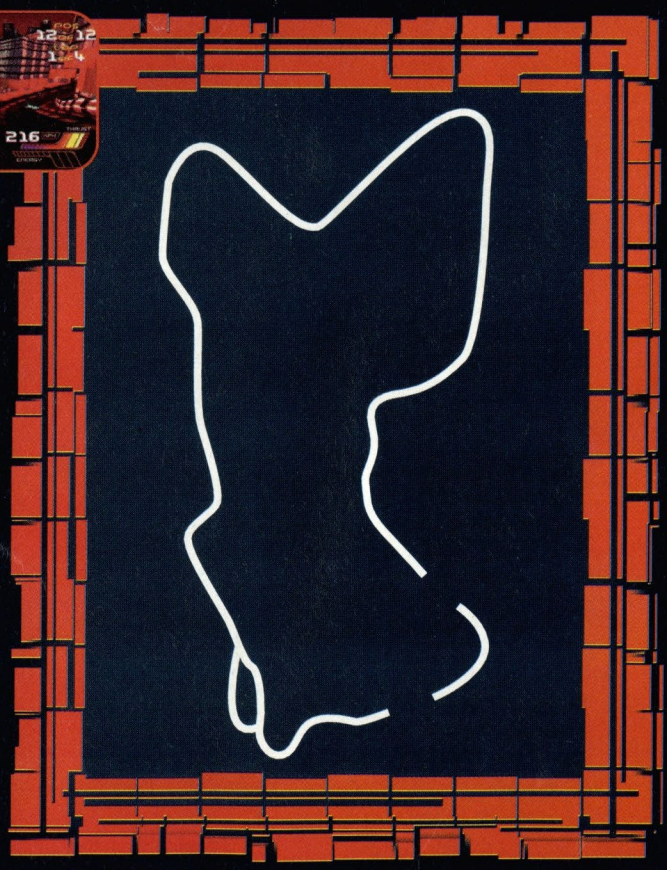
The next right/left is the first mid-lap point, and leaving it on the left will have you in line with a speed-up.

Take the next right on the right and go over the speed bump. When you turn left for the approach to the jump, be ready to turn right when you land and right/left passing over a speed-up as you do so. Move back to the left for the upcoming left-hand bend passing over the weapons grid on that side. The track will bend further, so be prepared to move right for the speed-up on the right and exit the bend on the left to hit the speed-up there. On the following stretch move to the right as as you cross the second mid-lap time to use the speed up on its right. Dive left just before taking the sharp right-hander, ignore the weapon grid and do the same for the tunnel on the left side, but after crossing the double speed-ups move right to exit the tunnel on the left-hand side and take the weapon grid and speed-up.

As you complete a circuit, press left together with the left airbrake to stay on the track, or right and the right airbrake to go into the pit lane. If you do decide to stay on the main track, make sure you hit the right-hand speed-up and left-hand weapon grid on the finishing section.

right, hit right and right airbrake to get round the sharp right-hander. Make sure you get towards the left of the track for the speed-up ahead and just before you hit it, press right then left to grab the weapon on the right-hand side of the track. When you hit the double speed-ups in the tunnel turn right. Now, as you approach the left-hand bend, press left and left airbrake, followed by right and right airbrake for the following right-hand bend – this takes you out of the tunnel and over the weapons grid on the bend. Now just press left for the left-hand bend, and line yourself up for the double speed-up on the left-hand side of the track. Take off on the left-hand side of the jump so you'll go over the weapon grid on the other side. Halfway between the weapon grid on the left and the one on the right, press right and right airbrake for the upcoming right-hand bend to go over the weapons grid on the right as well.

Start the next jump from the left and continue on the same side until you hit a speed-up. As soon as you do, press left and left airbrake, followed by right and right airbrake to get round the following right-hander. To go into the pit – press right, then left. Approach the pit exit on the left and hit right then left and left airbrake. You're now heading for the starting line. If you don't fancy a pit stop follow the track round to the right using the right and right airbrake followed by the left and left airbrake. Now angle you're way through the slight kink, et voila – you're back at the starting grid. Nice one.



Eighteen top tips for aspiring 'flyer starters' everywhere

1) The Feistar is by far the easiest ship to fly and the best with which to get used to the new courses. Although it's the slowest ship in the game, it does have a relatively tight turning circle (making it easiest through corners) and a highly stable shield.
2) Next up is the AG Systems ship which boasts faster speed and the same cornering ability. On the downside it does have weaker shields and requires more frequent trips to the pit lane or prang-free driving.
3) Move on up to the Auricom craft, which is faster still, but more difficult on corners. Due to its increasingly difficult handling, this ship is really only recommended for intermediate flyers.
4) You should have your heart set on driving the Qirex ship, the fastest and best shielded ship in the game. However, mastery of the airbrakes is an essential skill necessary for effective racing.
5) When in Autopilot mode, rather then let it disengage on a difficult piece of track, use the 'discard weapon' button to manually disengage it in a safer area. Simple really.
6) When approaching the pit lane flying with the Autopilot, it decides for itself whether or not repairs are necessary. In the later tracks, this is a real advantage as some of the pits are quite tricky to negotiate and using the Autopilot guides you through effortlessly.
7) Be careful not to activate your Autopilot when you've been Electrobolted as the subsequent electrical disturbance will cause you to fly very slowly. If you do accidentally activate it, then discard it immediately or wait until the disturbance subsides.
8) When using your missile and rocket power-ups, wait until you're close to the enemy before shooting at them. This is a good tip as when enemies are hit they spiral upwards, so if you're close enough you can safely fly underneath.
9) Keep your finger on the thrust button when airbraking or you'll lose too much speed and toggle the airbrake buttons rather than holding them down continuously for maximum effect.
10) If you're chasing an enemy ship and nearing a bend, a good tactic is to always take the inside line. This way, if you do happen to collide the collision will help you round the bend and force the enemy craft into the side.
11) Always try and use the speed-up grids – they can help with overtaking.
12) Only use the airbrakes if you really need to. Try to fly without them as they slow you down, especially uphill. Airbrakes are especially useful when used to slide over speed-up grids at the start of bends.
13) If you do pick-up the shield power-up, then don't hang onto it for long, unless your shields are really weak. While it's active or in your weapons bay, you won't be able to pick-up anything else or fire your weapons. Get rid of it!
14) The Up and Down buttons are well worth considering as they raise and drop the nose of your craft. Lowering the nose when coming out of a jump will increase landing speed, while raising it has a braking effect and makes for a much softer landing.
15) Quickly discard power-ups that you don't need as you'll never pick up the same weapon twice in succession.
16) Power-ups are random but weighted to your position in the race. So when you're lagging behind, you're more likely to pick up turbos and autopilots (See tips 5,6, and 7) and when leading more likely to pick up mines and shields.
17) The emergency E-Pak pickup restores shield energy but only becomes available once your shield energy is less than 25%. The only sure-fire way to replenish your shields is to fly into the pits.
18) Turbo Boosts are great fun but always result in some sort of collision unless used on the straights. It is a good tactic never to use them on the Rapier and Phantom tracks. Not unless you're a crash-happy maniac that is.
19) If you run out of time before the next extended time grid and have a turbo boost on board, fire it up as your time runs out. The thrust can and will carry you on for a fair distance, possibly qualifying you in the process. Remember to keep your nose down too.
20) If you've just used the Quake and have picked up a turbo and are on a straight piece of track, resist the temptation to use it, you'll end up on top of your quake field. Messy.

Spilskinanke

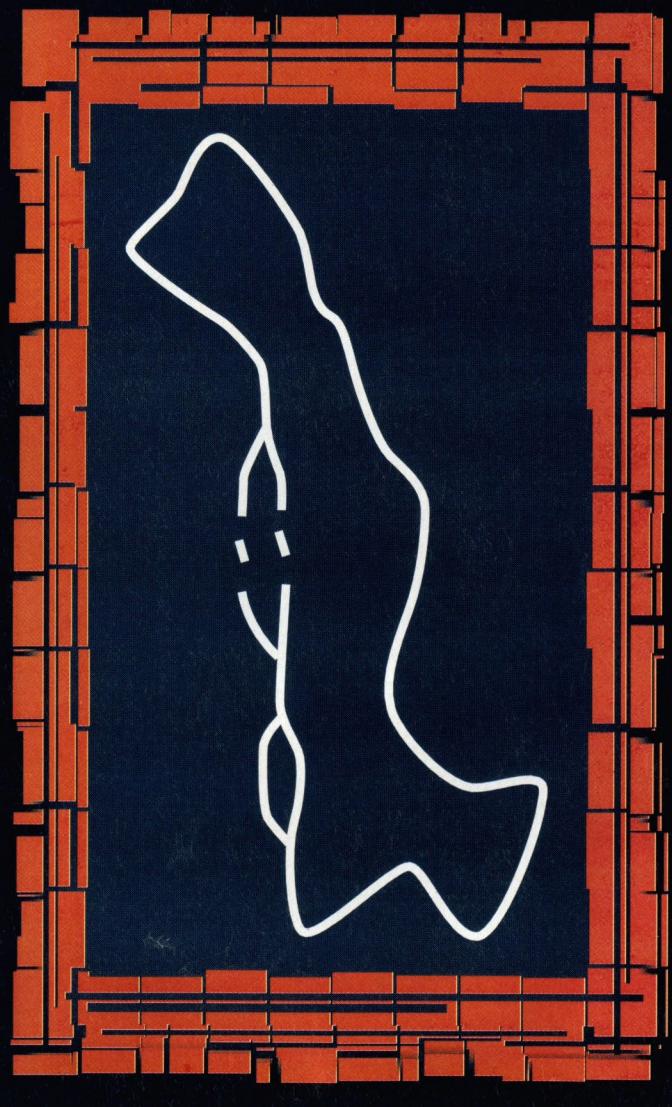
Location: North America
Length: 4.0 km
Height: 82 meters

Stay on the left as you start the race, then when taking the first right turn you won't need airbrakes. You should aim to turn right about two ships lengths before the starting line. Come out of the bend on the right if you fancy picking up on a weapons grid, swing to the left for the speed-up, then move to the right during the slight right-hand bend for the double speed-up. As you fly over this, move to the left for the speed-ups and weapons grid. On reaching the first speed-up, press left and left airbrake for the bend through the tunnel. Make sure you remain on the left for the speed-up on that side. As soon as the weapon grid on the right of the track becomes visible at the crown of the hill, press right and right airbrake for the bend. Move to the left again for the speed-up. Next if you need to make a pit-stop press left and the left airbrake as you go over the speed-up this should put you in line with the entrance to the pits. As you reach the start of the pit lane press right together with the right airbrake, then gently press right to line up with the pit lane exit. As you come to the exit, press left and left airbrake to go over the double speed-up in the entrance to the tunnel on the left side of the track. Press left as you go over the double speed-up, then straight away press right to get round the right-hand bend making sure you stay on the left of the track as you go over the weapon grid before the jump, turn right so that you travel along the track. Your craft should touch down and as soon as this happens press left so that you jump to the next section. If you do this correctly, you'll land facing forward. If you do it incorrectly, you'll land facing a wall. The next jump should be taken on the left. When over it press right, making sure you keep your finger on it for the bend after the jump or you'll crash.

Stay on the left side of the track to go over the speed-up and weapon grid. As you reach the speed-up, press left and touch the airbrake to get round the left-hand bend, next applying pressure to the left button and left airbrake for the small left-hand drop. Press right and right airbrake for the similarly small right-hand drop. Then press left and left airbrake for the small left-hand drop. Try and come out of this bend on the left of the track, so you can go over the weapon grid. Next, there's a long right-hander which you'll want to approach from the right side in order to go over the two double speed-ups. As you come out of the bend, move to the left to go over the speed-up and weapon grid on the left. As you go over the speed-up, press left and left airbrake twice. As you emerge from this turn you want to move over to the left again to pick up a weapon. Stay on the left for the approach to the jump, then as you come to it press right and right airbrake to land facing the right way. As you travel over the next speed-up turn right until you've gone over the weapon grid. Now hit left to line up with the starting grid. Move to the left side of the track and stay on this side until you see the starting line, then press right.

Those Hidden Phantom Tracks In Full

Come first in all the heats on the previous courses and gain access to the final two tracks.



Vostok Island

Location: South Pacific
Length: 5.1km
Height: 97 meters

Entering the first tunnel you need to be on the left. Just before you enter the tunnel, hit right and right airbrake, releasing the airbrake before you exit the corner. Try and get the speed-up on the left and turn right for the right-hand fork. Now turn left and continue over the speed-ups on the opposite side. When the tracks join again, angle your craft across the speed-ups and weapon grid so that you head towards the left-hand fork. Turn right for the bend leading to the double jump, staying in the centre of the track.

Take the smallest right-hand bend on the left so that you gee over the weapon grid and speed-up. Turn left for the following bend, moving towards the left for the triple speed-up at the start of the rising left-hander. When you reach the top of the hill, turn right with the airbrake and you'll go over the weapon grid on the left . Straighten up for the approaching right-hand bend in the tunnel and, as you enter the tunnel, press right and the right airbrake so that you take off in the centre of the track.

Move over to the right side of the track and, as you reach the speed-up, press right then left for the speed-up on the left-hand side of the track. As you cross the speed-up press left together with the left airbrake, followed by right and the right airbrake. This will take you to the mid-lap checkpoint. Hurrah!

Straight after the checkpoint, press left making sure you're on the right side of the track to go over the speed-up. As soon as you land after the jump, press right to go round the bend, and over the two weapons grids across the track.

When you take off the next jump, you'll find you can now go left along the track, or right into the pit lane. Which ever way you go you want to head towards the double speed-up on the left. If you want to go into the pit lane, then just before you reach the double speed-up press right and the right airbrake followed immediately by the left direction button. To come out of the pit-lane press left to line yourself up with the speed-up across the track in the entrance to the tunnel.

If you wanted to follow the track, then as you were over the double speed-up on the left side of the track, you press left. Keep on tapping left to stay on the left side of the track and go over the weapon grid on the left as well and turn left into the tunnel and over the speed-up across the track. Get onto the left side of the track, and before the right-hand bend, turn right with the right airbrake on. Keep them on so that you go over the weapons grid on the right hand side of the track. Move over to the left side of the track for the next right-hand bend. This can be done without airbrakes. Just turn as if it was an easy bend, and move to the right side of the track as you come out of the bend. Go over the double speed-up on the right then press left and left airbrake for the left-hand bend out of the tunnel, and you can go over the weapon grid and speed-up on the left side of the track. Carry on straight along the left side of the track, then just before the tunnel with the sharp right-hand bend, press right and right airbrake. That's you round the track. Go and have a cup of tea.

Part One

Swagman

Reviewed waaayy back in issue 91 of *Sega Power*, *Swagman* is a pleasing enough little off-the-shoulder number. Cunningly splicing the intricate gameplay of something like say, *Zombies* on the Mega Drive with the puzzling elements of the role-playing classic *Zelda*, it manages to please us all with its naughty little ways.

The first part of our guide (for this is it) covers the first main sections to the game while the second part (printed in issue 6) will concentrate on finishing the game. Oh, and many thanks to Core for their invaluable help in this solution.

Zack's Bedroom

This is your starting room. Collect the torch and use it to smash the bell jar with the key in it. Collect the bugs, talk to Hannah locked in the cage and then talk to the Scarab by the bedroom door. Exit the room.

Landing

Be careful here. Don't fall down the abyss. Collect all items and kill the Scallywags. Go through the bathroom door on the far right of the room. Collect all items, but watch out for the tiny red Scallywag – he steals your bombs. Use your torch to draw the shower curtain and collect the key. Exit the room. Go through the locked door.

Spare Bedroom

Visit the Scarab and dodge the ghost. Use a bomb to blow up the bed and then use another bomb to blow the cracked wall away, to reveal a hidden corridor. Enter it.

Secret Corridor

Kill the two Scallywags and enter the second door at the bottom. Talk to the Scarab – collect the items and exit. Walk across the cracked walkway and enter the door.

Parents Bedroom

Kill all enemies, collect the key and get some energy from your snoring Father. Go to the wardrobe and use the torch to move the clothes. Go to the wardrobe and use the torch to move the clothes. Go through the door.

Box Room (Behind the Wardrobe)

Use your torch to stun the Ghosts and move quickly, as they recover fast. Collect all items and you need to jump onto some of the boxes to access other parts of the room. Make your way to the room with the key in it. You will need to push/pull the box with the arrows on it, to reach the key. Exit the room. Exit your Parents Room via the door near the dresser and wardrobes. Exit the landing via the Spare Bedroom door and make your way to the Secret Corridor. Enter the locked door.

Pool Room

Collect the bombs, dodge the ghostly Pool cues and use a bomb to open the secret doorway and enter it.

Ghostly Box Room

Main Hints and Tips

1) Talk to the Scarab and visit every chest for information.
2) Collect all bugs.
3) Collect all energy – you *will* need it.
4) Collect all keys.
5) Collect all bombs – these are important to your arsenal.
6) Collect Dreamdew.
7) Kill all enemies and stun all ghosts.

Dodge the Ghosts and collect all items. Make your way into the doorway on the far right of the room.

The Old Lost Bedroom

Dodge the Ghosts and collect the bugs. Exit the room via the mirror.

The Red Desert Dreamworld

This is where Zack's inner being, his strengths, come out in the form of his Dreambeast.

Make your way through the Desert. You can head-butt, punch or flame your enemies here, so use them well. Collect all items and exit via the Large Mirror.

Landing

You appear on the other side of the landing near the stairs. Exit by going downstairs.

Hallway Downstairs

See the Scarab. Down the corridor most of the rooms are locked. Go right down to the bottom of the corridor and exit via the lit archway.

The Kitchen

Kill all enemies and collect the key. Also, get some energy from the Cat you find here. Exit through the archway again.

Hallway

Unlock the first door to the right and enter.

Large Abyss Room

Make your way across the Abyss, collecting all items and go through the doorway at the top right of the room.

TV Room

Kill the Enemies and collect the key. Blow the cracked wall at the bottom left of the room via a bomb and enter.

Small Room

Collect the key and the other items and exit the room into the Hallway. Go back into the Kitchen and go into the door next to the Cat. You will enter the Laundry Room. Kill all the Enemies and go through the door.

The Garden

Search the top half of the Garden and visit the Scarab when you see him. Find the exit down at the bottom of the garden to the bottom half of the garden. Go down to the end and talk to the Scarab. Collect the Dreamdew from the flower. Go over to the swing and use the web-jump to get across the Abyss. Pass through the hedge and blow the wall in the Well. Go down the Well.

Down the Well

Proceed to the first push cog – press it in. Now follow the path all the way round, dodging the Ghosts and the rolling spikes. Push in the other cogs and proceed to the exit.

Broken Swimming Pool

Flick the switch, collect the key and teleport out.

Limbo (this applies to all Limbo Visits)

Simply go to the Scarab to the right. He will remove your bugs and they will then create a path around the stones for you to follow. Collect the items at the end of the path and then release the Dreamfly. You will then be teleported to the Boss.

The Pumpkin Boss

What you need to do is simply hit the small Pumpkins. He fires at you; dodge his hands, as he tries to grab you. You can use your Torch on his hands to remove them and his arms. When you have removed his arms, all you need is to fire the small pumpkins back at his head until he explodes. When this happens, the Warping Marble is left behind. Pick it up and you will be teleported out back into the garden.

The Garden

Go up past the Pumpkins and head back up to the back door of the house. Make your way back to the Hallway and go through the last locked door on the top left of the Corridor.

The Garage

Collect all items, dodge the Ghosts. When you get to the car, push it up, revealing a trap door. Use your bombs to blow it up and fall down into it.

The Basement

Stand onto one of the Telepads. Use the Warp Marble to teleport Hannah in. Move Zack off the Telepad and put him over the slab switch. Change to Hannah and make your way to the door that has opened. Go across the cracks and through the Boiler Room. Next, pick-up Hannah's yo-yo and go down to the large boulder and push it to the left, so that it drops down. Exit the room to the right and make your way across the large cracks, towards the metal lift. Use your yo-yo to flick the switch, move onto the platforms and proceed to the second metal lift on the left, dodging the spiders. Change to Zack, move the boulder over the slab switch and get over to the room you have just left Hannah in.

Stand on the slab switch in the bottom-middle of the room to activate the lift Hannah is on. Change to Hannah and move right towards the exit. Now, simply jump onto each of the metal platforms, dodging the spiders, but be careful as some of the platforms fall away. Move to the bottom of the screen, dodging the steam and move left, jumping over the cracks and exit at the bottom-left of the screen.

In the next room move down the steps, using your torch to clear the webs, remembering to pick-up the Dreamdew. Go to the two Telepads, get onto one and warp in Zack. Move Hannah to the wall below the Warp Pad. Change to Zack and jump onto the small ledge, and then jump onto Hannah's head to get onto the Warp Pad. You will be warped into limbo.

Limbo

Do what you need to do here and free the Dreamfly. Enter the Warp Pad to the next Boss.

Meet the Glooming

Simply dodge the floor he keeps cracking away and also dodge his spikes and exploding spike bombs. You need to get to him as close as you can and throw bombs at him. Do this until the Glooming is defeated.

Dark Tunnel 1

Hit the switch to lower the Bridge. Stand either character on the Pressure Pad to make the platforms move out of the wall. Jump on these and go through the door at the top. Collect Dreamdew from this small room. Go back out and proceed to the next switch to lower the acid. Stand Zack on the Pressure Pad at the top of the stairs. Move Hannah across to where the acid was and exit at the top.

The Pits (Small)

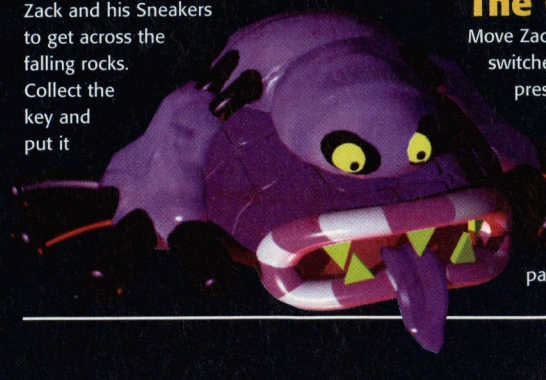
Make your way across the Pits by using Hannah's double jump and exit through the Mirror on the other side.

The Dark Tunnels 1

From the Mirror, go down and around where the spinning spikes are and flick the switch. Go back up to the stairs and go up them. Continue upwards and go round to the Abyss. Use Hannah's yo-yo to lower the bridge. Go across towards the switch, flick it and walk down to where the acid was. Go left up the stairs and then go down and through the doorway. Stand on the pressure pad to extend the steps. Change to Zack and get him up the stairs and go through the doorway. Make him stand on the pad at the top of the stairs. Change to Hannah and walk through the spinning spikes and exit through the doorway.

The Bone Yard

Facing the gate to the Bone Yard, go right and collect the key. Once inside the Bone Yard, collect Zack's Super Sneakers. Watch out for the gargoyles, which turn to stone. Stand on top of the graves to find hidden lifts, which take you underground. Collect much-needed spiders, Dreamdew, Zs or even keys. Stand Hannah outside the other gate and use Zack and his Sneakers to get across the falling rocks. Collect the key and put it into Hannah's inventory. Now Hannah can open the gate. Proceed through, jump onto the stone pillars and use the yo-yo to grab the blue key. Put this into Zack's inventory. So now Zack can go through the gate.



Bone Yard (Dream World)

Simply jump onto the floating rocks, timing your jumps and quickly moving across the sinkable pathways. Remember to use your fire breath to knock out the Spiky Toads to continue through this stage and to exit out of the mirror.

Bone Yard

Follow the path around the Bone Yard, jump over the gaps in the ground and go down the grave with the Zs coming out. Collect the key and get back out. Make your way round to the pushable gates. Give Hannah the key; change to her and use it to open the gate. Get Hannah to pull open the gates, same for Zack. When these are open, get Zack to go down to the large Glooming Statue and use a bomb to create the exit. Exit the level.

Dark Tunnels 2

Position Zack in between the step and the main platform. Get Hannah on the step and jump onto Zack's head to jump over to the platform. Move Hannah round to the right and move Zack so that he stands up against the wall near to the Lava Head. Jump Hannah onto Zack head to make the gap. Go and flick the switch to lower the bridge. Get Zack to jump over the bridge to the other side and stand him in between the high walls where Hannah is, and get Hannah to jump onto his head and onto the other side. Flick the switch to lower the acid; get Hannah in there and move down towards the first pressure pad. Move Zack to where Hannah is. Stand Hannah on the first pressure pad, move Zack onto the step that has appeared and get him to stand on the second pad. Move Hannah onto the second step and onto the third pad; move Zack onto the third step and go round to the fourth pad and collect Zack's Frisbee, but stay on the pad. Move Hannah over the spinning spikes and go through the mirror to exit.

The Crypt

Move Zack downstairs, move to the left, flick all switches along the way and stand on the pressure pad at the end.

Change to Hannah and take her to her brother, flicking all switches again. Move Hannah along the path that has been created on the lava; stand on the pressure pad to create a new path, run down to the next platform. Jump on the swinging platform, but time your jump onto the second swing.

Move along and use Hannah's yo-yo to flick the switch and move quickly up onto the new path, as it is on a timer. Run to the right, jumping over the gaps and stand onto the pressure pad; switch to Zack. Move him back to the stairs at the start and go down on the new steps in the blood and move right. Jump onto the ground and stand on the pressure pad on the left doorway; change back to Hannah. Move down the path for energy, bugs and the Scarab and then go up to where Zack is. Flick the switch in the middle and then stand on the pressure pad to the right; change to Zack. Go right and use a bomb on the bridge to lower it, carry on right to the swings and time your jumps again. Move to the right and use your bombs to blow the bridge, go down and proceed left, flick the switch and move quickly on the steps, but be careful, as they are timed.

Go through the mirror. Make your way through the Dreamworld, dodging the large fire heads and destroy the rock formations, blocking your way. When you are out, stand on the pressure pad and move quickly onto the steps and again on the second pressure pad. Flick the switch and move quickly onto the swing and the stepping stones, as they are timed. Flick the switch and again move quickly onto the stepping stones, as they are timed. Move all the way to the right and exit on the Warp Marker

The Undertaker Boss

Simply see which coffin he comes out of, by the flashing face on the front of each coffin. Use the two pressure pads to move the gate to each coffin and then go to the bottom-left of the screen and throw your bombs into the blood. You must try to dodge his attacks and most of all take your time.

Twisty Turny Woods

Go to have a chat to the woodcutter and then move up to the top of the screen and exit into the next room. Talk to the Scarab and stand Zack onto the plinth. Change to Hannah and move her in front of Zack; change back to Zack and jump onto Hannah's head and then onto the wall to carry on. Then, sadly, you'll have to wait until next month for the rest...

Next Month

Part two of this huge Swagman solution. Don't miss it!

King of Fighters '95

Part 2

Last month we were kind enough to bring you the special moves for the majority of the characters in Sega's latest beat-'em-up, *King of Fighters '95*. This month, as time and space dictates, we're now able to bring you the rest. Remember kids... don't try these at home.

Yuri Sakazaki

Ko Oh Ken
D, DF, F + A or C

Rai Koh Ken
D, DF, F + B or D

Saiha D, DB, B + A or C

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

Hundred Slaps
F, DF, D, DB, B + A

Super Uppercut
F, D, DF + A or C

Super Move
Flying Phoenix Kick – F, B, F, DF, D, DB, B + B & C

Mai Shianui

Kacho Sen
D, DF, F + A or C

Ryu En Bu
D, DB, B + A or C

Deadly Ninja Bees
B, DB, D, DF, F + B or D

Flying Squirrel Dance
During Jump D, DB, B + A or C

Flying Dragon Blast
F, D, DF + B or D

Super Moves
Super Deadly Ninja Bees – F, DB, F + B & C

Kim Kaphwan

Crescent Moon Slash
D, DB, B + B or D

Comet Cruncher
(B), F + B or D

Penis remover
(D), Up + B or D

Flying Kick
During Jump – D, DF, F + B or D

Super Move
Phoenix Flattener – D, DB, B, DB, F + B & D

Choi Bounge

Hisho Kuretsuzan
(D), Up + B or D

Hurricane Cutter
(D), F + A or C

Kaiten Hienzan
(B), F + A or C

Jumping granny death
During Jump D, DF, F + B or D

Flying Monkey Slice
(B), F+ B or D

Super Move
Tornado Ripper – (B), D, UP + B & C

Chang Koehan

Spinning Iron Ball
Press A or C rapidly

The Haircut 100
(B), F + A or C

Flying Ball Breaker
(D), Up + B or D

Super Move
Wind Ball Attack – D, DF, F, DF, D, DB, B + C

Athena Asamiya

Psycho Ball
D, DB, B + A or C

Phoenix Arrow
During Jump D, DB, B + A or C

Psycho Sword
F, D, DF + A or C

Reflector
B, DB, D, DF, F + B or D

Super Moves
Shining Crystal Bit – B, F, DF, D, DB, B, UB + B & C
Crystal Bit (after Shining Crystal Bit)
D, DB, B + A or C

Chin Gentsai

Gourd Attack
D, DB, B + A or C

Rolling Punch
B, DB, D, DF, F + B or D

Buring Sake Belch
F, D, DF + A or C

Super Move
Thunder Blast
D, DF, F, D, DF + C

Sie Kensou

Silver Bullet
D, DB, B + A or C

Dragon Uppercut
B, D, DB + B or D

Dragon Talon Tear (During Jump)
D, DB, B + A or C

Dragon Fang
B, DB, D, DF, F + A or C

Super Move
Dragon God Drubbing – D, DF, F, B, F + D

Jeidern

C Cutter
(B), F + A or C

Moon Slash
(D), Up + A or C

Neck Roll
(D), Up + B or D

Storm Bringer
D, DF, D, DB, B + C

Super Move
Final Bringer
(B), D, UP + B & C

Clark

Vulcan Punch
Press A or C rapidly

Gutter Punch
(B), F + A or C

Back Breaker (Near Opponent)
B, DB, D, DF, F + D

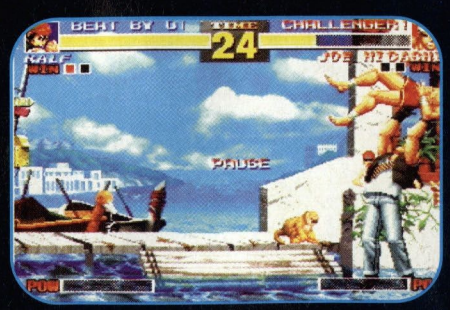
Super Move
Ultra Argentine Back Breaker
F, DF, D, DB, B, F, DF, D, DB, B + C

Ralf

Vulcan Fire Punch
Press A or C Rapidly

Gutter Punch
(B), F + A or C

Back Breaker (Near Opponent)
B, DB, D, DF, F + D

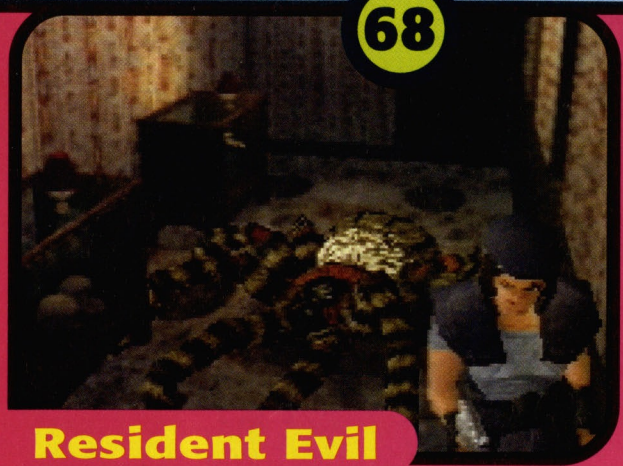


Blitzkrieg Punch
(D), UP + A or C

Super Move
Super Vulcan Punch
(DB), B, F + C

Next Month: *Last Bronx* move guide...

Reviews



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Resident Evil

TOP GAME

It's about this time o' day we like to balance a Just Fruit on a squirrel. But our hands are shaking and... no, the sweetie is spilled and the little rascal escapes. The reason for this unsteady hands/bushy tail disappearing into distance/Just Fruit on floor-type incident? We've been playing *Resident Evil*. And boy, is it scary. Monsters and everything, like. We're grown-up and hardly ever wet the bed these days, but this made us jump. Game of the month.

Reviewed

68	*Resident Evil*
72	*Last Bronx*
76	*Discworld 2*

Resident Evil

Make way for guns, gore and ghouls as *Resident Evil* splatters onto the Saturn.

First the good news... not only is the Saturn version of *Resident Evil* a better conversion that we might have hoped for, with exclusive bits and more bolted-on extras that a family pack of Meccano, but it's also (without doubt) one of the best Saturn games you'll ever play.

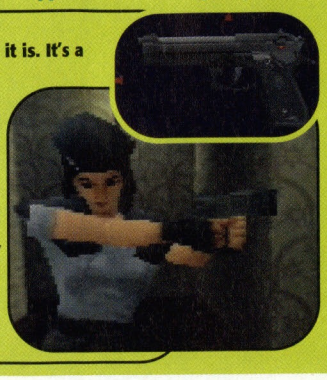
At the heart of the game, *Resident Evil* is little more than a clone of the famous Infogrammes series of *Alone in the Dark* games. The locations are made up of pre-rendered sections, with you (being all polygon-based) running around them, examining objects and blasting the Mary Hell out of anything that comes within a gun-toting, organ-splattering distance of you.

It can't be disputed, *Resident Evil* is a truly violent game (although the actual attraction of the game is not so much the violent content,

Choose your weapon

Although you start the game with the most basic weapon possible (a simple knife with all the killing potential of a potato), it soon becomes apparent that there's plenty more to find.

You'll start off with this weapon if you play as Chris and it's slightly worse than useless. I'd find the Beretta quickly, if I were you.



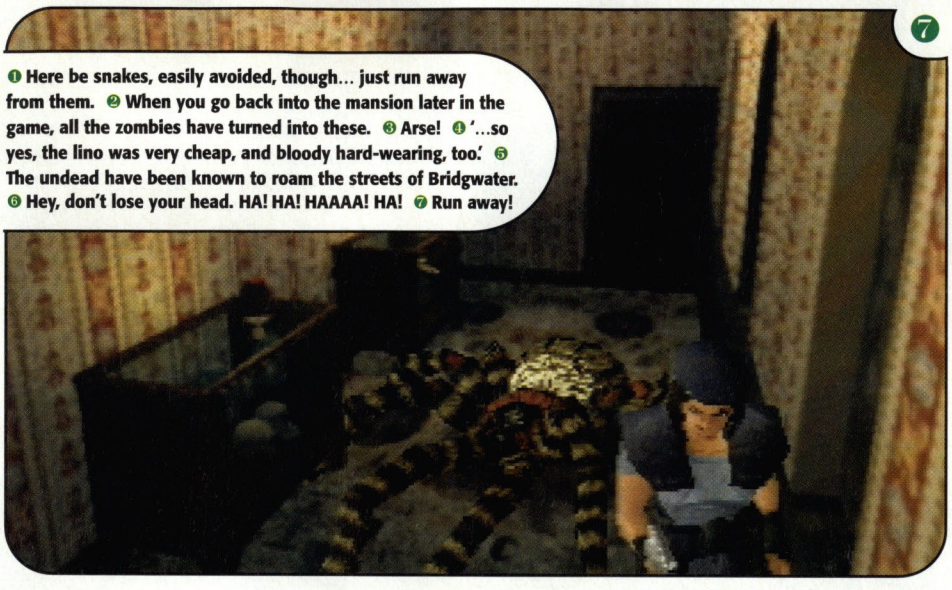
Beretta

...and hey, here it is. It's a fine gun for the zombies, but is pretty ineffective against anything tougher. Nay worries, though, as you'll soon be upgrading up to the shotgun.

Shotgun

'Now this is getting somewhere', as my aunt used to say. The main weapon for the first half of the game and perfect for lopping off those zombie heads. Just aim the gun up and, when they're near you, fire.

Players	One	**Characters**	Two
Difficulty	Medium	**Release Date**	September '97
Top 100 Position	3	**Sega**	☎ (0181) 995 3399



❶ Here be snakes, easily avoided, though... just run away from them. ❷ When you go back into the mansion later in the game, all the zombies have turned into these. ❸ Arse! ❹ '...so yes, the lino was very cheap, and bloody hard-wearing, too.' ❺ The undead have been known to roam the streets of Bridgwater. ❻ Hey, don't lose your head. HA! HA! HAAAA! HA! ❼ Run away!

but the superb suspense and tension that the game manages to create... thankfully) that is one of the only games that's managed to actually make me jump at certain points.

Sigh... the story. People are disappearing in a remote forest and turning up later with large bits missing out of them and, well, dead... frankly. A crack squad were sent into the area to try to find out the source of the killings but promptly disappeared. Twats. A second team, your lot, are sent in to a) find out what's happening, b) find any of the first crack team and c) supply a plot to the game. Stumbling through the undergrowth you come across several bits of the previous crack team (so that's one of your objectives met) and then you come across the dog. Well, hardly a dog, more of a cross between a normal, common-or-garden household mutt and something that rips your throat out in the middle of the night. You spot an old mansion (typically), you run to it and just... about... get... into... it... before... the... dog... gets... you. Phew, eh?

"A crack squad were sent into the area to try to find out the source of the killings but promptly disappeared. Twats."

Once in you split up to investigate and then things get REALLY complicated. You lose two members of your team and I wouldn't be too sure about Barry, either – he seems, well, a bit weird if you ask me. There is, though, a hilarious team lowdown at the end of the intro (see boxout) that gives you (unintentionally, I think) the chance to guffaw loudly as Chris lights a fag, Barry fumbles like a spaz with his revolver and Rebecca does her hair... hardened war vets, one and all. You

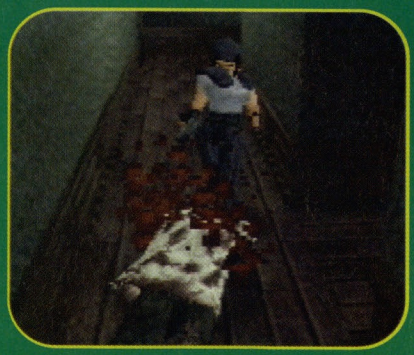
Bazooka
This weapon will destroy pretty much anything that's stupid enough to get in range of you, but be sure to use it sparingly as you'll need it for the larger enemies – like the enormous snake.

Magnum
Found behind the Tiger statue in the mansion, this is the most powerful handgun in the game. It's perfect for the Hunters, but can also dispatch a zombie with one shot – their heads explode. Yum.

Going into Battle

Once you've finally completed the game, you then get access to the wonderful Battle Mode. In this exclusive option for the Saturn version, you have to work your way through all of the enemies in the entire game, with just a limited amount of ammo.

This mini-game is split into a number of stages (one for each character) and you get to return to the storeroom after every four or so to restock on your weapon levels. Now why can't more games have more original touches like this? It's also surprisingly challenging – even when you're playing as Jill.



The bloody Issue

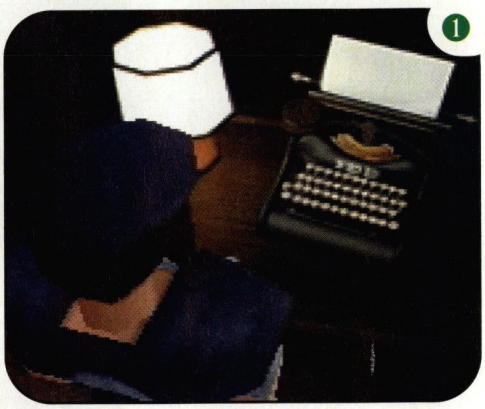
The PlayStation version of *Resident Evil* came complete with a 15 certificate (thoroughly deserved, in our opinion). When the game was originally released in Japan (under the title of *Bio Hazard*), the game contained more gore (extra scenes in the intro and at various points in the game) and this is the version you'll be playing when the game's released in September – although Sega seem quite confident that the 15 rating will still apply... better start forging those student union cards now, me thinks.

Also featuring

As we mentioned in the feature in issue three, Sega of Japan included extras specific for the Saturn version of *Resident Evil* and these are a new Colosseum option – where you fight the monsters one-on-one – and the new enemy...

The new monster for the Saturn version is very similar in design to the Hunters that inhabit the sewers underneath the mansion. The only real difference between the two creatures are the two sharp claw-like appendages that are fixed to their arms.

❶ Save your game here. ❷ Try flushing this down the toilet, go on I dare you. ❸ I shouldn't tell you too much about this, it's the ending of the game. ❹ Here's the main evil, in residence I suppose. ❺ Nnnnuuurgggh... HELLO SIR! Aaaahh, nostalgia... ❻ Not so clever and vicious now, are we? ❼ Search every part of all locations. You'll be surprised what you find. ❽ Ah, you'll be MR Tyrant, then. ❾ I wouldn't bond too much with this fellow, he's not long for this world.



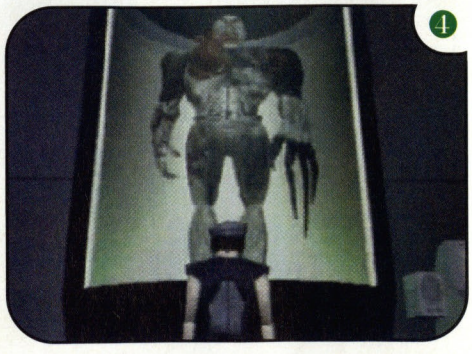
even get to find out what blood type they are. Now this is an interesting point. Japanese games in general do have this fixation with giving you that little bit more information than you need to know. This blood thing... it cropped up in *Virtua Fighter* and here it is again. Who cares? Sure, include background stuff if you will, but I don't know... tell us their mother's occupation or something. We really don't find out any more about the characters by knowing their blood type. Do we? Eh? Eh? EH? Small points like that will be ignored for the rest of the review.

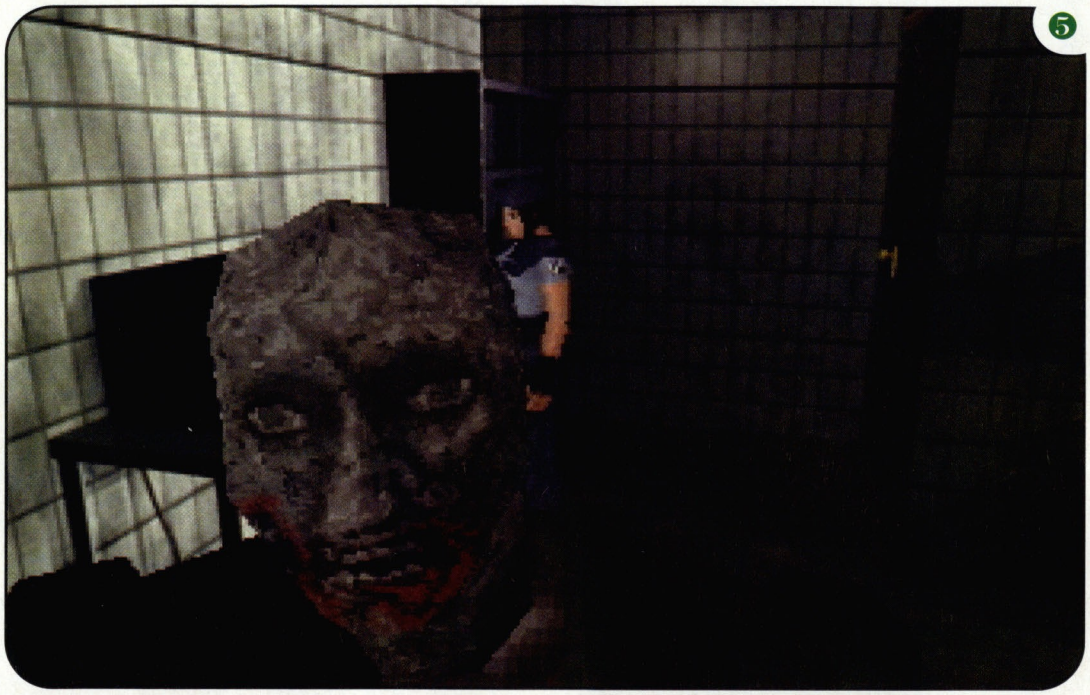
"You must surely know what to expect by now: zombies, guns, puzzles, strange dialogue, superb graphics, big spiders..."

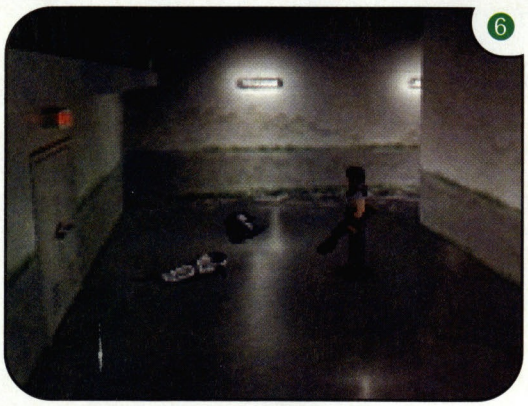
Soo, the game then? You surely must know what to expect by now; zombies, guns, puzzles, strange dialogue, superb graphics, enormous spiders, devilish traps and life-giving herbs... hmm. You start off with the minimum amount of firepower and clue as to where you're going then, as the rooms open up to you and the puzzles start to fall into place, everything becomes a bit clearer.

I'm going to be slightly controversial now and say that I was never a real fan of *Tomb Raider*. It looked lovely and played well enough in essence but the problem (for me) was that it was all too much of a case of 'do this in this room, get out and go into another room and do it all over again'. As nice as the animation was and however clever the puzzles might've been, I did find myself getting bored after about halfway through the game. I tell you this to illustrate how enjoyable a game like *Resident Evil* is, when you really get into it. The game is designed so that you're able to wander around a fair amount of the main house quite freely (in easy mode) and then you start to think that maybe it's not quite such a large game as you'd been led to believe.

Then you get stuck. You can't get through a certain door and without that you can't progress any further. The







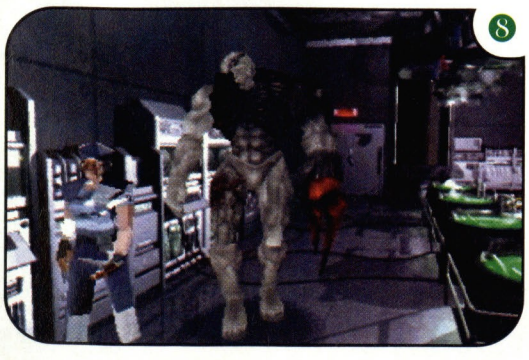
difficulty level is set with such precision that, at the beginning anyway, you're guided so well through it that you neither fly through it too easily or get stuck on a certain section until you get bored to tears and throw the disc out the window – in fact, there's only one of those horrible illogical puzzles that doesn't seem to make any sense and that's at the end of the game.

The storyline's okay, the graphics are outstanding, the music and sound-effects are both clever and laughably over-the-top at the same time and, thankfully, the violence and gore is only included as a scene-setter – *Resident Evil* would still be a fine game without them.

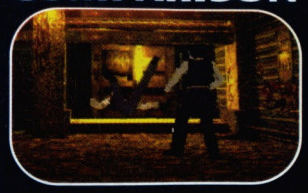
Any criticisms? Only a small one. The loading times are awful. Worse (I think) than the PlayStation original – and they were bad enough. With the Saturn's extra internal RAM, you'd think that more locations could be saved into the memory, but wander through any door and there's a delay while the new locations load. This gets irritating when you're back-tracking and want to rush quickly back through the mansion, but one can certainly live with it.

There's bound to be a small minority of Saturn gamers that would prefer their gaming slightly more action-based, as this is basically still an adventure, puzzle-based game, but the sheer amount of detail contained in *Resident Evil*, coupled with the atmosphere the game creates makes it one of the best Saturn games ever... make no bones about it.

Dean Mortlock



COMPARISON



THE CROW: COA

▲ Dark and atmospheric
▼ Bloody awful game

Weelll... yeeaahh... *The Crow* has the same movement system as *Resident Evil* and both are dark and moody but c'mon, really? Comparison? *Resident Evil* scores over this by being larger, better graphically, easier to control, more atmospheric, tougher and just generally better altogether. Do yourself a favour and avoid *The Crow*, no matter what.

SECOND OPINION

Brilliant. Superb. But for a more informed opinion, I'll just pop over here with me Ouija board...
James Price

I prefer vampire flicks, myself. But if I weren't dead I'd probably provide the voice of one of the characters. Or something. I especially like the crows. What do you think, Elvis?
Vincent Price

He's not here, Vince. He's gone off for his afternoon shift at Safeway, mate.
'Dirty' Den

VERDICT

Graphics

9 The backgrounds are even better than the original version and the detail's excellent.

Sound

9 Great effects and plenty of atmospheric music. The speech is just hilarious.

Group play

8 Not multi-player, but definitely a game you can all sit around and shout at.

Lifespan

9 Two very different characters and there's the Colosseum mode at the end.

One of the best console games I've ever played. Full of detail and clever moments, you'll wonder why other developers don't make this amount of effort.

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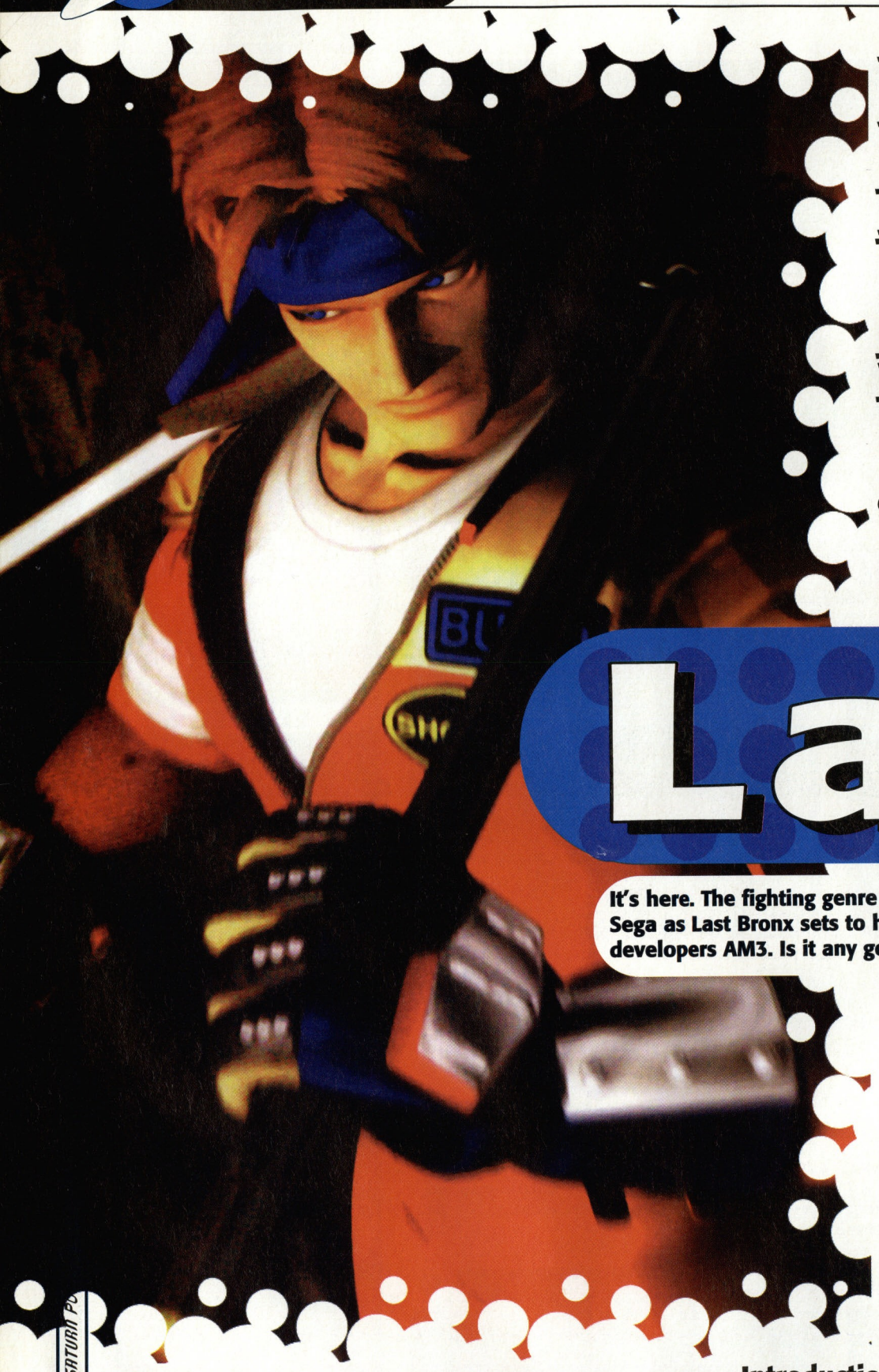


See you in the casualty department

Last

It's here. The fighting genre gets a further 3D update from Sega as Last Bronx sets to hit the Saturn courtesy of in house developers AM3. Is it any good? Don't ask silly questions...

AM3, the team behind Sega's bench-mark title *Sega Rally*, unleash the much awaited *Last Bronx* this month to the Sega faithful. The good news is, bar the ridiculous hype, it's been well worth the wait.

First there was the model two board *Virtua Fighter 2* which carried out masses of hi-res polygon shenanigans against flat 2D backdrops. Lower jaws and carpets soon became speaking friends as a consequence. Next into the arena strode *Fighters MegaMix*, further pushing the revolutionary horizon skywards, this time including 3D backgrounds and a whole bunch of new characters – but was slightly marred by the low-res output needed to accommodate the enhanced backdrops.

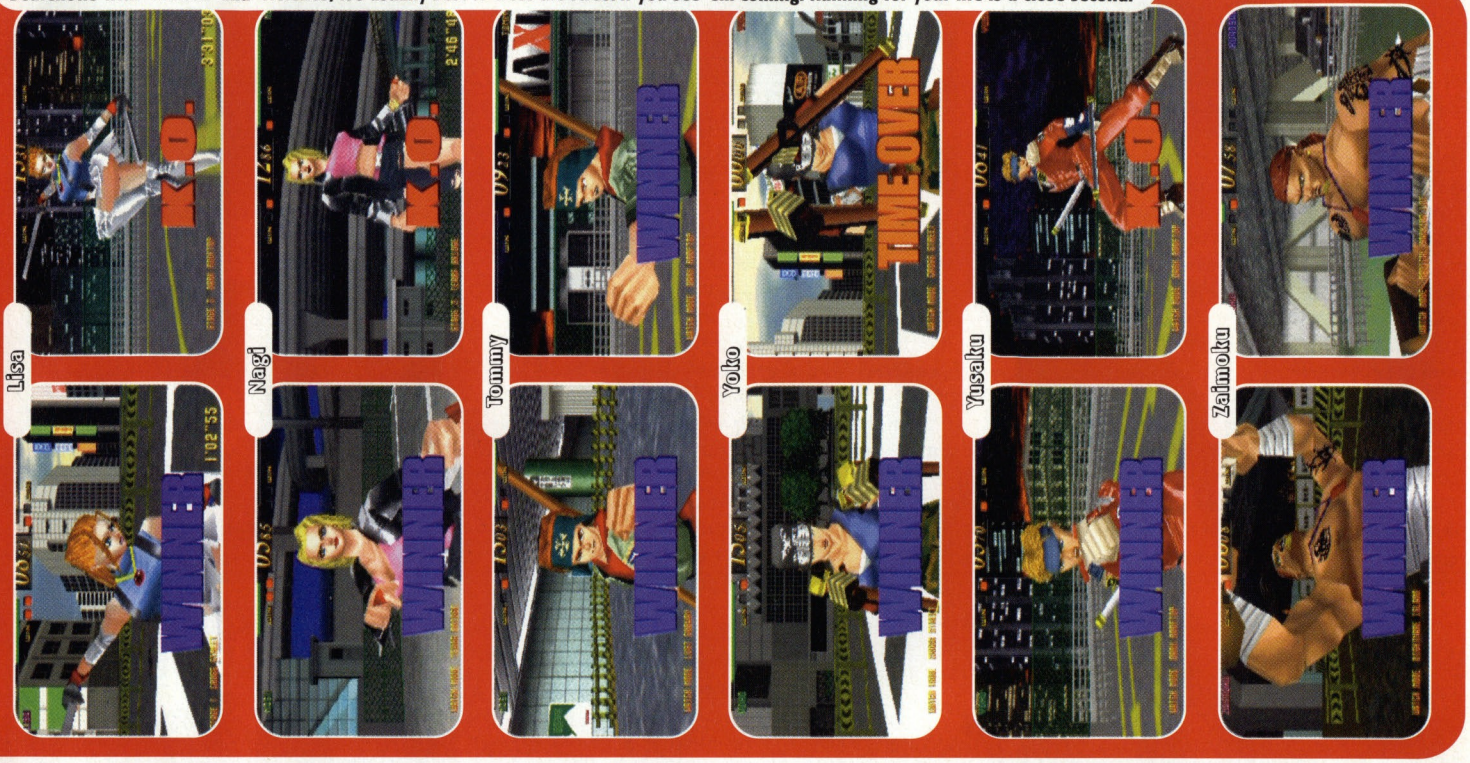
Last Bronx ups the ante even further, having both a hi-res mode and animated 3D backdrops. 'How ever did they manage to do that?' we hear you ask. It's a

Introduction – Animated Antics

A fantastic thrilling cartoony introduction, which belies the extreme violence to come.

Players	Two	**Levels**	Nine
Difficulty	Medium	**Release Date**	September '97
Top 100 Position	30	**Sega**	☎ (0181) 995 3399

These eight fighters are leaders of the rival street gangs who battle for territory in the course of your progress through the game. Easy bedfellows with 'wanton' and 'violence', it's usually best to cross the street if you see 'em coming. Running for your life is a close second.

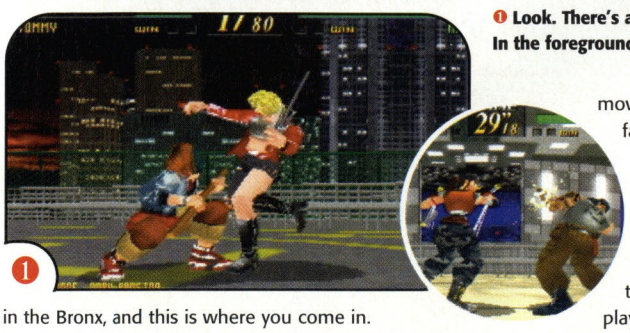


Bronx

good question. AM3 have managed to squeeze everything in AND to run at an amazing 60 frames per second. This is no small achievement, and while being a technical milestone makes LB closer to its arcade roots than any other 3D fighting game yet produced.

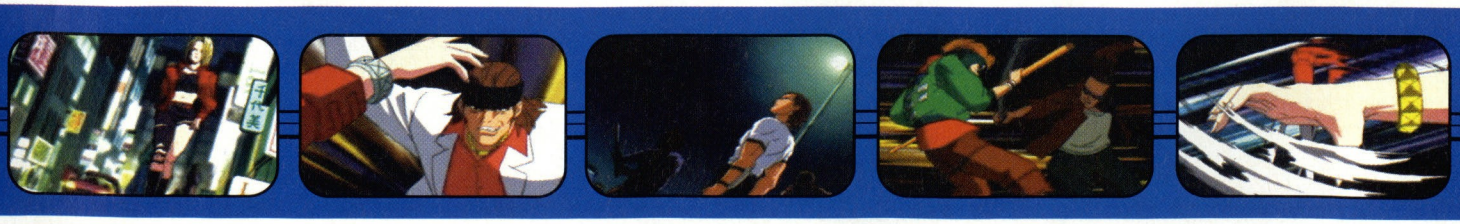
Was all the effort worthwhile ? Well certainly, especially when it looks, feels and plays like a dream, albeit one dripping with enough wanton violence to keep even the most jaded fighting fan busy for months. AM3 have come up trumps again. The phrase 'winner on their hands', could have been especially invented for this very occasion.

Storyline time – you know the drill. The scene is downtown Tokyo, where warring gangs of youths, armed to the teeth and dressed in nineties street gear, do battle for territorial supremacy. Saturday night is indeed, alright for fighting – as is the rest of the week in the Bronx, and this is where you come in. *Last Bronx* features one major change to the beat-'em-'up formula of old. There are no martial arts moves to master (unlike *Virtua Fighter* et al), instead combatants gleefully beat the living daylights out of one another with combinations based on street moves, in the process producing a blur of fast and violent hand to hand or weapon to weapon contact.



❶ Look. There's a lovely 3D background. Just look at it ! In the foreground, Nagi gracefully teaches Tommy a lesson.

A choice of Arcade, Versus, Saturn, Survival, Time Attack and Training modes are available from the outset. In addition, unusually there's also a 'watch mode', where players can pick two fighters to do battle, and then sit back to view the ensuing carnage with mild amusement. Eight fighters are on offer, choose from the five guys – Joe, Kurosawa, Zaimoku, Tommy, Yusaku, and the three girls – Lisa, Nagi and Yoko. Each character comes tooled-up to the back



teeth with a selection of weapons including nunchukas (this'll probably be replaced in the UK version with a toothpick), tonfas, mallets, double-sticks, sledgehammer, drainpipe and a huge wooden sword. Special moves can access weapon warp mode, where Zaimoku's sledgehammer hilariously becomes a frozen tuna, Yusaku's sansetsukon becomes a model train and Kurosawa's wooden sword becomes a giant fan. So you really could end up being slapped in the face with a dead fish if you're not lucky.

As mentioned before, all the battles take place in a variety of 'real' Tokyo locations – the titles of which are guaranteed to raise an eyebrow. You'll find yourself being transported to the 3D backdrops of Lust Subway and Naked Airport in order to do battle with the opposition.

The first time you encounter the less than hospitable Zaimoku and his trusty sledgehammer, it isn't a Peter Gabriel song you'll find yourself humming, but rather something closer to a funeral march. Zaimku, Lisa, Joe and Red Eyes are as tough as last week's morning rolls, especially when coming at you in a violent frenzy armed with a trusty mallet or length of drainpipe.

"The first time you encounter Zaimoku and his sledgehammer, it isn't a Peter Gabriel song you'll find yourself humming."

Yusaku deals Joe a really nasty blow. No wonder he's reeling, this trouser blaster is a really nifty move.

All is not lost, however, as the 'spinning moves', which bash your opponent up into the air, give the attacking fighter an overall advantage. Invariably, he can get three or four further blows in on the hapless opposition's head as they return crashing to the ground in a well earned daze.

Last Bronx does suffer a flaw common to fighting games – to complete the arcade option on two continues doesn't take a gargantuan effort, due to the absence of an aerial defence move and the floating attack moves described earlier. Just knock your opponent up in the air, and while defenceless, treat him (or her) to a few triple-hit combos on his way down. In this manner a trouncing is easily administered and soon the manga-style animation and moving speech preceding the end credits will be all yours. But you wouldn't really buy this to play the computer would you? Have you no friends? Head to head with a mate is where the action is, and *Last Bronx* doesn't disappoint for a second. Take my word for it: where the game really comes into its own is against a human opponent in versus mode.

A few surprises are rumoured to be buried within the code, not least the Dural-like hidden characters Grey and Metal and the previously mentioned weapon warping cheat.

AM3 took the martial-arts based brutality of the *VF* games and openly laughed at it, providing us with an arcade fighting game based purely on brute force, evil weapons and dirty tactics. The rather obvious object of the game – to beat the living daylights out of your opponent has never been more blatantly or more enjoyably employed. And just when you think you've seen it all, an oriental with a length of drainpipe (not the trouser variety) appears grinning maniacally. *Last Bronx* is outrageously fast, running at 60fps – and the sheer level and speed of violence are unintentionally amusing, as are the facial squinting and sideways glances pulled by the characters when you choose them. All the action runs with impressive hi-res polygons – the girls are surprisingly cute and one in particular Lisa, has on a ridiculously short skirt – enough to make you loose concentration on the battle in hand, a bit like Honey does in *Vipers*.

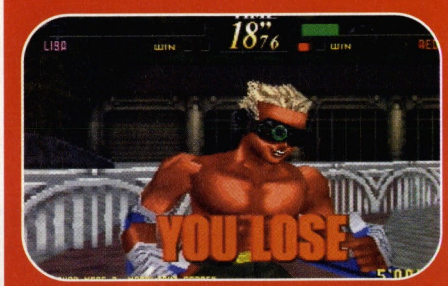
Last Bronx overflows with its own unique

Old red eyes is back

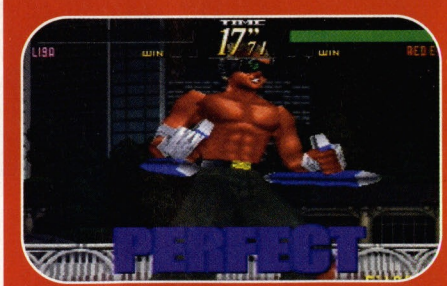
Tough as old boots and slightly less attractive, ol' Red Eyes looks like Keith from Prodigy with a nasty case of sunburn. Don't you agree?

I yam a firestarter, twisted firestarter...

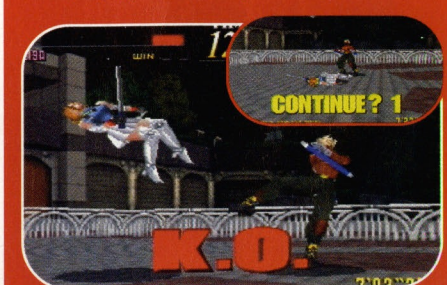
All too easy really. Aren't I a right smirking sod?



Damn and blast. Dropped the calamine lotion.



Redeyes, ugly as sin, easily claims another victim.



Multiple continues were invented for this blighter.

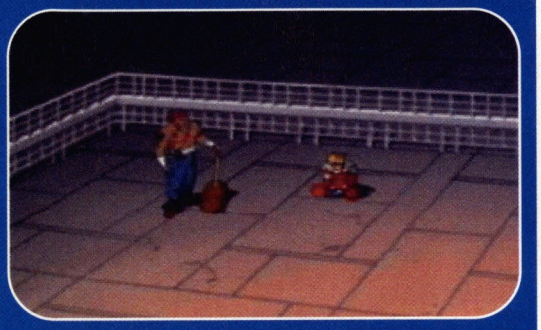
This is the end

You've earned it. There's a lot to be said for sweat of brow and ache of thumb. Here, Zaimoku gives young Yusaku some fatherly advice...

Whatever you do my boy, don't go getting one of these here tattoos. Bloody agony it was. Still, the wife seems to likes it.

Take my word for it sonny-jim, if you want to meet more girls, you're gonna have to lose the headband. Like pronto.

I've always found the headscarf a suitable alternative. It's cool, clean and makes you look like a pirate. Trust me.



And for goodness sake, try to cheer-up. Nobody likes a scowler, not these days. Get down the YMCA etc...

❸ Here's a little move I learned at ballroom dancing classes. That's nice aftershave, incidentally. ❹ I anoint you Nagi, with my trusty shaft. ❺ Ungrateful minx, take this between yer eyes. ❻ Everybody was kung fu fighting. Except they weren't. Yoko unleashes one of her many spinning attacks on Zaimoku.

personality, and in many ways, demands that you play in a different fashion from *Vipers*, *Virtua fighter* et al, and this is where you'll have to spend some time becoming familiar with the sheer wealth of body moves, over 30 per character, and the unique way in which each fighter wields his or her own chosen weapon. Soon multiple moves for body attacks, throws, and down-attacks (to beat your opponent when they're down) can be executed with ease.

For example, Yusaku Kudo, armed with the three nodes rod can perform a staggering 33 different body attacks, five individual throws and two unique down attacks. When these have names such as Exhaust Storm, Burning Soul and Sonic Elbow, you just know there's gonna be trouble. As an added bonus, the 'real 3D' backgrounds provide increased depth and atmosphere to the standard 'fight in an enclosed arena' feel. My only criticism, and it's a minor one, concerns the fighters' shadows. Rather than a realistic people shape, they sadly take the form of black circles, which is a tad disappointing for an otherwise very polished and highly professional looking product. Finally, by introducing a training mode a la *Fighters MegaMix*, AM3 once again come up with the goods in triumphant blazing fashion. With a few minutes of dedicated practice, soon access to the frightening Tempest Straights and Stealth Swallows will only be a few buttons away – and goodness knows, you'll need them.

Iain White

COMPARISON

FIGHTERS MEGAMIX

▲ It's Fighters MegaMix
▼ Lower resolution.

Mix the best fighting games in the universe with *Fighting Vipers*, lob in loads of new characters then light the blue touch-paper and retire to a safe distance. *Fighters MegaMix* is the best beat-'em-up available for a home machine. *Last Bronx* surpasses it in the graphics department, but doesn't come close in any other respect...

SECOND OPINION

Stop. Look. Read. This is a genuine second opinion and not, as the **Saturn Power** team are usually united in gaming likes and dislikes, a mere reiteration of points and praise from the main review. You see, I find *Last Bronx* decidedly unsatisfying; a pale shadow of *MegaMix*'s hard body of playability. 60 frames per second? Hi res characters and backdrops? Sod off. Mere visual fancy adorning sub-standard, derivative gameplay. Sega ape their own beat-'em-up style and create a sheep in wolf's clothing.

James Price

VERDICT

Graphics — 9
High-resolution heaven at 60 frames per second. Superb 3D backgrounds.

Sound — 8
A frantic synthesised violence-fuelling accompaniment to match the blows.

Group play — 8
This is what your Saturn was born for: wanton violence and pots of it.

Lifespan — 8
Eight characters, three hidden ones and hundreds of moves to master. Quit the day job.

With around 40 moves per Bronxite, gleefully leaping around in hi-res mode at 60 frames per second *LB* is, quite frankly, a joy to behold.

85

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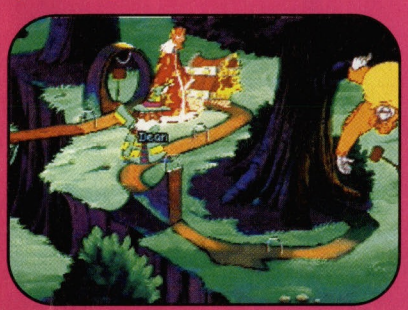
3

Discworld

Now that's *magic*

Discworld is renown as being an illogical game. _D2_, by contrast, is not. Observe...



Rincewind discovers he needs a pair of smelly boots to complete another puzzle. Passing through the University gardens...

...he returns to a previously-visited point where an imp with smelly metal boots resides. But how can he grab them?

Of course! Magnetic attraction! Rincewind gets the boots and the imp, having performed his part, exits stage right.

The Pratchett portfolio grows with the addition of another videogame tie-in...

The graphic adventure genre's undisputed benchmarks can be described as follows: anything by LucasArts. Their concepts were (and are) oft-aped (and oft-badly, too) but never bettered. Videogames being as susceptible to fashion swings as any other entertainment industry, the graphic adventure virtually disappeared a few years ago as PCs became the monstrosities they are today and the 32-bit consoles hit the streets – including the Saturn. *Discworld 2* is the third such game to be released for Sega's machine – out of a catalogue of over two hundred titles. On this format it's the best of its genre... but it's still flawed.

Discworld 2 finds itself caught between stools marked Python and Pratchett. While it's without question that Pratchett's books owe more than a passing nod to the work of Cleese, Palin et al, Monty Rincewi... ahem, *Discworld 2* perhaps uses a few too many Pythonisms for comfort. At one point during the second act, its script actually includes a re-working of a *Life of Brian* scene, in which Brian and his mother visit a stoning. Poking fun at itself while performing the adapted re-enactment – it's an 'on rails' scene where you can't interact – it ends, inevitably, with Rincewind crushed by a huge rock thrown by squeaky-voiced women. More parody than plagiarism (with *Discworld 2*, not *Monty Python* being 'sent up') it's perhaps interesting to note that this is arguably the most amusing scene in the whole game.

"Monty Rincewi... ahem, *Discworld 2* uses a few too many Pythonisms for comfort. Its script actually includes a re-working of a *Life of Brian* scene..."

Discworld 2's script also pokes fun at adventure mainstays, devices such as the 'quest' format (for example, find several objects for one character in order to receive one back). But there's making a well-observed (albeit unoriginal) point once, and there's making a point time and time again until... well, until the point you begin uttering sentences such as "Oh, shut your ****** face, Rincewind, you repetitive, analy-retentive ****." The wizard's sarcastic asides occur with uncomfortable regularity – it's almost as if *Discworld 2*'s writers believe that Eric Idle (the voice of Rincewind) is the 'lovable Cockney' regardless of what he utters.

For a game so dialogue-oriented, it's astonishing that *Discworld 2* makes the same mistake as its predecessor in not offering players choices of responses or questions. A feature of graphic adventures for so long, its omission is unfortunate. Without it, exchanges between Rincewind and the various cut-out characters that adorn *D2*'s lush backgrounds are recitals and little more. It soon becomes easy to distinguish between conversations that are of benefit (furnishing the player with either hints, instructions or objects) and those that are present for comedy value alone.

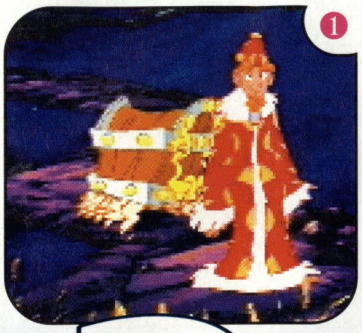
Discworld 2, while in many ways a crab-like sidestep from the original in basic design terms, *is* far more enjoyable to play. *Discworld*'s frustrating puzzles and utter lack of logic make it a thankless task – and not entertainment – for all but the supernaturally patient. *D2* labours its hints – perhaps poking fun at those that complained about the first game – to a point that certain sections are, if not over-easy, certainly no real challenge for a dedicated gamesplayer. There are, naturally, a few puzzles that will have players rushing for a solution book, but these are few and far between. Wandering aimlessly between map screens and locations has also been cut to a minimum, simply because tasks are gen-

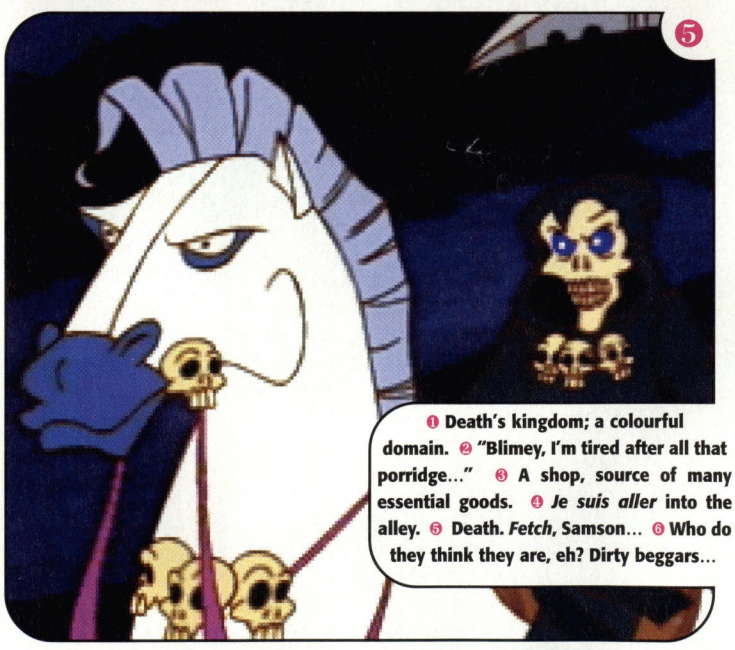
4

5

1 Discworld 2's artists make a meal out of opening exchanges. 2 Rincewind with mate; a *primate*, natch. 3 The puzzle here 'grates' somewhat... 4&5 Two map screens, for travelling between areas.

Players	One	**Sections**	Five acts
Difficulty	Varied	**Release Date**	August
Top 100 Position	52	**Sega**	☎ (0181) 995 3399





❶ Death's kingdom; a colourful domain. ❷ "Blimey, I'm tired after all that porridge..." ❸ A shop, source of many essential goods. ❹ *Je suis aller* into the alley. ❺ Death. *Fetch*, Samson... ❻ Who do they think they are, eh? Dirty beggars...

2

erally confined to certain areas.

But it's visually that *Discworld 2* really outclasses Saturn-based rivals. From its cartoon-quality intro to the various in-game animations, Perfect's crayon-wielders have done wonders. Its backgrounds are lavish and well-drawn, while every character is animated in one way or another. Such attention to detail is worthy of praise. It's a shame that the Saturn's slow CD drive robs certain set-pieces of their impact by chugging incessantly while it loads the necessary frames... but this is, sadly, an unavoidable evil. Of an equally high quality is *Discworld 2*'s music. While it's understandable that certain tracks have been written to suit a particular area (and, as a side-effect, may sound a little twee) the overall standard is excellent.

While it's easy to criticise *Discworld 2* for the lack of ambition it shows in design and scripting, it's still an enjoyable way to while away a few spare hours. Completing its many puzzles is satisfying – even if its humour isn't, in general – so I can recommended it on the clichéd basis that, if you like this sort of thing, you'll enjoy it. But isn't it time the graphic adventure gamestyle gets the re-working it so desperately needs? Adding a voice track and better pictures does little to disguise dated design. And lo, should *Discworld 3* take this into account, it'll be a better game for it. Amen.

James Price

Voices... in my head!

***Discworld 2*'s many characters have voices you may recognise. Eric Idle reprises his role as Rincewind, while Tony Robinson (*Blackadder*'s Baldrick) and Nigel Planer (Neil in *The Young Ones*) provide vocal colour for other characters. However, this also makes wading through some of *Discworld 2*'s less funny sections decidedly slow. As an alternative option, players can choose to view subtitles. These are, if the truth be known, the better choice.**

❻

COMPARISON

Discworld

▲ Looks nice, and there's plenty to play through.

▼ Ludicrous puzzles make for much hair-tearing

Discworld is no classic, but it enjoyed an impressive amount of success of a number of formats, confirming the potency of the Pratchett licence. It is, sadly, an over-difficult adventure with illogical puzzles and far too much in the way of banal dialogue. It's sequel is far, far better.

SECOND OPINION

Eric Idle is fall-on-the-floor funny as bumbling wizard Rincewind, and once you get the hang of the point and click, talk, puzzle, mickey-take action, lots of fun and a good deal of laughs will be yours. The first *Discworld* game was just impossibly difficult with a weird fractured logic all of its own. *Discworld 2* improves on this in terms of playability and the Python references which rear up time and time again, simply reinforce the pleasant feeling of having a really good time. Are there any women here ?

Iain White

VERDICT

Graphics

8 Lovely backdrops and excellent animation. Perfect's art people should be proud...

Sound

8 Excellent music, functional voice-track. Could have been better, though.

Group play

2 Not the sort of game to play with a group of friends. A solitary genre this shall always be...

Lifespan

7 Once you've completed it there replay value's pretty low – for a few months, at least.

A solid adventure that isn't really the comedy it attempts to be. As an adventure it's engrossing, but a provider of belly laughs, guffaws, even chuckles? Sadly, no.

78

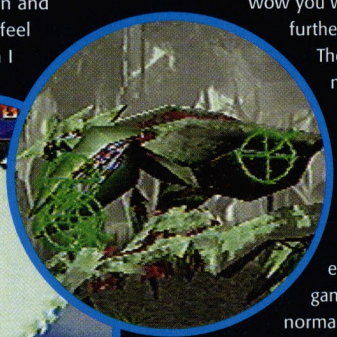
Sega

Can't wait for certain titles to get a UK release? Hunger for obscure Japanese shoot-'em-ups? This is the section for you. Both *Contra* and *Thunder Force 5* are top quality blasters that, inexplicably, have no UK street date planned. Want to hear more? Read on...

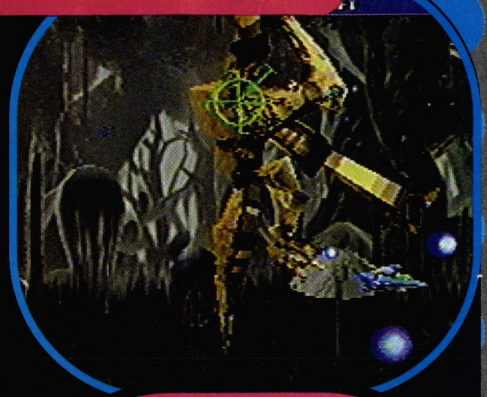
Thunder Force 5

Japanese import ● Developer: Tecno Soft ● Publisher: Tecno Soft

From the first glance it's easy to tell the *Thunder Force 5* designers have gone out of their way to deliver one of the best presented and thought-out games I've seen for a while. The introduction and options screens have an exquisite futuristic feel that really works in setting the scene, which I think is an important but rarely-used touch. Gladly the standard set is continued in the game itself with some seriously heart-stopping gameplay that will wow you with something new the further into the game you get.



The first thing that grabbed me was the way the enemies fly in and out of your line of fire. They often appear in the background and fly their way into the screen with some excellent scaling effects. This tries to pull the game away from the flatness normally associated with the genre and give the game the feeling of depth that you would expect from a 3D game. These aspects of *Thunder Force 5*'s game design help to make what could have been just an average bit of software something special and a worthy purchase for adrenaline junkies everywhere.



VERDICT

88% – *Thunder Force 5* is more than a mere shooter, it proves what the Saturn is capable of as well as adding a new twist on the genre.

STATUS

As good as it is, there are no current plans to release *Thunder Force 5* in the UK. Bugger!

Shienryu

Japanese import ● Developer: Warashi ● Publisher: Warashi

Don't get me wrong, I really like vertical scrolling shooters because of their simplicity and addictiveness, but I can't help resent this game due to it's almost freaky resemblance to *Raiden*. *Shienryu* has all the faculties that this type of game requires: playability, simplicity, challenging and it has some mean firepower. That's all well and good but it wouldn't have looked much out of place in an arcade five maybe even ten years ago. I really enjoy playing Shienryu but for all the wrong reasons, nostalgia being one of them!

The only bit that did grab my attention was the way the enemy craft plummet to the ground after they've been blown away. They scale out of view and you see a small explosion when they hit the ground, great stuff, but that's just about as far as it goes.

If you don't mind the dated graphics and slightly dodgy sound this retired re-take will be right up your street. But on the whole I have to say this game just doesn't have the spunk to run with the big boys, if you know what I mean. Back to the drawing board with you Warashi Inc.! Come back with some new ideas and maybe we'll talk.

VERDICT

74% – A smashing little game that's sadly let down by lack of variety and new features.

STATUS

Yet another import game that'll just stay an import, but, to be honest, it's probably just as well.

World

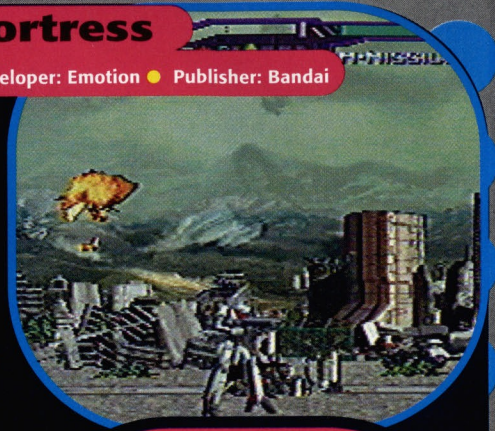
Many, many thanks to the wonderful Martin at Video Games Centre in Bournemouth for the loan of the games. They can be contacted on (01202) 527314 for copies of the games mentioned here and all your other import needs.

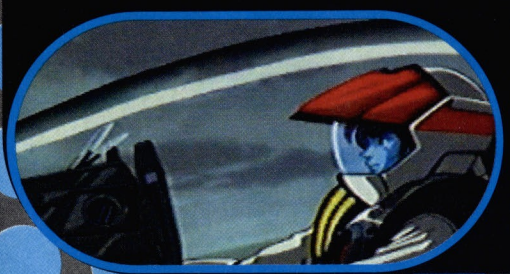
Macross – The Super Dimension Fortress

Japanese import ● Developer: Emotion ● Publisher: Bandai

Amazing Manga-style graphics I thought to myself, and I must have a real challenge too as *Macross* comes in the form of two CDs. My eyes certainly lit up while I was watching the excellent Anime cartoon intro, it was very impressive. It even lets you choose your weapon type and how it fires! The options where also quite impressive and reasonably laid out but unfortunately that's as far as the fun goes. What I was looking at was sadly nothing more than a bit of a duffer, and that's putting it mildly.

I do feel a bit sorry for the designers because there were a few touches that impressed me. The ability to morph between a jet fighter and a Transformer-style robot to vary the play mechanics was one of them and the ability to lock-on to and shoot enemies even when they're still in the background preparing their attack was another. The game was let down simply by the dull and basic overall feel of the game. The graphics hardly scrape the surface of the Saturn's capability and the gameplay is best described as boring. The music and sound effects weren't up to scratch either which was hardly surprising.





VERDICT

56% – A load of old pants I'm afraid. Not worth the dosh even if it does come on two CDs and have a swanky introduction.

STATUS

Fortunately this bad apple will not reach our shores, well not in large enough quantities to worry about, anyway.

Contra: Legacy of War

USA import ● Developer: Appaloosa ● Publisher: Konami

If you are a fan of games like *Gryzor* or *Super Probotector* you will know *Contra* very well indeed. It has been beefed up for its first 32-bit outing but the classic gameplay elements are still intact, even though you're now playing in 3D. We're not just talking 3D, we're talking whack on your funky green and red specs 3D!

Not only do the backgrounds jump out of the screen at you but the bosses appear in-front of your very eyes too. It's an effect that takes quite a bit of getting used to because while you're ducking and swaying your head out the way of the bad guys your unfortunate character is getting the bejesus shot out of him. Once you're used to it though it really adds to the experience, especially with two players involved in the action.

With the well balanced selection of characters and different weapons that compliment the usual arsenal, *Contra* is a very good shoot-'em-up which is probably best appreciated by fans of the *Contra Legacy*.

All reviews by: *Pete Coulson*

VERDICT

85% – Worth getting if only to experience the 3D mode. It'll also make a great addition to your games collection.

STATUS

This one's unconfirmed for a UK release which is a pretty good indication that it'll only be available on import. Damn shame.

TOP 100

"But why are you printing the Top 100 as well as the Reader Top 50 this month?" we hear you cry. Well, it's simple. More than a collection of our favourite games catalogued in an order that pleases our critical inclinations, it's an essential buyer's guide, pointing out games that *SP* readers may otherwise overlook. It's also nice to note that, where the best games are concerned, both charts tell a similar story...

1 Sega Rally

Sega • 97%

Sega Rally is, after a year of its release, still the best moment of Saturn gaming possible. After nearly one hundred reviews since that glorious moment, *Sega Rally* hasn't been beaten by any of them. The arcade original was stunning enough. PlayStation-owning chumps may have scoffed when Sega mentioned their conversion plans, but how hastily they had to eat their rashly-spoken words when the finished version appeared to us. Like a vision it is. The way it moves, the smoothness and the indescribable 'feel' of the cars is superb.

Best points: Shaving half a second off your best time in ghost mode and coming first on the Lakeside track for the first time. Getting to grips with the handling of the Lancia Stratos.

2 Fighters MegaMix

Sega • 95%

The ingenious idea of mixing two of their best fighting games together and including a whole bunch of new characters has paid off dividends for AM2 with this. *Megamix*'s are slightly lower in resolution to, say, *Tekken 2*, but the depth of gameplay and amount of characters, moves and options easily outweigh this non-problem. Arguably the finest beat-'em-up on ANY console... but, with *VF3*'s release looming ever closer, its crown could be pinched come the Yule period...

Best points: The choice of characters, hidden extras and options are ideal for both one and two players. Getting *VF2* and *Fighting Vipers* in one package, essentially.

And, of course, getting to kick people.

3 Resident Evil

Sega/Capcom • 95%

"One of the best console games I've ever played" comments Dean in his review this month and, by golly, he's not kidding when he says *Resident Evil* is good. With an atmosphere unrivalled by any other Saturn adventure, its sheer size and scope is far beyond what you'd expect. By a frighteningly close poll in the **Saturn Power** offices, *Evil* steals *Tomb Raider*'s number three spot...

Best points: The fact that it's genuinely frightening at times; if you can play *Resident Evil* without jumping at least once or twice, you're made of strong stuff indeed. The graphics: beautifully rendered, shaded to perfection. Also, let's not forget how truly massive *RE* is – completing it will take time...

4 Tomb Raider

Core • 95%

It may have dropped down a position, but that's no black mark against this true next-generation platformer. The graphics, depth and freedom to the gameplay in *Tomb Raider* are like no other. If you don't yet own a copy, go get one now.

As platform adventures go, *Tomb Raider* is the best on the Saturn. By far. Nothing comes close to its scope, vision or variety of experiences offered. Core's classic had more in the way of originality than almost every other release of 1996. An essential purchase.

Best points: Getting eaten by a dinosaur, impaled on spikes or falling ten storeys and, despite being aware that it's only a game, wincing. Shooting a wolf with a shotgun. We could go on...

5 NiGHTS

Sega • 92%

It still has its critics, but there's nothing (on any format) to rival the original and delightful experience you get from playing *NiGHTS*. Less of a computer game, but more of an bizarre encounter. Many made the mistake of putting *NiGHTS* and *Mario 64* head-to-head for comparison, which isn't really fair or right. *NiGHTS* was never intended to be like Nintendo's creation; it's an altogether different experience. To enjoy it as it was intended, though, you need Sega's analogue pad. With it, *NiGHTS*' many moves, tricks and stunts are a joy to perform.

Best points: Pulling off a really large link or putting together an impressive series of twists and turns for extra points is very satisfying.

6 Virtua Fighter 2

Sega • 96%

What can we say? We could argue about the merits of *Virtua Fighter* verses *UMK3* or *Tekken 2* for days, but the game is still a remarkable achievement in console development. A very accurate conversion and all the moves, too. Disregarding its brilliant visuals – everyone must be aware of how good they are by now – *VF2* is an advance over its predecessor in that it embraces 3D a little more firmly. It's still not a true 3D fighting game (at the time of writing, there's no such thing on any format) but some of its characters do perform moves that your average 2D fighter couldn't even imagine...

Best points: Hi-res mode is used to full effect to produce some stunning graphics and the animation and response time is excellent.

7 Sega Worldwide Soccer '97

Sega • 91%

The football arguments that had been raging since the release of both *Olympic Soccer* and *Striker* were finally quashed when this game appeared. *Sega Worldwide Soccer* is a superlative two-players game but, unfortunately, it's flawed to hell in some respects. Sega have an update planned for Xmas '97 – hopefully, this will take into account *SWS*'s goalkeepers are utter tosspots. *Worldwide*'s NTSC version (on a USA or Jap machine) is faster, smoother and better to play. Import buyers take note...

Best points: The animation and movement of the players is spot-on and there's a lot of moves that are pretty simple to get to grips with. Slightly dodgy when played against the Saturn, it's brilliant against a friend.

8 Wipeout 2097

Psygnosis/Sega • 92%

The second best racer for the Saturn. For months we coveted a Saturn conversion of *Wipeout 2097* and, when it first arrived in the **Saturn Power** office, we were quite frankly stunned. We'd spent so much time speculating how good it could be that, when it turned out to be bloody excellent (and it undoubtedly is) we were somewhat at a loss. Well, you know what we mean.

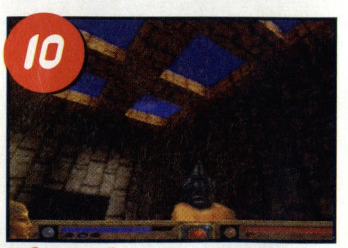
Best points: Eight tracks, each with their own array of hazards, weapons and power-ups that actually have a bearing on the racing and, unusually, improve it... we could enthuse all day and still not scratch *Wipeout 2097*'s considerable (and, metaphorically speaking, gold-plated) surface. Brilliant.

9 Ultimate Mortal Kombat 3

GT Interactive • 94%

Old as the proverbials *Mortal Kombat* may well be, but this is still the ultimate 2D fighting game, and this is (by far) the best version of it. Of course, not everyone agrees that the *Kombat* series is a pinnacle of beat-'em-up perfection. Indeed, *Street Fighter Alpha 2* is technically superior in almost every respect. However, casting votes in the **Saturn Power** office put *Ultimate* above *Alpha 2*.

Best points: The atmosphere is darker than ever and the amount of finishing moves and fatalities are unrivalled by any other. Of course, there's the small matter of gore. Although surpassed by other titles in terms of sheer 'ugh!' value, *Ultimate Mortal Kombat 3* still makes players wince as their character meets a grizzly end.



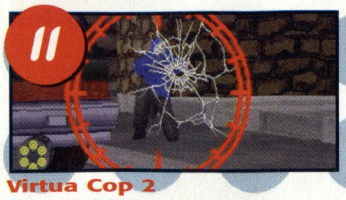
10 Exhumed

Sega • 91%

There have been a few *Doom* clones now on the Saturn, but only one can claim to look and play better than the original. The sheer speed, smoothness and detail to the game makes it utterly unique.

Lobotomy are arguably the most exciting Saturn developer of the moment not working in a Sega office. Everything they currently touch turns to gold – so, while you're waiting for *Quake* and *Duke Nukem*, playing this would be a good way to spend your time.

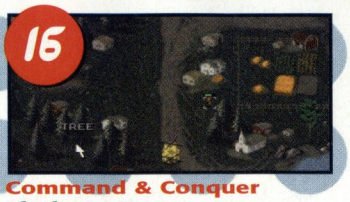
Best points: The light sourcing is incredible for the Saturn. *Exhumed* also boasts impressive depth; you'll struggle to complete it and, should you do so, it's assured that you missed secrets, features and the elusive Loboflight.



11 Virtua Cop 2

Sega • 92%

The cream of the light gun game milk – outside the arcades, at least. Average with pad alone, it's with the requisite peripheral that *Virtua Cop 2* is the sharp-shooting king of its genre.



16 Command & Conquer

Virgin • 91%

Some may argue that *Command & Conquer* (being a PC strategy conversion) was always going to have a limited appeal, but some ain't many. A fine brain teaser.

21 Tunnel B1

Ocean • 90%

Another case (maybe) of style over content, but *Tunnel B1* manages to give us an extremely fast and smooth game that manages to appeal to the masses, nonetheless.

26 Soviet Strike

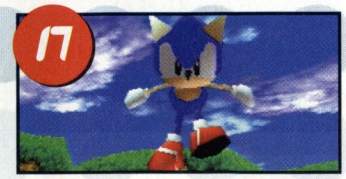
EA • 87%

The famous *Strike* series makes it to the Saturn in a moderately successful way. The landscaped graphics may look highly realistic, but it's a bit more jerky than it should be.

12 Die Hard Trilogy

EA/Fox • 91%

Arguably the best movie tie-in you'll find for any format, simply because the three games include have little in common with their supposed subject matter but play very well indeed.



17 Sonic Jam

Sega • 92%

The best retro compilation we've seen to date. Compiling four of the best 2D platform games into one £35 package – with free extras too, mind – is an almost altruistic move by Sega...

22 Puzzle Fighter Turbo 2

Virgin/Capcom • 81%

Slightly better fun that *Bust-a-Move 2* as a one player game, *Puzzle Fighter* perhaps has the edge over its bauble-busting rival. Cheap and essential for two-player sessions.

27 Pandemonium

Sega • 88%

Bouncing, boinging visually 3D but technically 2D platform game achieves fair PlayStation success. Saturn version appears over four months later. Sad, but true. Top game, though.

13 Manx TT

Sega • 91%

Perfect's conversion of Sega's popular AM3 arcade racer is accurate, fast and addictive. It ain't *Sega Rally* but then, what is? Top marks for 'sheep racing' mode, too...

18 NHL Powerplay Hockey '97

Virgin • 92%

By far the best ice hockey game on any format. Smooth, brilliant to look at and superb to play, Saturn *Powerplay* is also better than on any of the other formats.

23 Dark Savior

Sega • 91%

Programmed by the *Landstalker team* and a appealing action RPG. There's certainly enough gameplay to appeal to all types, but enough puzzles to keep the thinkers among us happy.

28 Virtual On

Sega • 88%

Any game with huge robots fighting each other with multiple weapons is bound to go down a storm, and this AM3 arcade conversion is pretty true to the original.

14 Daytona USA: CCE

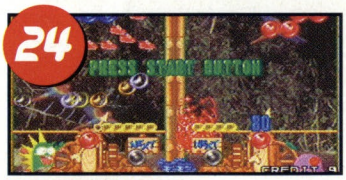
Sega • 91%

Just skirts around the large trim of the top ten by being another disappointing conversion of *Daytona* for the Saturn. More tracks and the like, but it still isn't enough.

19 Night Warriors

Virgin • 91%

If it wasn't for the technical advancement of *Street Fighter Alpha 2*, we'd have to plump for this. The characters and special moves are in a world of their own.



24 Bust-a-Move 2

Acclaim • 91%

A hopelessly addictive puzzle game that seems simple, almost dull at first appearance, but draws you in like, like, well like heroin we suppose. It's almost a bargain at £30, too.

29 Dragon Force

Sega • 90%

It's a niche title with RPG overtones many will find off-putting, but *Dragon Force* is a truly unique release. With eight scenarios to play through, it offers good VFM, too.

15 Street Fighter Alpha 2

Virgin • 88%

Good enough and playable as *Street Fighter* ever was. Is *Ultimate Mortal Kombat* significantly better, if at all? Opinion in the **SP** office is split, but *SFA2* is undoubtedly the looker of the two.

20 Bomberman

Sega • 91%

The *Bomberman* games are possibly the best two-player blasts money can buy. Saturn *Bomberman* offers ten-joypad action and a wealth of one-player options. Superb stuff.

25 Thunderhawk 2

Core • 91%

Released well over a year ago, but still an impressive way to show the graphical capabilities of the Saturn. Plenty of missions and the polished gameplay we've come to expect from Core.

30 Last Bronx

Sega • 85%

In many ways a step back from the superlative *Fighters MegaMix*, *Last Bronx* is a game for beat-'em-up enthusiasts. Others may find it somewhat derivative, not to mention limited.

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Highest entry:
Resident Evil (3)

Softco stats

Percentage indicates share of Top 100-ranked games published...
Sega: 42%
Virgin: 12%
Electronic Arts: 12%
Acclaim: 5%
Eidos: 5%
GT: 4%
Ocean: 3%
Gremlin: 2%
Other: 15%

The joy of stats

Percentage of Top 100 games where, ahem, carpet can be found: 15%

Percentage of Top 100 games with a rating of 90% or more: 32%

Percentage of Top 100 games with a rating between 80% and 89%: 52%

Percentage of Top 100 games with a rating between 70% and 79%. 15%

Percentage of Top 100 games with a rating below 69%: 1%

Number of Top 100 games with wizards in: 9%

Of which are called Rincewind: 2%

Number of Top 100 games with balls in: 12%

Number of Top 100 games that allow players to control a female character: 28%

Percentage of film licences in Top 100: 4%

Percentage of hockey games in Top 100: 2%

Basketball games: 2%

Football games 3%

This month, *Saturn Power* 'as bin mostly playin'

Marvel Super Heroes (not released)
Previewed this issue, page 26.

Resident Evil (SP100: 3)
Reviewed this issue, page 68

Wipeout 2097 (SP100: 8)
Reviewed *SP04*, page 72

Fighters MegaMix (SP100: 2)
Not reviewed in *Saturn Power*.
Move guides in *SP02*, *SP03*, *SP04*

Street Fighter Alpha 2 (SP100: 15)
Not reviewed in *Saturn Power*.

31 Wipeout
Sega/Psygnosis • 87%
The game that most Saturn owners wanted to see and nicely put into the shade by the brilliant conversion of *Sega Rally*. Still one of the better racing games, though.

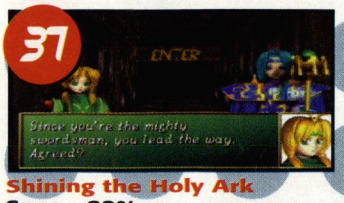
32 Warcraft 2
Electronic Arts • 88%
Lacking the superb multi-player capabilities of the PC original, *Warcraft 2* is a somewhat disappointing conversion from EA. But quality gameplay will always out – it's still great to play.

33 Alien Trilogy
Acclaim • 83%
A great licence – putting *Aliens* in a *Doom* environment should've made it the best game yet. Probe (the developers) should really have made more of the opportunity.

34 Swagman
Core • 86%
Eclipsed by stablemate *Tomb Raider*, many will dismiss *Swagman* without a second's thought. Mistake. It's by no means a classic, but it is playable, polished and packed. Give it a try.

35 Panzer Dragoon ZWEI
Sega • 80%
Multiple routes, better graphics and improved gameplay make *Panzer Dragoon ZWEI* a worthwhile sequel to the flawed original. An RPG version is currently in the works.

36 Street Racer
UbiSoft • 84%
The closest you'll probably ever get to *Mario Kart* on the Saturn, but that's where the comparison ends. Playable enough, but the courses should be larger.



37 Shining the Holy Ark
Sega • 89%
Despite a slow-moving and unsatisfying combat system, Sonic Team's 3D RPG has a lot going for it. Varied locations, reams of text and pretty pictures are *Ark*'s contributions to the *Shining* cause.

38 Torico
Sega • 83%
Programmed by the team responsible for the woeful *Mansion of Hidden Souls* but far, far better, *Torico* offers visuals, plot... but rendered graphics make for very little freedom.

39 Olympic Soccer
US Gold • 83%
Olympic Soccer's graphics are awful, but its gameplay is fast, there are lots of easy-to-access moves and it plays like a dream. Still... doesn't really matter now, as we have *WWS '97*.

40 Victory Boxing
JVC • 82%
Build up your fighter and fight through to the champ. Then there are hidden characters ahoy and plenty of extra moves. Plays well, too – especially in two-player mode.

41 Athlete Kings
Sega • 87%
Another Sega Titan board conversion and one of the best you'll find. *Track 'n' Field* at its best, but a couple more events and a four-player option would've led to a higher score.

42 Spot Goes To Hollywood
Virgin • 82%
An isometric platform game with 7-Up's bullet-point circle bouncing all over the shop. Much like *Sonic 3D*, *SGTH* just has more colours than its Mega Drive equivalent.

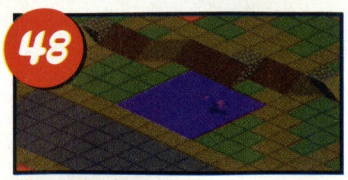
43 Fighting Vipers
Sega • 84%
The arcade original was popular in Japan but never really made an impact elsewhere. The developers wisely opted for a lower resolution and better graphical effects.

44 Sonic 3D
Sega • 90%
One way of looking at this is that, as his debut, the first Saturn *Sonic* game should've been more original. Another, though, is to just appreciate it for the good game that it is. YOU decide.

45 Mystaria
Sega 82%
An RPG in 3D an large enough to lead to sky-high electricity bills. Battle scenes can take up to an hour and there are loads of places to explore. Arguably the best RPG for the Saturn.

46 Baku Baku Animal
Sega • 85%
Clearly based around *Columns* and *Mean Bean Machine*, AM2's *Baku Baku Animal* manages to be original enough to warrant the amount of interest it deserves.

47 Pro Pinball: The Web
Empire • 84%
Clever table design and great graphics (not to mention a soundtrack by Bruce Foxton – formally of The Jam) make this the best of its type. Only one table, though! Arse!



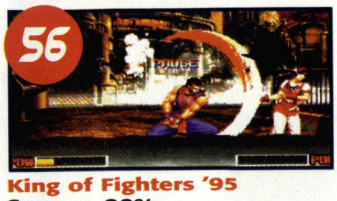
48 Sim City 2000
Sega • 90%
Completely anal and sad, but (like *Theme Park*) seems to be frighteningly addictive as you build up your towns and cities – only for monsters to destroy them.

Hexen
GT • 84%
Compared to Rage's conversion of *Doom*, *Hexen* is a veritable masterpiece. However, it does have its fair share of flaws. Give it a try if you're bored of *Exhumed*.

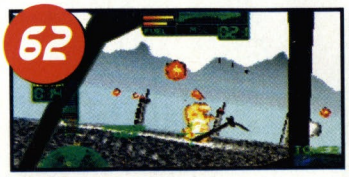
Mech Warrior 2
Activision • 79%
A decent conversion of the popular PC title, *MW2* is flawed unless you're playing it with an analogue pad. You could also argue that Activision were wrong to remove the strategy of the original...

Die Hard Arcade
Sega • 88%
Based on the AM1-developed game from the Titan board, the second *Die Hard* game in as many months is a little short, but playable enough for it's style of game.

Jonah Lomu Rugby
CodeMasters • 79%
Its subject matter may not be of great interest for many, but Jonah Lomu Rugby is a distinctly playable rendition of its sport. It's rather slow, but nothing's perfect, eh?



King of Fighters '95
Sega • 90%
A beat-'em-up for fighting game purists. Despite its usage of a performance-enhancing ROM cart, *KOF '95* is still inferior to Capcom's *Alpha* games, but enthusiasts will love it regardless.



Black Dawn
Virgin • 84%
An attractive and moderately compulsive helicopter shoot-'em-up, *Black Dawn* offers a good level of bang for buck. It won't be everyone's cup of tea, however.

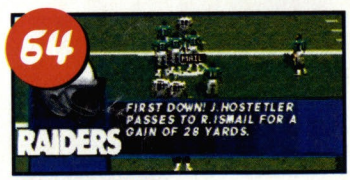
Theme Park
Bullfrog • 92%
Is classic too small a word? Possibly, but that's what *Theme Park* has turned into. Very original and completely engrossing. Sadly, Bullfrog have now turned their backs on Saturn development.

Bug!
Sega • 76%
Originally very appealing, we soon realised *Bug!* to be an almost impossible game to complete. The levels are fair too large with not enough restart points.

Virtua Cop
Sega • 92%
Superseded by its sequel, *Virtua Cop 1* is still an excellent arcade game and a perfect example of showing how good Sega Saturn arcade conversions can be.

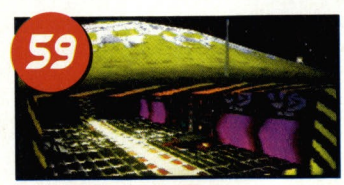
Discworld 2
Sega • 80%
A vast improvement over the original *Discworld*, *D2: Missing, Presumed...?* is an enjoyable if limited adventure. Its puzzles are by and large logical, but it's perhaps a little easy to complete.

Alone in the Dark 2
Infogrammes • 88%
Very French and fairly tricky, *AITD2* manages to translate well to the consoles and is large enough for most people. Lots of stops and starts, though.



Madden '97
EA • 90%
One of EA Sports' better 32-bit updates and the best American football game you're likely to see on the Saturn for a while. Still a niche title for the UK market. Well, do *you* know how to play?

Grid Run
Virgin • 89%
One of the most original games of last year and a fun little affair as you play high-tech 'tag' with a multitude of aliens and the like. Better when played in split-screen two-player mode.

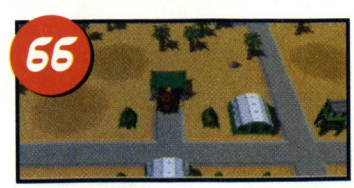


Darklight Conflict
EA • 76%
First-person space combat games are two a penny on the PC, so it's rather surprising that this inoffensive effort from EA is the Saturn's first. Worth a look if you like this type of thing.

True Pinball
Ocean • 83%
The second best pinball simulator on the Saturn and mixes the usual hi-res table graphics with some good gameplay. Pinball on a console can be entertaining, but it's never like the real thing.

Lost Vikings 2
Interplay • 82%
A pleasing blend of platform action and logical puzzles, *Lost Vikings 2* is a great update of its 16-bit predecessor. It's full of horned helmets and everything...

Magic Carpet
Bullfrog • 89%
Another classic Bullfrog game and another worthy conversion from the PC original. Make spells and fly dragons, but do it in an *arcade* type of way, folks.



Return Fire
GT • 84%
Marginally better than the superior-looking *Mass Destruction* on account of its excellent two-player mode, *Return Fire* soon becomes dull when played alone.

The best driving games

1 (1)	Sega Rally
2 (8)	Wipeout 2097
3 (13)	Manx TT
4 (14)	Daytona USA: CCE
5 (31)	Wipeout

The best shoot-'em-ups

1 (10)	Exhumed
2 (11)	Virtua Cop 2
3 (12)	Die Hard Trilogy
4 (21)	Tunnel B1
5 (26)	Soviet Strike

The best beat-'em-ups

1 (2)	Fighters MegaMix
2 (6)	Virtua Fighter 2
3 (9)	Ultimate Mortal Kombat 3
4 (15)	Street Fighter Alpha 2
5 (19)	Night Warriors

The best adventure games

1 (3)	Resident Evil
2 (21)	Dark Savior
3 (34)	Swagman
4 (37)	Shining the Holy Ark
5 (49)	Hexen

The best football games

1 (7)	Sega Worldwide Soccer '97
2 (39)	Olympic Soccer
3 (85)	FIFA '97
4 (NR)	Actua Soccer Club Edition
5 (NR)	Striker

The best other sports games

1 (18)	NHL Powerplay Hockey
2 (40)	Victory Boxing
3 (41)	Athlete Kings
4 (64)	Madden '97
5 (73)	Virtual Golf

The best strategy games

1 (16)	Command & Conquer
2 (29)	Dragon Force
3 (32)	Warcraft 2
4 (45)	Mystaria
5 (48)	Sim City 2000

The best platform games

1 (4)	Tomb Raider
2 (17)	Sonic Jam
3 (28)	Pandemonium
4 (42)	Cool Spot GTH
5 (44)	Sonic 3D

The best puzzle games

1 (22)	Puzzle Fighter
2 (24)	Bust A Move 2
3 (46)	Baku Baku Animal
4 (53)	Grid Run
5 (90)	3D Lemmings

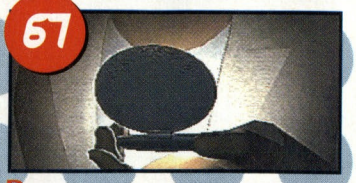
Dipping out this month...

So long to Scavenger's *Amok*, Sega's *Shining Wisdom* and Gremlin's *Loaded*. We'll... well, we'll not miss 'em. We're using them as beer and tea coasters, you see?

Top 100 casualties to date...

PGA Tour '97 (EA)
Myst (Sega)
Road Rash (EA)
Worms (Ocean/Team 17)
Guardian Heroes (Sega)
Robopit (THQ)
Tetris Plus (Jaleco)
Actua Soccer Club Edition (Gremlin)
Scorcher (Sega)
Loaded (Gremlin)
Shining Wisdom (Sega)
Amok (Sega)

67



D
Acclaim • 83%
A clever mix of horror, FMV and adventure gameplay and opened the way for similar games to appear. Too short (even though it's on two discs) and still too easy, though.

68

Mass Destruction
Sega • 78%
Sega's tank-based shoot-'em-up has some of the best explosions we've ever seen on any format. However, it lacks depth and content. Buy a second-hand copy.

69

Tempest 2000
Interplay • 84%
First in the arcades hundreds of years ago and then the updated version on the Jaguar. It's the best game on that machine and this is a very solid conversion, indeed.

70

Rayman
UbiSoft • 81%
Despite the over-the-top cartoony graphics and solid platform gameplay, *Rayman* proves too hard for most and boredom can set in. It's very 16-bit in terms of design, too.

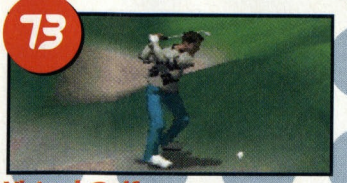
71

X-Men: Children of the Atom
Virgin • 90%
One of the better 2D beat-'em-ups and we still wait with baited breath for news about the latest *X-Men/Street Fighter* conversion. *SF Alpha 2* would be a better buy than this.

72

Andretti Racing
EA • 79%
Andretti Racing suffered when first released for the PlayStation because it just wasn't Psygnosis's *F1*. It ain't *Sega Rally*, either. Definitely worth a look for race fans, though.

73

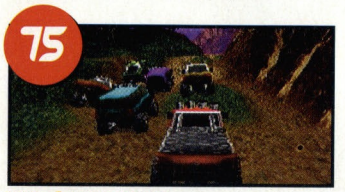


Virtual Golf
Core • 87%
Arguably the best golf game on the Saturn and we're fully prepared to fight anyone who wants to argue with our superior judgement. Unless, of course, they're holding a golf club at the time.

74

Destruction Derby
Sega/Psygnosis • 80%
Saturn owners never really wanted a poor conversion of *Destruction Derby* at the same time as its superb sequel was about to hit the PlayStation. *DD*'s moderately playable.

75



Hardcore 4x4
Gremlin • 73%
A good enough off-road driving game, but a little problem with Mr Jerky and a lack in the polish department keeps the score down. One for hardcore race fans only. Geddit?

76

Virtua Fighter Kids
Sega • 68%
Saved by its cheap price (£30), *VF Kids* is a pointless addition to the fold and offers very little new of any interest. Buy its big brother (*Virtua Fighter 2*) instead.

77

Space Hulk
EA • 81%
Expect *Doom*-style action and *Space Hulk* is terribly disappointing. Take it as it is – a strategic blaster with slightly crap graphics – and *Hulk* can be enjoyed as such.

78

Keio Flying Squadron 2
JVC • 80%
A bizarre Japanese platform game that, somehow, manages to impress all that come into contact with it. The graphics are fairly primitive, but the gameplay's excellent.

79

NBA Jam TE
Acclaim • 85%
The first *NBA Jam* game to hit the Saturn and a worthy effort it is, too. All the gameplay and extras of the arcade version are included. It's not for everyone, however.

80

Earthworm Jim 2
Virgin • 74%
If you've never seen *EWJ2* before you'll probably like it, although the game's still a huge disappointment as a conversion from 16- to 32-bit. It has its moments, though.

81

Discworld
Sega/Psygnosis • 81%
The best-selling series of Terry Pratchett books is a good enough reason as any for the adventure game, and it's lovingly faithful to that. Prepare yourself for obscure puzzles...

82

Virtua Racing
Time Warner • 91%
A fair attempt at re-creating some of the hype of the original game, with seven new courses, four extra cars and plenty of polygons. Not as arcade perfect as it should've been.

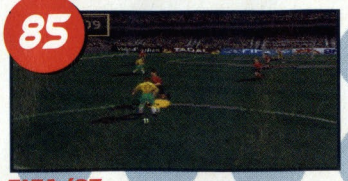
83

Actua Golf
Gremlin • 84%
Graphically superb, with two detailed courses and multiple views. We at **Saturn Power** prefer the gameplay of *Virtua Golf*. Peter Aliss – the commentator – gets on your tits after a while.

84

Tilt!
Virgin • 85%
Pinball on a console. If that short sentence doesn't nauseate or discuss some weird purist strain in your character, *Tilt!* could well be worth a few tries.

85



FIFA '97
EA • 74%
An improvement over last year's release, *FIFA '97* still suffers from a number of flaws, most of which were present on *FIFA*'s Mega Drive debut years ago...

91

Golden Axe
Sega • 70%
A beat-'em-up based on the characters from *Golden Axe* is no bad idea, but the game just doesn't have the flair of the other Capcom 2D fighting titles.

97

Doom
GT Interactive • 70%
Rage take a large knock in their reputation as they turn up with a fairly shoddy Saturn conversion of the classic id game. For incredibly hardcore fans only.

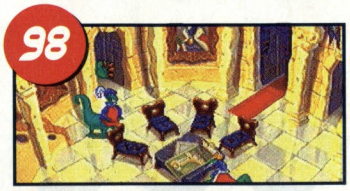
86

Blam! Machinehead
Core • 83%
Bird on a bomb! Nothing mind-blowingly original in any fashion but, in typical Core style, an interesting game nonetheless. More birds on bombs, please.

92

Shellshock
Core • 79%
An excellent soundtrack and some very good rendered FMV made up for an average game based on the same game engine as the better *Firestorm: Thunderhawk 2*.

98

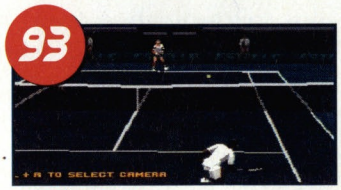


Blazing Dragons
BMG • 85%
Another ex-*Python* designed 'point 'n' click' adventure game. Despite mixed reviews, we quite liked it (apart from James, who finds it simplistic and decidedly unfunny).

87

Story of Thor 2
Sega • 80%
Story of Thor 2 apes Nintendo's *Zelda 3* all the way, without capturing what made it such a classic. It's still as close to *Zelda* as you'll get on a Sega machine, though.

93



Break Point
Ocean • 78%
Not the worst game we've ever seen, and it's definitely the best tennis game around at the moment, but it needs to be faster. It also needs more varied plays, better shot angles...

99

NHL '97
EA • 79%
Another case of another disappointing EA Sports release; its stop-start gameplay strangely unsatisfying. Virgin's *Powerplay Hockey* is a far superior game.

88

Ghen War
Virgin • 80%
Varied level design and clever gameplay makes *Ghen War* a more interesting and challenging mission-based *Doom*-like affair. Speed fans beware – it's as fast as a dead sloth to play.

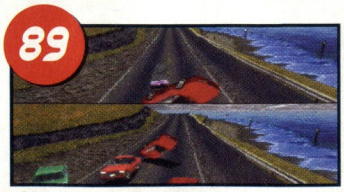
94

Slam 'n' Jam
BMG • 87%
Crystal Dynamics convert their 3DO basketball simulation across perfectly and, although it isn't the best, it's fairly close. If 'slam-dunk' doesn't sound like nonsense to you, give it a try.

100

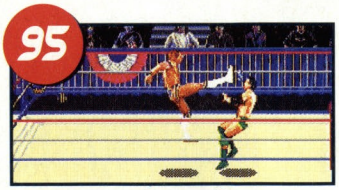
Casper
Interplay • 81%
A decidedly unoriginal puzzle game based on the film of the same name. Decidedly 8-bit gameplay married to 16-bit visuals make *Casper* one for the easily impressed.

89



The Need for Speed
EA • 80%
In a different world *The Need for Speed* may have fared better, but in the Saturn market it's up against some very stiff opposition. It's a nice idea that you race on roads, though.

95

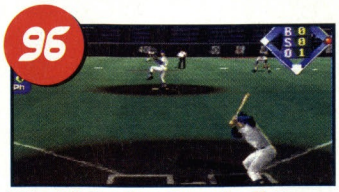


WWF Wrestlemania
Acclaim • 82%
It's commonly agreed that the WWF is a useless waste of time, money and brain-power, but thankfully the game's better than the license behind it.

90

3D Lemmings
Sega/Psygnosis • 82%
A clever update of one of the best-selling and most popular games ever. Sometimes the third angle makes things a tad confusing, though. It's TV-smashingly frustrating at times.

96



World Series Baseball 2
Sega • 81%
Despite the obvious lack of appeal of the sport in this country, Sega manage to produce the finest game of its type. It graphics are perhaps its best feature.

Next Month

***Duke Nukem 3D* is almost assured a high entry position after its review next month. Other titles possible for inclusion are *Formula Karts* and *Frankenstein*. No, really. Those writing in to complain about *Tomb Raider* slipping to number four when most of you rank it at number two should mark your envelopes '*TR* MOAN' so we can throw them straight away...**

Although Sega's Saturn is renown for its quality arcade conversions and innovative third-party launches, it – much like any other console – has its fair share of duff titles you'd be advised to avoid. These are the ten worst we've seen...

Rockman X3
Virgin • 23%
The very worst game that we've ever played on the Saturn and a shocking smack around the face to show just how badly games CAN be given the wrong people. *Rockman* is a port across of the very popular *Megaman/Rockman* series of games and is the only 2D Saturn platform game that we imagine would need a border.

The graphics are primitive, the gameplay far too hard and the action crawls along with all the pace and urgency of an asthmatic slug. Released in the USA by Capcom, Virgin have sadly decided to pick up the license over here. Don't. Buy. It.

The Crow: City of Angels
Acclaim • 29%
One of the worst games we've ever played at Saturn Power, and certainly a contender for Worst Game of '97. Buy this and be the butt of *every* joke.

Highway 2000
JVC • 56%
Trying to sell a poor driving game by rewarding good racing performance with pictures of bimbos in bikinis may well be one of the better marketing ploys of the year, but it still stinks like a corpse.

Darius 2
Sega • 28%
It's a 2D shoot-em-up in the *Darius/R-Type* mould and fails because it's simply too dull to play.

In The Hunt
THQ • 31%
Another release that makes no sense. We hope that, with *Project X2* from Team 17, we'll finally have a decent 2D shoot-'em-up on the Saturn.

Valora Valley Golf
Virgin • 32%
Um, it's almost unplayable, there's only one badly-designed course and the inclusion of volcanoes is just silly.

Virtual Open Tennis
Acclaim • 31%
Technically the first tennis simulation on the Saturn, but Acclaim sneakily brought us a poor Japanese game released to try to cash in on Wimbledon. It failed.

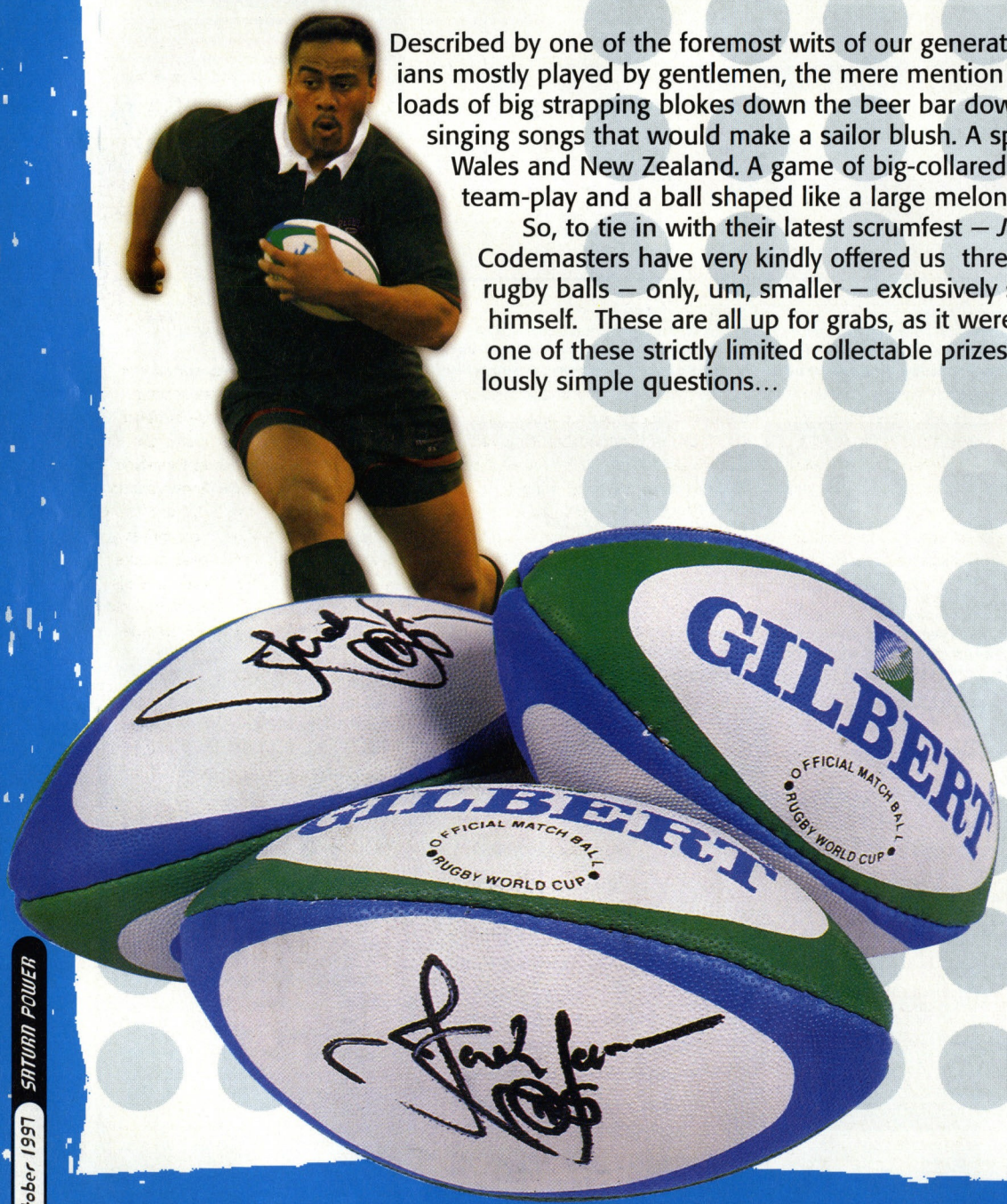
Digital Pinball
Sega • 22%
One of the Saturn's first releases, and the first game to make us worry that everything in the garden might not be so rosey.

Chaos Control • 22%
Infogrammes' Saturn conversion of their crap 3DO gun game is, um, a crap gun game. *Virtua Cop* fans steer clear – there's nothing even remotely entertaining in this turgid release.

Crypt Killer
Konami • 38%
Konami's *Crypt Killer* is, thankfully, just as dire for PlayStation owners as it is for us Saturn bods. You can use a gun with it, but why the hell bother? It's crap.

Codemasters Booty Bonanza

Excusive: Jonah Lomu's balls are up for grabs!



Described by one of the foremost wits of our generation as a game for barbarians mostly played by gentlemen, the mere mention of rugby evokes images of loads of big strapping blokes down the beer bar downing yards of ale while singing songs that would make a sailor blush. A sport much favoured by Wales and New Zealand. A game of big-collared shirts, brute force, tactics, team-play and a ball shaped like a large melon.

So, to tie in with their latest scrumfest – *Jonah Lomu Rugby*, Codemasters have very kindly offered us three Official World Cup size rugby balls – only, um, smaller – exclusively signed by the great man himself. These are all up for grabs, as it were, so to get your hands on one of these strictly limited collectable prizes just answer these ridiculously simple questions...

1) What were the score in the last year's World Cup Rugby finals ?

2) What shape is a rugby ball?

3) How may people are in a rugby team?

4) What nationality are the All Blacks?

5) In which Welsh city would you find the famous Cardiff Arms Park?

Pop your answers on a postcard to: *Balls... snigger*, Saturn Power, *Future Publishing, Beauford Court, 30 Monmouth Street, Bath, BA1 2BW* Answers to be received no later than October 30 1997.

You might have missed...

Bust a Move 2 & Hardcore 4x4

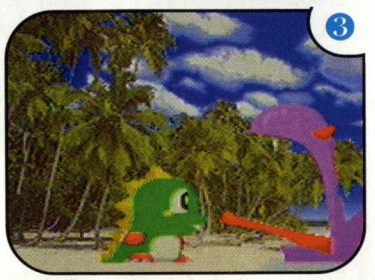
Another month, more titles that *Saturn Power* readers may have overlooked. *HC 4x4* is flawed but intriguing, BAM2 is an essential purchase. Want to know why? Read on...

You Might Have Missed... is based around the simple premise that many Saturn titles of above average and high quality are overlooked by **SP** readers for one reason or another. The criteria for inclusion is simple: the game has to be over a certain age and be worthy of a review score of 70% or more. *Hardcore 4x4* is, in many ways, an exception. That it features in this month's column is testament to the fact that, as a Saturn game, it remains unique. Racing games are the mashed potatoes of 32-bit console gaming; an (occasionally bland) mouthful of a mixed genre meal. Gremlin's off-roader is mash *sans* gravy – and we all know what the Smash robots (remember the old commercials?) would have to say about that, don't we? Something like "HAH HAH CACKLE HAH CACKLE HAH... *For Mash, Get Smash!*" The Smash robots never drove trucks because, lamentably, there wasn't enough room in their spaceship. Had they done so, it's without doubt that fun would have been on the agenda, but one slip of the accelerator and BANG... the hull's breached and all the potato flies off into deep space. Nasty.

Hardcore 4x4 is, in principle, a fine idea for a game. Hampered by jerky visuals, it's lamentably only worth a gander to those with a faster NTSC Saturn or forgiving retinas. Were it not for its appaling frame rate, *HC* would be worth a moderately hearty recommendation. Its undulating tracks offer a number of different routes along the set course route and differing conditions affect the handling of the trucks. Track and truck quotas number six and six respectively while, during races, six vehicles compete. And you know what that means, don't you? Yes... SIX SIX SIX. The number of the beast, the Devil's STD. Being an upstanding, God-fearing magazine, **Saturn Power** shall now burn its copies, before dousing the righteous flames with holy water. Amen.

There's a tendency among those 'in the know' (sic) to make *Tetris* comparisons every time a game involves manipulation of objects within a rectangular area. This is understandable. *Tetris* did it first with blocks, but *Bust a Move 2* takes the basic concept and does it better... with bubbles. Like people attending a foam party in Ibiza, it's surprisingly simple. Each game – in puzzle, solo or player vs competitor form – begins with a collection of bubbles at the top of a column. Once play commences, players must fire additional spheres into the existing mass.

But, and here's the cookie, should three of a kind connect, they explode. If additional bubbles are left in free space after this event, they are also removed from the play area. In the competitive mode – with the screen separated into two equal areas – these appear on an opponent's side. Should these bubbles be pushed beyond a line towards the bottom of a rectangle, a Gave Over-type situation concludes proceedings. Sounds easy? In many ways, it is. But, like all truly great games, *Bust a Move 2* comprises subtle strategy with a solid base of pure, honest gameplay. Its two-player mode is also, arguably, one of the best money can buy. And buy it money certainly should and, indeed, can – Acclaim, with a strangely altruistic decision, decided to market *BAM2* for a mere £30. Now available as a second-hand title, it's affordable and damn-near essential. Oh, and it uses chicken-style noises for sound effects. Class.



1 Two-player battles are compulsive fun. 2 Intro FMV don't get much weirder than this, folks 3 Now this is just plain silly...

1 An unusually tight race with five off-roaders vying for first spot. Most races see each truck separated by at least a few seconds. Clawing those seconds back on higher skill levels proves tricky. 2 The snow track, complete with sheer floors of ice.

Role Play

News on *Panzer Dragoon RPG*, *Devil Summoner: Soul Hackers* and Working Designs' decision to leave the Saturn market later this year – all in this month's Role Play Gamer...

NEWS

Reports from Sega show the new *Panzer Dragoon RPG* (*Azel: Panzer Dragoon*) from Team Andromeda to be coming along nicely – current estimates are that the game is 60% complete. The most recent showing of *Panzer Dragoon RPG* was at the E3 show in June, where punters were allowed to sample playable demos from the action sections in the game.

Panzer Dragoon RPG features a plotline rather reminiscent of *Jurassic Park*, with scientists messing about with DNA to reproduce the monsters that long ago roamed the earth. You play the role of a hunter named Edge, who slaughters these beasts for bounty. However he soon befriends one of them after it saves his life. The 'monster' is of course a dragon, which Edge rides throughout the game.

It's hard to describe the gameplay involved in *Panzer Dragoon RPG*, because it really is unique. However, it employs many old RPG standards, such as assigning points to your attributes in order to become a better fighter. Basically, you are awarded with points for completing tasks in the game, which can then be used to level up your dragon. You will actually see the improvements as your dragon grows in ability. The graphics in this game really are awesome, even better than the visuals in *Panzer Dragoon II*.

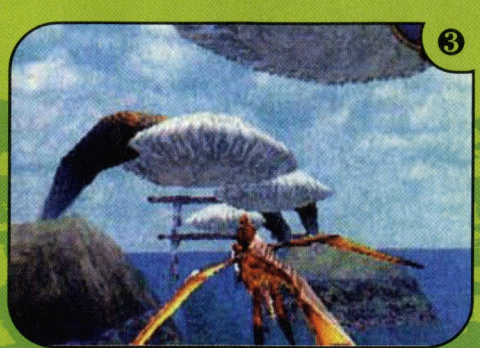
Battles in *Panzer Dragon RPG* will be the usual turn-based fare, but carried out in full 3D from an aerial standpoint. This, married with the action flight sequences (similar to the shoot-em-up) should result in an intriguing and highly playable game which should appeal to all gamers.

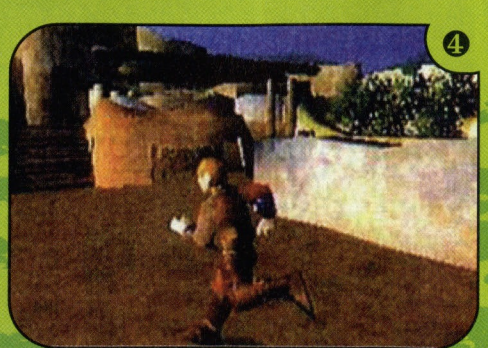
❶ The flight sequences are spectacular. ❷ The whole game will be rendered in real time. Note the size of the player character's dragon – none of your titchy RPG sprites in this game! ❸ Another shot from the flying sequence. Most of these sections are complete. ❹ Naturally, when Edge enters a village he will negotiate it on foot.

The sequel to *Devil Summoner* should have been released by Altus of Japan by the time you read this. *Devil Summoner: Soul Hackers* will use the same game engine as its prequel, but the storyline will take on a whole new perspective – meaning that those who missed the first installment can rest assured that they won't be missing out on any of the plot.

However, despite rumours that Altus of America were translating the first *Devil Summoner*, the game has not yet appeared on US shelves. Whether or not this sequel will be considered, even though it will be accessible without knowledge of the first game, remains to be seen.

Compile are developing a *Puyo Puyo* RPG based





Gamer

RPG

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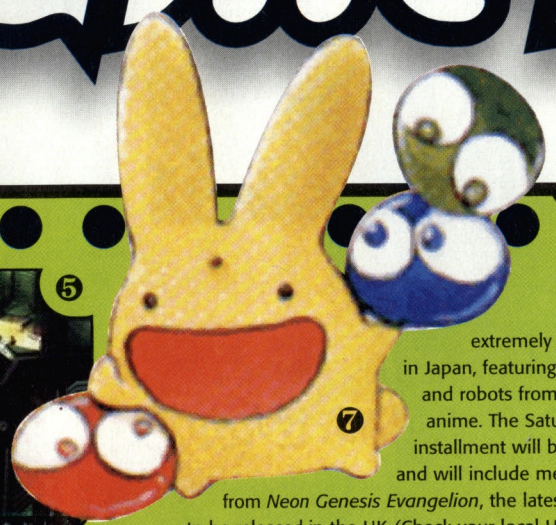


⑦

on their hit series of *Puyo Puyo* puzzle games. In Japan, *Puyo Puyo* is even more popular than *Tetris*, and tournaments are held on a regular basis to find the best players. Almost every system has been graced with a *Puyo Puyo* game; the first installment was for the Japanese Mega Drive, and the last one on the Saturn was *Puyo Puyo Sun*. And you may not know it, but it's likely you've already played *Puyo Puyo* – Sega reprogrammed the original as *Dr Robotnik's Mean Bean Machine* while Nintendo's *Kirby's Avalanche* was also *Puyo Puyo* in disguise. The new RPG will feature all the zany characters in a fantasy environment, and will be released this winter.

Banpresto's *Super Robot Wars* series is to debut on the Saturn with *Super Robot Wars F*. These games are extremely popular in Japan, featuring mecha and robots from popular anime. The Saturn installment will be an RPG, and will include mechas from *Neon Genesis Evangelion*, the latest anime to be released in the UK (Check your local HMV or other shop carrying anime for the videos). This is a special interest game, so it's doubtful anybody will pick it up for a Western release. However, fans of *Evangelion* will likely be interested in a Japanese import, which should be available any time now.

In a shock announcement on the Internet this July, *Working Designs* revealed that they were no longer going to publish Saturn games. Don't panic however – this will only come into effect after the US release of *Lunar: Silver Star Story* this August. Before then, Working Designs will release two other games – the much-coveted *Albert Odyssey* (which will be out in the States as you read this) and *Magic Knight Rayearth*.

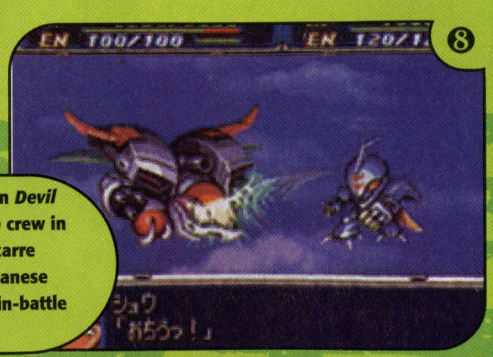
Working Design's decision to drop Saturn coverage came about after disagreements with Sega of America. This is a real disappointment to American and British Saturn owners alike, but it seems that at least some of the projects considered by Working Designs (such as *Grandia*) will now be undertaken by Sega. It may be that European gamers have less to worry about than those in the US, as Sega Europe have a highly commendable attitude to RPGs – we actually got the UK release of *Shining the Holy Ark* a week before the Americans were able to buy it. However, as Sega Europe were considering more Working Designs releases in the future, it's still a sad day indeed.

As I write, Shining the *Holy Ark* has reached number three in the all-formats chart of American software chain Electronics Boutique, pushing Konami's new Playstation RPG *Wild Arms* down into fourth place. This is great news, as it should prompt Sega of America into releasing more RPGs. It's also indicative of the tastes of RPG gamers – most of us won't let the fact that a console is not so popular stop us from owning a much treasured RPG release. The fact that *Shining the Holy Ark* has beaten *Wild Arms* is not that there aren't many Playstation owning RPG fans, but the fact that it is generally considered to be a better game. And while fans of action games are certainly more plentiful; they don't buy every single game in their favourite genre – RPG fans tend to collect all of them. Let's hope Sega of America take note of this. *Shining the Holy Ark* has also done well in the UK – Game's charts put it right in the number one position for Saturn games.

Rachel Ryan

SP

⑥



⑧

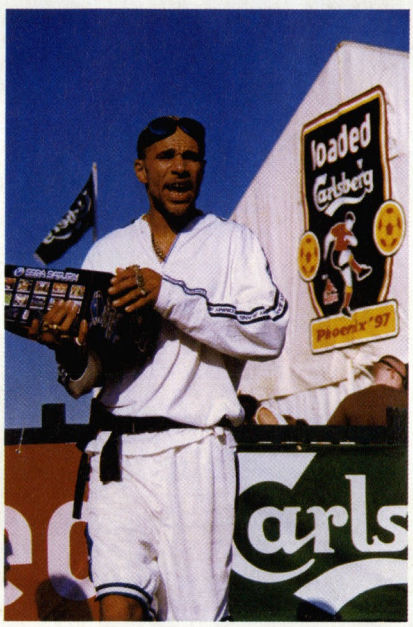
⑤ A lovely aerial view of a city in *Devil Summoner* 2. ⑥ The *Puyo Puyo* crew in fantasy garb. ⑦ The utterly bizarre Carbunkle who stars in all Japanese versions of *Puyo Puyo*. ⑧ An in-battle shot from *Super Robot War F*.

It may not adhere to many RPG standards, but *Resident Evil* is a game all adventure gaming fans should learn about. Turn to page 68 for a full review.

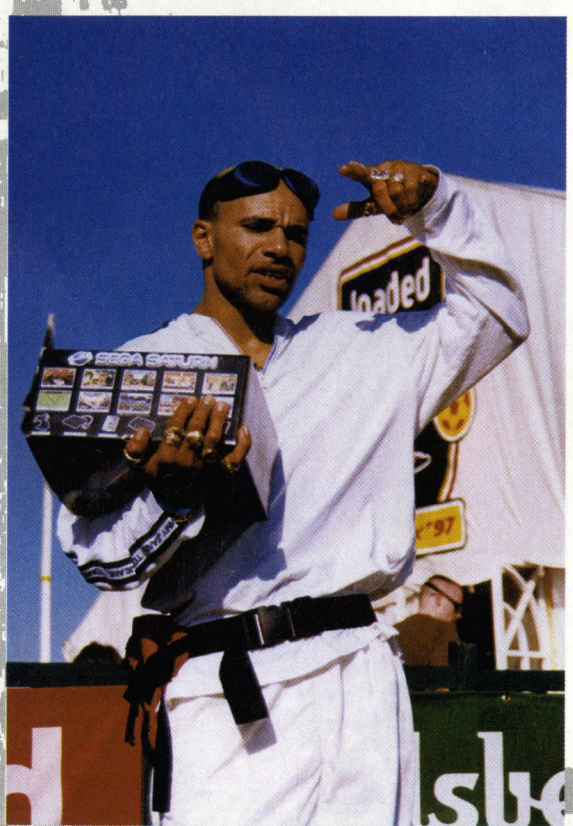
Sega @

Sega sponsored the recent Phoenix festival, gracing the event with a games tent and more besides. Naturally, *Saturn Power* were on hand to freeload... ahem, report.

Who visits a festival and, having arrived, plays games all weekend? The answer? You'd be surprised... as Sega were during their stay at this year's Phoenix festival. Held in Long Marsden, near Stratford upon Avon, this rural setting was blessed with Saturn units showcasing *Manx TT, Sega Rally, Duke Nukem, Touring Car* and *Fighters MegaMix*... and yes, there were a few other attractions, too. Sega brought along a *VF3* machine. Bands? What bands? Sega T-shirts were the garments of choice, adorning backs too numerous to mention. *VF3* tournaments and two-player *Worldwide Soccer* challenges were a favoured occupation for those taking a breather from catching various groups (and the sun, for that matter). A fine, if expensive, time was had by all... because to party well at Phoenix takes 'wages'. Erm, I'll get my coat...



Left: Goldie with Saturn. Ironically enough, news of his new album reached us shortly before this issue of SP went to press. Its name? Saturn Returns. We kid you not...

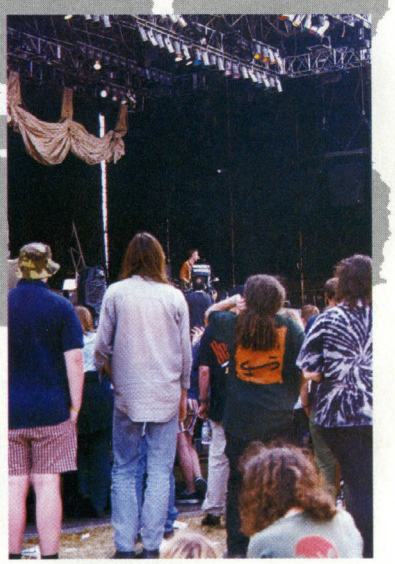


FASHION NEWS: After a brave start to the day in his company's festival T-shirt, Sega's Mark Hartley can be seen (above) to be eclipsed by Goldie's almost supernatural cool. Glasses on *forehead*! Wow.

"Saturn Returns? This is *mine*! Get your own!

Phoenix

The Saturn games tent at, believe it or not, eleven in the morning. As the Phoenix main enclosure opened its doors at eleven each morning, this early showing demonstrates the popularity of Sega's games.



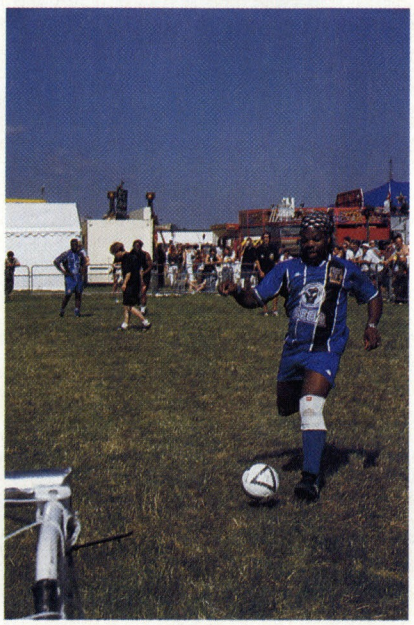
Sega's T-shirts were, without question, the most popular product-endorsing leisurewear of the weekend, proving more popular than the official Phoenix tops...

Sega, naturally, advertised. Anywhere and everywhere.

Ed Bainbridge, Localisation Coordinator for Sega, Coordinating the Localisation of a second Saturn for the Carlsberg tent, by popular demand. *WWS '97*, anyone?

Sega's *VF3* tournament offered punters a shot at beat-'em-up glory and Saturn ownership. A dozen consoles were awarded over the course of the festival, after twelve keenly-contested bouts.

Phoenix Phoenix Phoenix

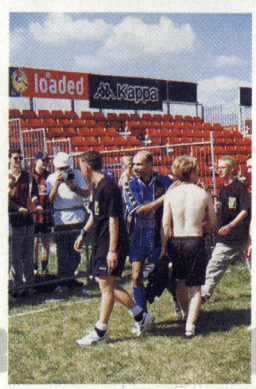


Sega's team, Metalheadz, performed bravely in the Saturday league. Their first match, against the band Dodgy (and friends) lamentably ended in a 2-1 defeat, despite (left) an impressive piece of wing play by this gentleman. Metalheadz second game was, however, more successful.

After the defeat by Dodgy, Metalheadz rallied magnificently with a last-gasp equaliser against Goal!, keeping their championship hopes alive. Next (and last) opponents: the Frank Sidebottom team...

Jazzy B or not Jazzy B? That *is* the question, because neither Sega or *SP* can remember. Regardless, this Metalheadz member was so pleased with his Saturn that he decided to take two. Claiming it was for a team member who hadn't made the presentation, *SP* can exclusively reveal this shot of him 'legging it'...

Metalheadz: best-dressed team on the pitch? Possibly so. But then, style...



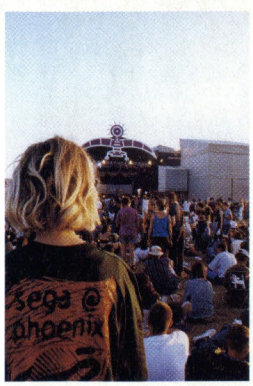
...means nothing after a 2-1 defeat in the last game. Goldie (right) took time to congratulate a team devoid of celebrities but high on footballing skills as he left to collect the real prize – his very own Saturn, complete with games bundle. Erm...

Members of the Sega entourage. From left, circling the table: Mark Hartley, shortly after an unfortunate mobile phone/glue sniffing incident, Richard Lloyd (Assistant Producer, PC titles), Debbie Morris ("Call her Export Chick" – Mark Hartley), Ed Bainbridge (Localisation Coordinator) and, ahem, a bloke that Mr Hartley, tyke that he is, advised us to call "Stavros Milos." He's Matt O'Driscoll, *Wipeout 2097* producer...

Stan Collymore with mystery female in the Carlsberg tent. The best Aston Villa signing in the world? Erm, probably.

On the huge screens adorning either side of the main stage, Sega advertisements played morning noon and night. Imagine playing *Sega Rally* on one of those...

Sega T-shirt set to background of Orbital on main stage. It's rude to sneak up on people with zoom lenses.
But, what the hell...



The Carlsberg tent, situated in the guest area, was allocated a Saturn unit by the ever-generous Sega. So popular was Worldwide Soccer '97 with the heady mixture of celebs, hangers-on and drunkards that Sega felt almost obliged to provide another Saturn. Right: Looks like he scored, then.

Coin Slot

Are Sega losing their battle to retain a creative and technical edge over competitors such as Namco and Konami? Their long-established supremacy in the arcades is known and accepted but – *Lost World* aside – do their recent releases do their reputation justice? Read on...

❶ It may not have the looks of *Scud Race*, but *Side By Side 2* is no visual slouch, nevertheless. ❷ Because it's a road-based game, not a rallying affair, it's best to, like, stick to the road, unlike the cretin playing here. Duh.

❶ Okay, these bikes may not be made out of super-sexy ceramic, but their lines are as cheeky as those in Akira. ❷ An accident just waiting to happen, patently. ❸ Go on, my son, stick your axe in his bonce. ❹ The *Wipeout* influence is strongest in the design of the tracks, with sweeping curves and extreme rises and drops. Do you see?

Do you ever get the impression that Sega's arcade division are losing their touch? I mean, once upon a time they could be relied on to produce classic driving games such as *Daytona USA* and *Sega Rally*. I can't see that their recent efforts, *Touring Car* and *Scud Race*, will make such lasting impressions, though. The former, at least in its in coin-op incarnation (I'm looking forward to the enhanced Saturn version), must rank as one of the most dull racing experiences in recent years, while the latter serves more as a demonstration of Model 3's eyeball-pokingly great graphics capability than offering a gameplay experience to die for.

I mention all this because the amount of companies looking to encroach upon the territory Sega once called their own is on the increase, and the company's AM divisions are going to have to start taking their competition more seriously.

Take Taito, for example, once a little (if nevertheless prolific) fishy in the coin-op ocean, concentrating on umambitious shoot-'em-ups and the like, but now really getting into the swing of hot 3D. Their new title, *Side By Side 2*, is aimed squarely at the audience that *Scud Race* attempted to attract in the wake of the fairly miserable coin-ops that attempted to replicate *Sega Rally*'s success (Namco's feeble *Dirt Dash* being a good example).

Side By Side 2 offers four different courses as standard, each based on a season of the year. So, yes, there is a snow-bound level, a course featuring blossom-laden trees, and so on – plus a bonus track which only comes into play once all four have been conquered.

It's a circuit-based racer, with cars based on relatively humble real-life models from Japanese manufacturers Mazda, Toyota, Honda and Nissan. The nature of these vehicles, and the design of

❶ Bosses come in the form of humans and also vehicles – such as this feller. ❷ Shoot him! Nick his jewellery! Yes! ❸ Sorry about this bloke appearing so large – Lisa 'liked the look of him', apparently. ❹ Yeah, apologies again. She's got a thing about guns, too...

the tracks (long, road-based, and occasionally complex in their twisty-turniness), makes for a driving experience most closely akin to *Ridge Racer*, but with a twist of *Manx TT*-style landscapery. No, This isn't going to be a driving game to rival the likes of *Sega Rally*, but I wouldn't be even vaguely surprised if it does better than *Touring Car*. Bad news for Sega.

Last month we took a pretty comprehensive look at *The Lost World* (which I'm sure you've been plugging away at recently), which brings us to a lightgun from another competitor of Sega's. *Total Vice*, from Konami, is as down and dirty as videogames get, facing you off against leather-clad street punks and mindless gang members bent on taking you, in the role of some kind of law-enforcement agent, out of the picture before you can reach the game's climax, where Mr Big-Jewellery-Drug-Overlord-Bloke is holed out.

As a lightgun game, *Total Vice* is an all-gong-and-no-dinner experience, and certainly this type of cops-versus-robbers premise has been done on many occasions before (Taito's *Under Fire*, Konami's own *Lethal Enforcers*, etc), but exactly the point: people like, er, putting caps in bad guys' asses, so this is bound to be a popular game. So what are Sega doing in response? More driving games, as it happens – although driving games with a twist.

The first is AM2's *Moto Raid*, a Model 2-powered coin-op which brings a full-on futuristic slant to racing, mixing *Wipeout*-style tracks with – and this is the best bit – motorcycles that could be straight out of the anime classic, *Akira*.

After choosing one of five variously specced bikes, players take to some hugely undulating courses where (and here's another *Akira* influence), as well as keeping ahead of the rest of the pack, you get the opportunity to slow them down by punching or kicking them (by stabbing at buttons located on the cabinet's bike's handlebars), making for one of the most action-packed racing games I've seen. While it wears its influences so visibly on its sleeve (unlike so many other Sega titles, which are famed for their originality), this doesn't detract from what is bound to be a head-turner when it arrives on this soil in the coming months.

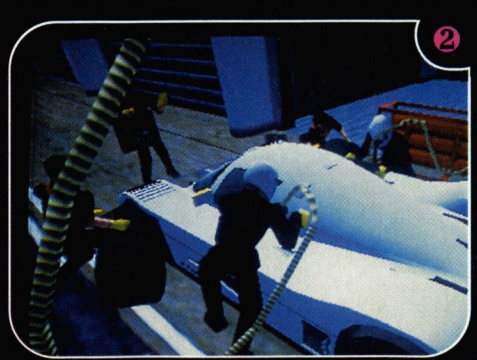
Sega's other new racer, *Le Mans 24*, is a much more conventional affair, presenting a 'simulation'-style interpretation of the famous French endurance event. Developed by AM3, the game uses 'real' cars from Porsche, Ferrari, McLaren, Mazda, Mercedes and Nissan, their on-screen representation suitably chipper thanks to the power of the Model 3 board under the bonnet.

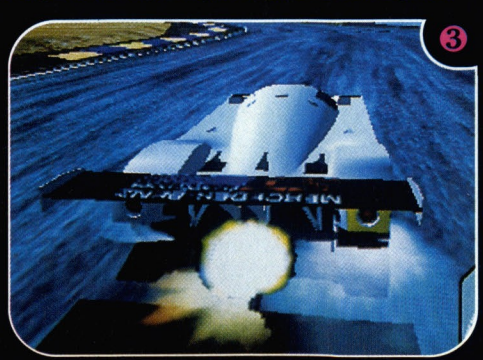
The factor which makes *Le Mans 24* very much its own game is its unique non-stop racing concept. This means that even if there is no one actually playing, the 24-hour race is still being conducted, so bunging in a quid means that you have to pick up the race from however far is may have progressed. So, because there are no stages or checkpoints, extra time must be earned by overtaking other drivers – a interesting new angle.

With games like this on the cards to complement the likes of the dreamy *Lost World*, it looks like Sega may be getting their arcade strategy back on track. Here's hoping.

Tony Mott

❶ Model 3 graphics = sex. ❷ With 24 hours' worth of driving, your hapless pit crew get through a lot of Swarfega. ❸ Gerald regretted having a Ruby the night before the big race.





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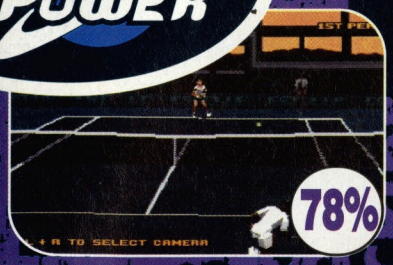

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ISSUE 91
April 1997
Swagman, Cool Spot Goes to Hollywood, Crypt Killer, Torico, Lost Vikings 2, Andretti Racing, Manx TT, Reloaded, ID4... and more.

Dammit, we all miss the slippy, spilly world of *Sega Power*. How we miss the cutting wit, jabbing editorial and sarcastic swipes at our grim-faced opposition. But what's this? The chance to buy a limited edition, collectors item copy of a bygone issue? Course you want it, and we might be all swanky and clever with our new magazine, but it pays to remember your roots; where you cut your journalistic teeth. *Sega Power* is that gnawing bone and a couple of the best are still available.

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Had a good holiday? Refreshed from a week swimming around in some chemical-pumped pool in a half-built high-rise in the middle of some Greek island that hasn't seen a Greek person on it for twenty years? Enjoyed sitting in boring bars listening to drab, far-too-loud Euro-pop that you know is going to be whoring up the charts around September? God knows, I did.

Last Orders

Classics of our time

Number 5: NiGHTS

First game with the special pad, then?

Yeah, it was the first game to use the Sega analogue pad, and it works like a dream (sorry).

Bit odd, though.

Well yes, all that A-Life business is a bit crap, at the end of the day. But full marks to Sonic Team for giving us a completely original game for the Saturn.

But is it actually any good?

Definitely. Strangely enough, it seems to play more like a racing game as you fight to increase your link quota and skim through to the next stage in a record time and the graphics are still some of the best you'll see on a Saturn.

So why does it have a lower-case 'i' in the title?

No one really knows, but one theory we've heard is that it's based on the fact that *NiGHTS* is an imaginary game (ie, based in the dreamworld) and, going by a calculus theory in mathematics, 'i' is an imaginary number. Hmmm... maybe.

Sonic Team? Aren't they working on something new?

Indeed they are, and there are three rumours floating around at the moment. One is that it's a sequel to *NiGHTS* (not very likely). Another is another Saturn game featuring Sonic, maybe more of a platform game (hmm, more probable) and the last, also very likely story, is that they're working on a *Sonic* game for launch with the new Sega hardware – see E3 feature in **SP04**.

Remember, remember...

If you're not doing anything better on **September 17** then you might consider popping around to James' house for a issue six launch party, because he's having one. Or, alternatively, you can get together with some friends, buy a copy each and have a issue six launch party of your very own.

20 Questions... the answers

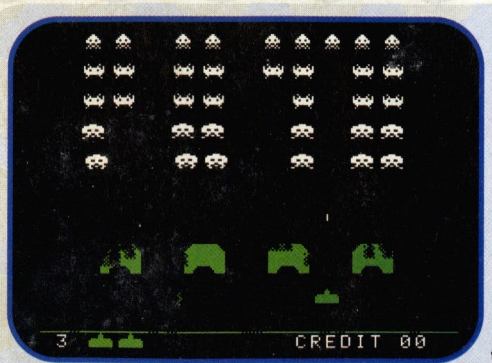
1) *Power Drift*.
2) Their Model 3 one.
3) July 1995.
4) A whopping £399.99
5) Eight.
6) Four.
7) Yes, very and we're all off to the park for lunch, thank you very much.
8) Chris and Jill.
9) Tyrant.
10) Two. '96 and '97 – just released in Japan.
11) Eight. Six basic ones and two hidden.
12) Cold Storage.
13) American.
14) Four.
15) *FIFA: Road to World Cup, Madden '98, NASCAR '98, NBA Live '98 or NHL '98.*
16) Actua *Golf 2, Actua Tennis, Actua Soccer 2, Actua Hockey*.
17) November.
18) Stan Lee.
19) It's impossible to tell, nowadays.
20) *Bust-a-Move 3*.

Rant 'n' Rave

The first in an occasional series of spleen-venting outlets at the things that have not only possess our goat, but are doing unspeakably nasty things to it as we speak...

This month we'd like to turn our venomous gaze onto the blackened soul of our rival magazine. In the last issue we managed to count a total of seven 'digs' at our expense – there might have been more, we just couldn't be bothered to read through any more of their dreadfully-written toss (oops, we're doing it now).

Now inter-magazine rivalry is all very well, but we thought this amount was a little bit over-zealous. Firstly, it's the classic sign of a magazine that's worried about its rival – why bother slagging off the opposition when you KNOW you've got the best title – and, from what we've seen and read, they should have every reason to be worried about us. Secondly, if you're going to slag us off, make a point to it. We DON'T covet your pathetically anal coverage of ANYTHING and picking up on the point that a couple of the players in our *Actua Soccer* demo were the wrong colour is clutching at straws, really. Lastly, it helps, occasionally to make it witty. A good example of that last point (if we were to do one at your expense) would be something like: 'We noticed you had a Personality Profile on your Editor last month... surely that's a contradiction in terms? Don't you need a personality for that?' Get the idea? Now sod off and spend more time thinking about how to improve your magazine.



Arcade Classics Number 1: *Space Invaders*

By God, if you're going to start a regular feature on the classic arcade games of all time, then you really couldn't start with anything better than the mighty *Space Invaders*. Launched in 1979, it immediately captivated the attention, money and brains of anyone under the age of 30. Spawned a million updates, copies and home spin-offs and is, quite possibly, responsible for starting this whole bloody industry off.

Interesting fact: Taito converted the original *Space Invaders* arcade game to the Saturn in Japan, but (possibly obviously) there's no plans to release it over here. Talk to Video Games Centre on (01202) 527314 and they might order one for you.

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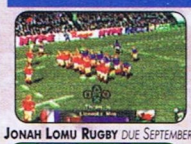

JONAH LOMU RUGBY DUE SEPTEMBER

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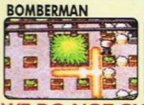

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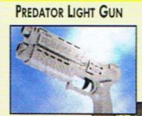

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Next Month

In *Saturn Power* issue six...
SHOCK! *Trash It* reviewed.
HORROR! *Frankenstein* rated.
STRIKE! *Ten Pin Alley* tested.
Also featuring: Game family trees, *Marvel Super Heroes*, *Duke Nukem*, *Fighting Force*, *Atlantis* and maybe, just maybe, a *Reloaded* review...