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MAGAZINE

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

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SEGA SATURN™

THE ULTIMATE GAMES MACHINE IS HERE.

SEGA AUGUST 1995 BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

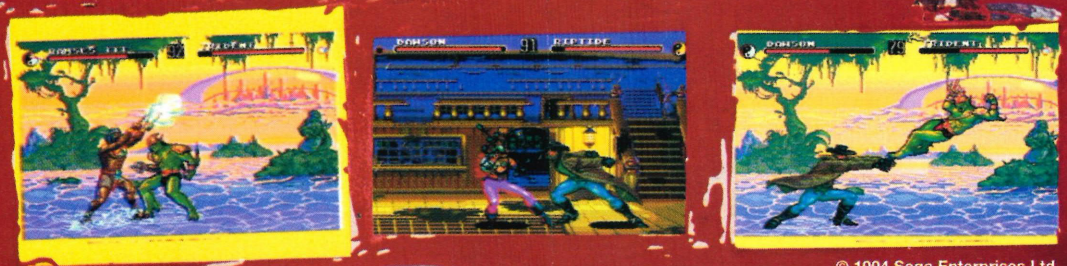
Let's see what you're made of.

18

SEGA the GAME is NEVER Over.

ETERNAL CHAMPIONS

MEGA-CD



© 1994 Sega Enterprises Ltd.

The most challenging fighting game ever with wicked moves and deadly graphics.

THE FUTURE IS NOW!

After months of waiting, Sega Saturn is finally available to buy in European shops, bringing with it whole new gameplay experiences that only 32-bit technology can provide.

Helping to usher in the new wave of software, SEGA MAGAZINE has evolved to meet the next generation of gaming. We know that Saturn is going to revolutionise the industry, so we have given the machine its own section in the magazine and introduced new ways of showing the games in action.

This being the special launch issue for Saturn, we've got together a whole host of excellent, exclusive features. We bring you the first news of the incredible-looking "3D Polygon" - a shoot 'em up destined to go down in history, along with work-in-progress features on Virtua Cop and Virtua Fighter 2 - two of the most exciting Saturn projects in development.

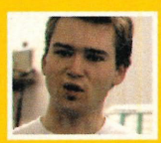
Backing each of these features are a few words from the games' creators - providers of crucial Saturn information; something we take very seriously here.

Reviews-wise, we only cover official releases - that is, games you can actually buy from a high-street retailer without having to resort to the super-expensive importers. And it must be said that the first four games are something of a mixed bag - a meeting of the superlative and the mediocre.

Sega Saturn may be the future of home videogaming, but we're not going to be forsaking the established formats - our covereage still gives you the most detail on the best games along with unbiased criticism on why the bad games aren't worth your cash. Also, this month, check out our exclusive, four-page update on Virtua Fighter 32X - it's the game that will change the way we think of the upgrade and could signal a turn-about in the 32X's recent fortunes. Find out why later on.

This issue is very important for SEGA MAGAZINE. Quite simply, things are never going to be the same again. If you reckon that you have any ideas that can make the best Sega magazine even better, drop us a line. As Knight Rider used to say: one man can make a difference.

Richard Leadbetter,
Editor.



RICH

This month saw the advent of our big annual EMAP awards ceremony, where our very own Rich, bless him, was nominated as Best Editor. And of course we've heard the end of it by now. Oh yes. We haven't had to pool all our money together, scrape every flake of gold plating from our meagre jewellery, pawn our furniture and offer the proceeds in tribute to Our Glorious Leader at all. And we wouldn't hear a word said against him, in case he hits us with his new sceptre.

SAM

Sam's got no time for this trophy trivia – unless you count the shrunken heads she strings around her neck on special occassions. Or the ceremonial AK47 hung behind her desk. But that's just being pedantic. No, Sam's had far more important considerations this month. Namely harvesting the new blooms of summer for use in her new range of cauldron concoctions, designed to blight the first-born of cocky editors. Not that she's jealous.

TOM C

As usual, only one thing has mattered to Tom throughout the past four weeks – the pursuit of Rrok. For the time draws near that Slow Boat to Barnet shall recordeth their second opus, yea and a new album shall descend upon the masses. Which is to say that the hundreds of surplus unsold copies will soon be winging their way out to unfortunate SEGA MAG readers who've misguidedly entered a competition to win one.

TOMMY G

Hooray for Tommy G – he's been promoted. This means we're actually allowing him to use the kettle now. Although, for his own safety, as yet he's only got to the filling-it-up-with-water-and-turning-it-on stage as yet. Within a year his career plan may actually extend to pouring the boiling water into the coffee cups, and perhaps stirring the resultant brew. Just think Tommy, won't your mum be proud when she sees you carrying a tray of hot drinks... if she lives long enough to ever witness it.

CLAIRE

Claire, like Rich, was also nominated for an award, for something or other. She's not here enough for us to know what she actually does. Although she thought she'd actually won it and nearly humiliated herself by clambering up on stage and hugging Chris Tarrant (our compere for the evening) at completely the wrong time. Poor lamb. Chris Tarrant, that is, who surely wouldn't have known what hit him.

RAD

Nominated in only one category, that of Most Repulsive Thing, Rad was disappointed to lose out. He doesn't even know what he lost to, as the winner was said to be so incredibly replusive that grown men would weep and be sick at the mention of it. Sounds like Rad then. Lord only knows what The Superior Potato Pod Being will have to say about this.

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UK: £27.00
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SEGA SATURN MAGAZINE 33

Welcome to an all-new section of SEGA MAGAZINE. Seeing as we're going to have loads of info on the Saturn every month from now on, we've decided to bundle it all together under the name of SEGA SATURN MAGAZINE. So whether it's previews, reviews, showcases or players' guides you're after, you'll find it here. Plus this section gets an all-new look to herald the arrival of 32-bit gaming.

SEGA SATURN™

AM2 AM R&D DEPT. #2

VIRTUA RACING 34

It was pretty impressive on the humble Megadrive, even better on the 32X, but the real test of this awesome racing game will come when it's released on the Saturn in September. Will it be any good? Check out our preview for the first indicators.

SEGA SATURN: THE HARDWARE 36

So, Sega Saturn is finally available. Here's a quick guide to the machine, what bits and pieces you can buy for it, along with the low-down on the machine's multimedia support.

SATURN A-Z 38

Thinking of buying a Saturn? Want to know a bit more before you take the plunge? Well, contained within this giant eight page showcase is just about every release for the next year, from Amok to Wing Arms, plus all the other ones in between too.

3D POLYGON

Who says that the Playstation is getting all the best games? There are loads of brilliant 3D Saturn games in development over in Japan, among them this top 3D blaster. We get a sneak preview plus the lowdown from the game's programmers.

VIRTUA CITY 50

Our monthly update on all things Virtua, including an all-new version of the awesome Virtua Fighter 2, some words from AM2's Yu Suzuki on VF3, and more shots of the much-anticipated Virtua Cop. We guarantee you the greatest AM2 coverage in this magazine - and it starts here!

PLUS... REVIEWS

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TWO CHANCES TO WIN AN OFFICIAL SEGA SATURN!

Sega are rather nice chaps and have decided to give away an official PAL Sega Saturn machine! For the full details, turn to page 54! We're quite nice chaps as well, you know. Fill in the questionnaire on page 71 for another chance at winning a Sega Saturn! Crikey O'Reilly - we're really pushing the boat out this time, eh readers?

MEGA DRIVE
MEGA DRIVE 32X
MEGA-CD
GAME GEAR
ARCADE

SEGA MAGAZINE
BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

ISSUE 20

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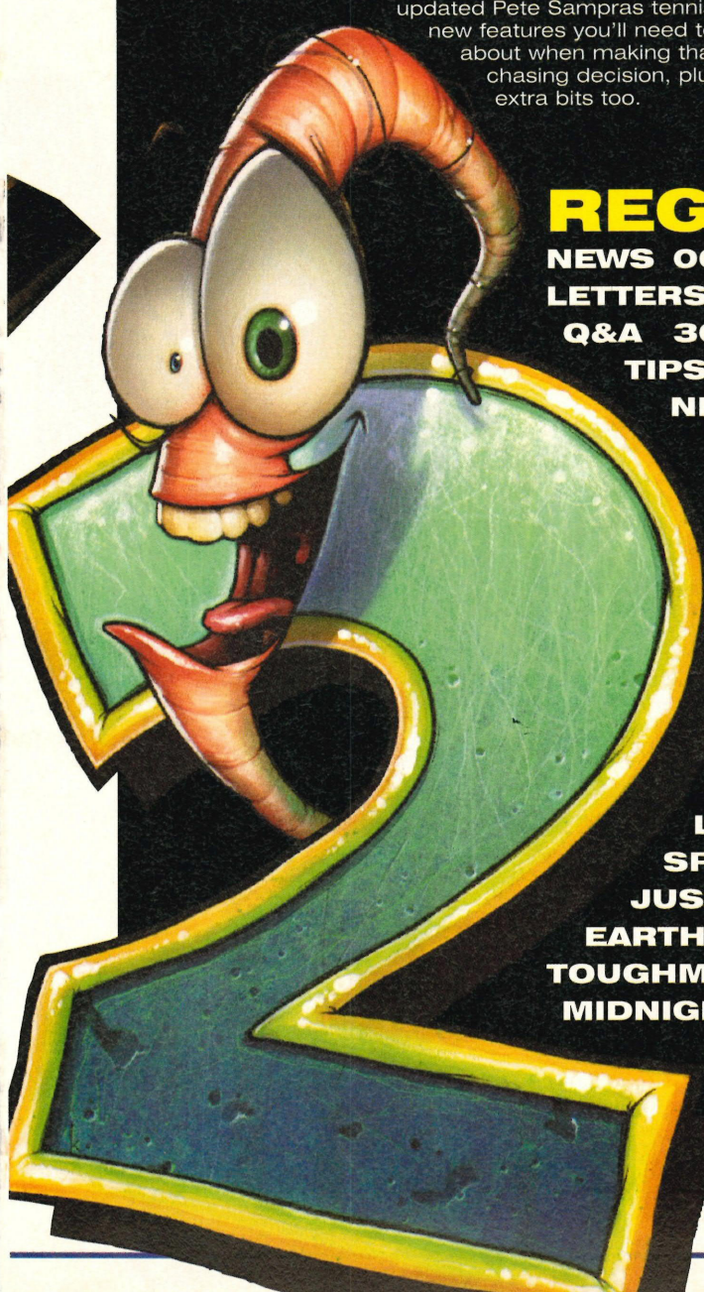
SHOWCASES

VIRTUA STRIKER 72
Due to hit the arcades any day now is this outstanding football game, developed by Sega's top research types AM2. We take a look at the pre-release version and beg Sega of Japan to convert it to the Saturn.

LIGHT CRUSADER 74
Already responsible for some of the best platform games of all time, award-winning programmers Treasure are now turning their hand to RPGs. The result? A wickedly original action puzzler that will have you climbing the walls in blind fury, not to mention playing it until the bitter end.

PETE SAMPRAS TENNIS80
Not a showcase as such, just a couple of pages dedicated to the updated Pete Sampras tennis sim. All the new features you'll need to know about when making that vital purchasing decision, plus a couple of extra bits too.



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SEGA SATURN DOMINATES TOKYO TOY SHOW!

Between June 1 and June 3, the legendary Tokyo Toy Show took place at the Makuhari Messe (a huuuge convention centre just outside the capital) and was the first chance that journos and public alike had to look at some of the hottest Sega titles in development.

When we say that "Sega Saturn dominates Tokyo Toy Show" we aren't joking — Nintendo didn't even show up (probably because they'd shown everything they had at the E3) and oddly enough, Sony weren't there either. This gave Sega a real lead over its Far East competitors and they really took the chance on offer by unveiling some right top-notch product.

Sega themselves wowed the show with the first public Virtua Fighter 2 demos (see page 50) and Virtua Cop also attracted a great deal of interest. We'll be looking at the Toy Show VC next month (but check out page 48 for the latest!). However, one of the most popular Sega Saturn titles was Compile's Puyo Puyo 2. The puzzle game (known as Mean Bean Machine over here), was visually outstanding and played like a dream. It's set for release in Japan before the end of the year and we reckon that it should be granted a European release as soon as possible. A Megadrive version was also on display.

For an up-to-date look at Saturn products in development, take a look at page 38, where you'll find the most complete guide ever devised: The Sega Saturn A-Z! A smattering of other top Saturn titles can be found on this page...

NEWS

CLOCKWORK KNIGHT 2

As you can see from our review this issue, we were hardly overwhelmed with Clockwork Knight on Sega Saturn. Although graphically ace, it has all the depth and complexity of a Baywatch plotline. However, Clockwork Knight 2 is in the final stages of development in Japan, and it looks to be absolutely astounding.

The original was criticised for only having four distinct levels — well, that's been doubled for the sequel and the programmers have actually packed in more things to do, such as riding that strange horse-like creature that appeared in the FMV bits of the first game.

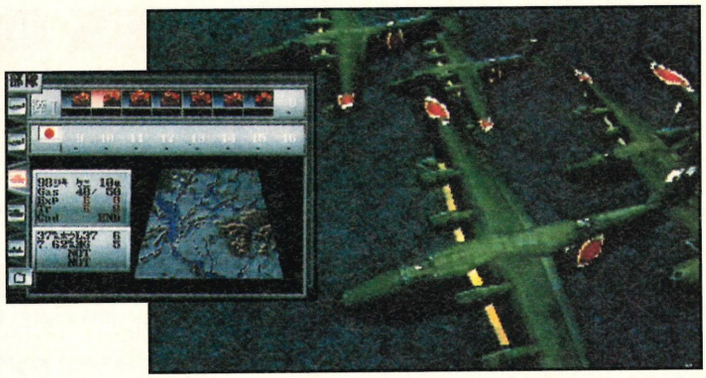
The big news in the original game was obviously concerning the brilliant bosses and the 3D effects in general. Well, we aren't going to give too much away (until next month), but we will say that the sequel features some astounding end-of-level creations that easily put the original's to shame. Oh, and the 3D effects are superlative. But is it tougher? Is it deeper and more meaningful? Find out in soon, in the pages of a forthcoming SEGA MAGAZINE.

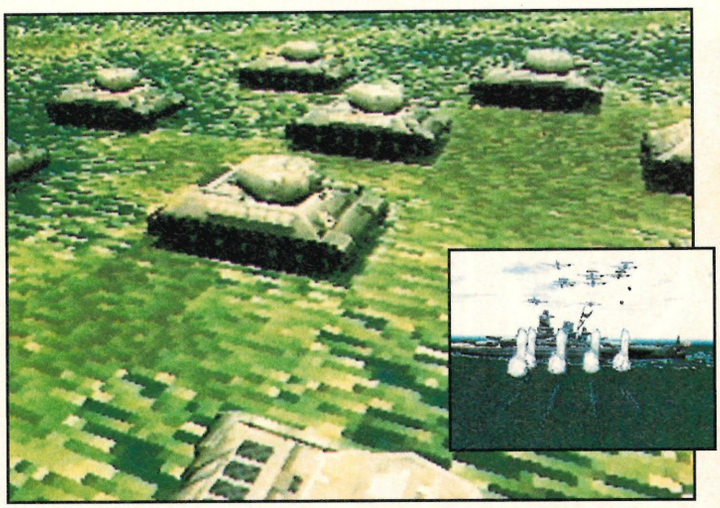
VIRTUA HANG-ON

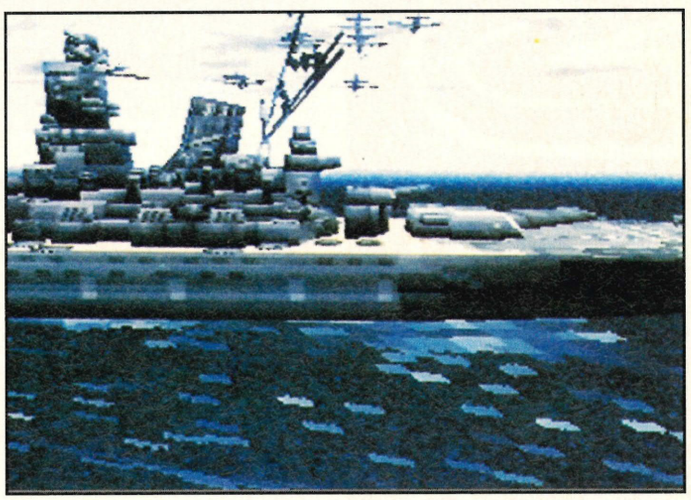
Hands up who remembers Hang-On? Well, it just so happens that it was one of the very first arcade projects conceived by Yu Suzuki — the creative type who went on to produce Daytona and all of the Virtua games.

Well, the game's heading for Sega Saturn in a new improved Virtua guise. Yes indeed, old is certainly meeting new in this title. Well, we've seen the game in action (in fact, we're the only UK journalists that have) and we can report that the first Saturn biking game is shaping up extremely well. Imagine, if you will, a cross between Daytona USA and Super Hang-On, and you have some small inkling of what this title promises.

It's super-early in development at the moment, but already the 3D routines are in place and looking really cool. Combine these visuals with Hang-On's realistic biking action and we could well be looking at a future classic...







▲ **And as for being 'amusing' ober this dull picture, well, why don't you just go and ask Tarby.**

▲ **I was asked to put a funny caption here. Er... no. Shan't!**

WORLD ADVANCED DAISENRYAKU

What a strange name eh? Well, this game could well turn out to be one of the best strategy type titles you'll ever see.

Basically, a lot of the game is based around the ubiquitous 2D map, whereon all of your strategies, counter-attacks and double-bluffs are (hopefully) planned. But when the fights begin, you're treated to some absolutely astounding 3D fight scenes featuring all manner of military hardware — both land and sea-based.

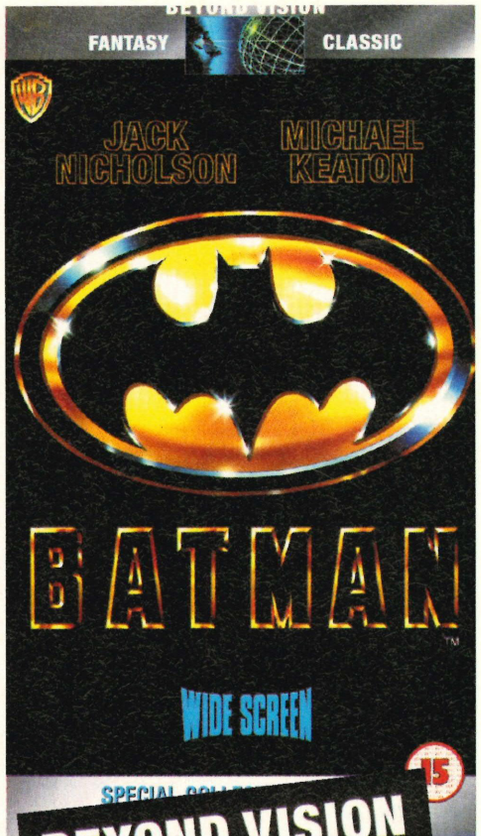
For all you strategy type people, this is shaping up to be something of an essential buy. Also of note at the Toy Show was Micronet's Gotha II, which looked much like the first Gotha game, but with far superior graphics. And a 'II'. European releases for both games are currently undecided.

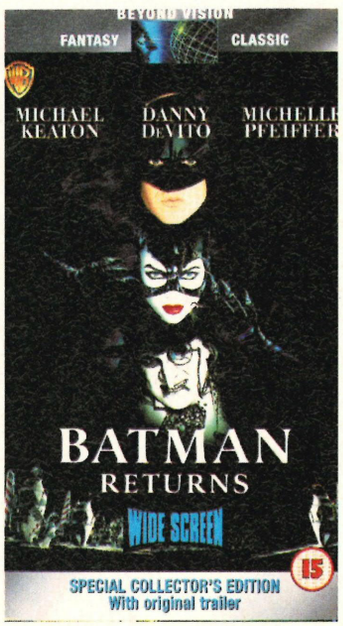
WIN TEN COPIES OF BATMAN AND BATMAN RETURNS!

Batman Forever is currently raking in the cash at box offices on both sides of the Atlantic. In fact, the film's opening US weekend was more successful than Jurassic Park's! YES! — it's a fact.

Well, what with all the Bat-mania currently going on, we thought it might be pertinent to note that a new video brand, Beyond Vision, has re-released the first two Bat-films in their original widescreen formats complete with their original trailers. Other Beyond Visions goodies coming soon include special editions of Babylon 5, Westworld, Blade Runner: Directors' Cut, and many, many more.

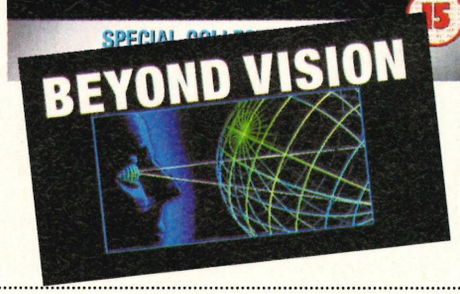
Truly collectors' items, we've got ten videos of each bat-film to give away. All you have to do is answer the following question:





Name the actors who played Batman in:
a. The sixties series,
b. The Tim Burton movies,
c. Batman Forever.

Send your answers to BAT COMP, SEGA MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We'll be pulling out the winners on August 20, so hurry!



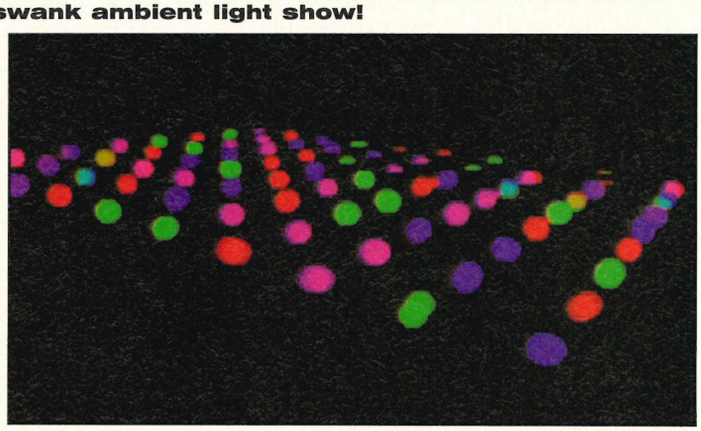
CD GETS PSYCHEDELIC

Turn your Mega-CD into a swank ambient light show!

Okay, so maybe that's a little far fetched, but Flux, by Virgin, does give you a whole new experience when playing normal music CDs in your Mega-CD. Just bung in your fave CD, put the cartridge into the normal Megadrive slot, and away ye go! Lights galore, and trancy psychedelic visuals too!

Flux is still in the early stages of development, but the boys down at Virgin have big ideas for the program. It was recently used at Glastonbury festival to provide visuals in between acts, and they're even releasing an album to to go with it which features such princes of ambience as Hardfloor and Empirion.

Unfortunately, it won't be available for a good few months yet, but look out for a full development feature next month.



▲ **Wow man. What a truly ambient groove. Thing.**

EA ANNOUNCE '95 RELEASES

If things have been a bit quiet from EA recently, it's only because they're getting ready for their Christmas assault on the console market. As well as the usual EA Hockey update, they'll be releasing a completely 3D version of PGA Tour Golf, and more excitingly, the Saturn conversions of FIFA Soccer and Road Rash (the 3DO one). This will be released in late November, although with any luck we'll be able to bring you a feature on the title very so

£150 32X BUNDLE SHOCKER!

Yes, it's true, Sega have finally done the decent thing and released a 32X pack complete with game.

For £150 you can get the machine along with Knuckles Chaotix - the 81% rated platformer starring the pink echidna with "an attitude".

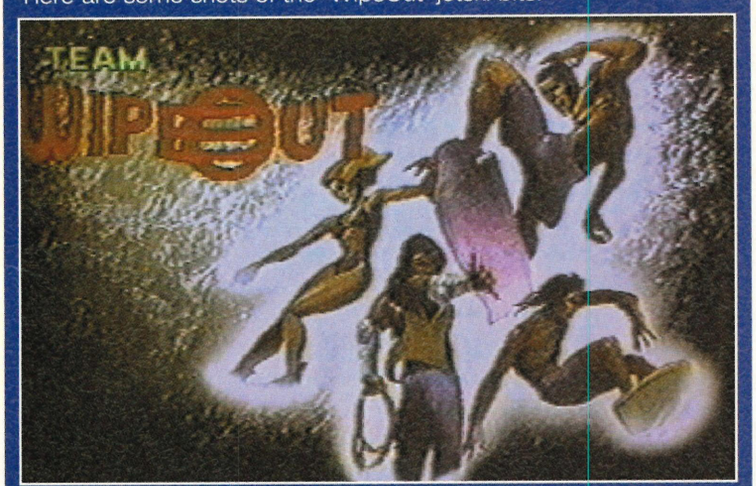
Things are certainly hotting up as far as 32X is concerned - check out the Virtua Fighter 32X feature on page 12, straight after this news section.

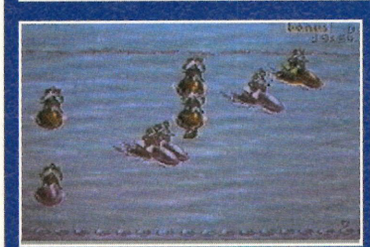
MEGADRIVE 32X: MORE PROJECTS - MORE PICTURES

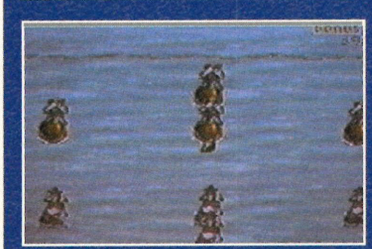
A couple of 32X projects missed out on the old screenshot treatment in the E3 report in the last issue of SEGA MAGAZINE. So, eager to give the upgrade a bit of a boost, here at the pics:

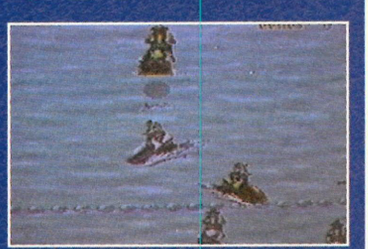
32XTREME

This could be described as a sort of California Games for the 32-bit generation.
Here are some shots of the 'WipeOut' jetski bits.





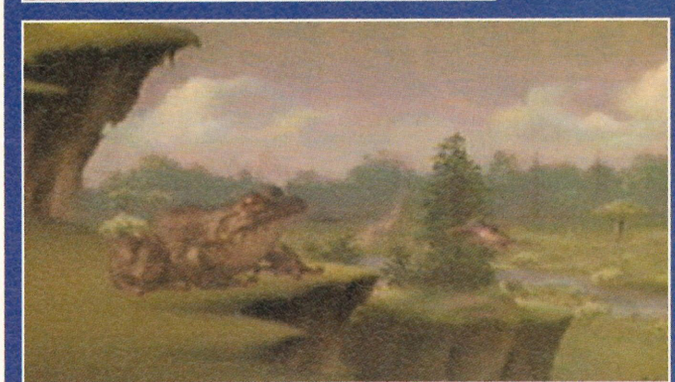




KOLOBRI

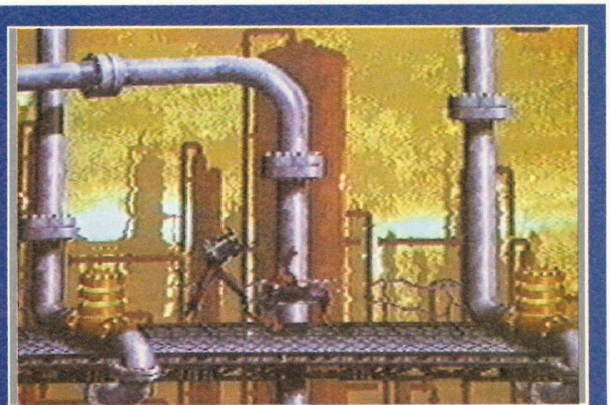
Well, we did have pics of this last month, but unfortunately, Mr Freelance-Baboon totally mucked up the frame grabs.
So here are some clear ones. As you would expect from the programmers of Ecco, Kolobri (featuring a death-dealing, er, hummingbird) looks absolutely gorgeous and features tons of levels of parallax scrolling. The movement is fast and slick, which all adds up to a top-notch blaster.

▲ Your mission, should you accept it, is to look just like a frog. Oh. You already do. Er... well done mate.



SPIDER-MAN: WEB OF DOOM

Spidey certainly has his fair share of fans in the SEGA MAG offices (a certain editor, who shall remain nameless, has just spent £240 on a copy of Amazing Spider-Man #2), so we're more than happy to see the old web-slinger arrive on 32X.
The game is very early in development and currently features little of the many motion captured spider-moves and super-powered battles that Spidey comics are famous for. As such, at the moment, it all looks a tad dull. But we reckon that could all change by the time the game is released. More pics and, perchance, a preview, soon.



WEETABIX PROMOTION

Want a 32X but don't fancy shelling out £150?
Well, if you're a regular Weetabix scoffer, you may just be in luck. Sega are currently busy promoting Ristar on the side of the boxes, but more importantly, they're also giving away 32Xs, Megadrives, copies of Ristar, and Ristar T-shirts. However, if you don't like Weetabix, or you're not feeling particularly lucky, there's still a chance that you could win a prize. Sega, in conjunction with Weetabix are giving ten SEGA MAGAZINE readers a copy of Ristar, a Weetabix fun pack, and a Ristar T-shirt each. Of course, to stand a chance of winning anything at all, you'll have to answer our question, but hey, that's the way it goes buddy.

Q What is the main ingredient in Weetabix?

Send your answers to: WAKE UP! SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. By July 31st.

NEWS

COCA COLA SEGA ROADSHOW

If you hurry, there's still time to visit the Sega 1995 roadshow. Combining forces with Coca Cola, Umbro, McDonalds, and Panini, Sega will be visiting a total of ten UK cities over the coming months in a bid to improve the nation's soccer skills.
Eighteen different skill areas have been put together, along with three full size football pitches, and loads of chances to play Sega's latest footie title, Striker. Plus, there's loads of other stuff going on too: Umbro will be putting on a fashion show, there'll be loads of celebrity types making appearances, and, of course, McDonald's will be on hand to dish out the burgers.
Anyway, the roadshow has already visited a couple of cities, but here's the schedule for the rest of the country. Don't forget, entry is FREE, yes, FREE!

14-16 July: Sheffield - Meadowhall
21-23 July: Birmingham - Alexander Stadium
28-30 July: Liverpool - Everton Park Sports Centre
4-6 August - Nottingham - Goosefair Site
11-13 August - Leeds - Roundhay Park
18-20 August: Manchester - Belleview Athletics Stand
25-27 August: Cardiff - Sophia Gardens
1-3 September: London - Battersea Park
26-29 October: BBC Big Bash - Birmingham NEC

Sega are also giving away some free stuff to promote the event. A total of five lucky readers will each receive a copy of the Megadrive version of Striker and a coca cola goodie bag containing loads of treats. If you fancy winning one, just answer the question below:

Q Which team won the 1995 FA Cup final?

Send your entries to: We Love it, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE LONDON EC1R 3AU. By July 31st if you please.

MEGA-CD RELAUNCHED

Sega have announced a new bundle pack for the Mega-CD.
Yes, now you can get the machine along with one of the system's best games, Eternal Champions CD: Challenge from the Dark Side. No price has been announced yet.

MEGADRIVE RELAUNCHED AS WELL!

Sega have certainly been busy this month - as well as relaunching 32X and Mega-CD, they've also unleashed a new killer bundle pack on the world. For less than £100, you can get the Megadrive II along with SIX games - World Cup Italia '90, Super Hang-On, Columns, Streets of Rage, Revenge of Shinobi and Golden Axe. Admittedly they are old games, but it's definitely excellent value for money.

THE HOTTEST GAME ON ICE

WHAT A SCORCHER!

Get ready for total meltdown with the incredible action in Wayne Gretzky's NHLPA All Stars.
Packed with the most amazing features you've ever seen in any ice-hockey game,
it couldn't be more exciting, more addictive or more realistic.
Wayne Gretzky's NHLPA All Stars.
Get your skates on and grab a piece of the white-hot action.

MEGA DRIVE

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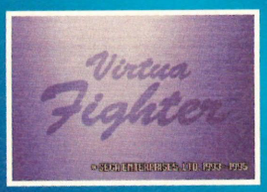
TIME WARNER
INTERACTIVE

WORK IN PROGRESS



MEGA DRIVE 32X

32 MEG

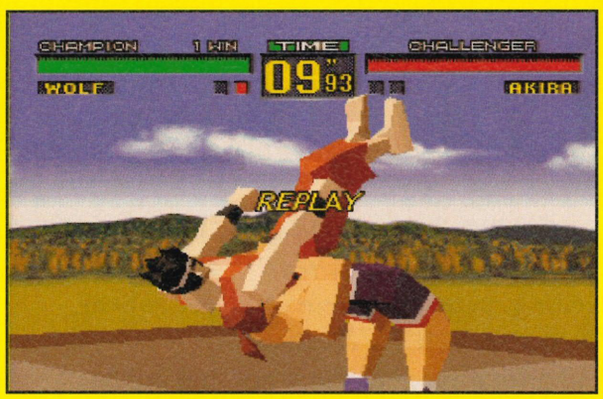
BY SEGA

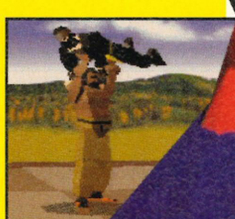
RELEASE: OCTOBER

WORK IN PROGRESS

VIRTUA FIGHTER

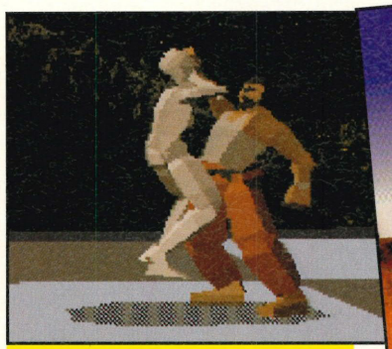
It's fair to say that the SEGA MAG mailbag has been bulging of late with missives of an anti-32X bias, and to be honest, we don't blame you. The system had (and indeed has) plenty of promise, but apart from a small smattering of top titles, there has been nothing to get truly excited about. The real kick in the teeth has of course been the fact that Saturn is seemingly so good in comparison. Now, finally, it appears that the times they are a-changing. RICHARD LEADBETTER reports.

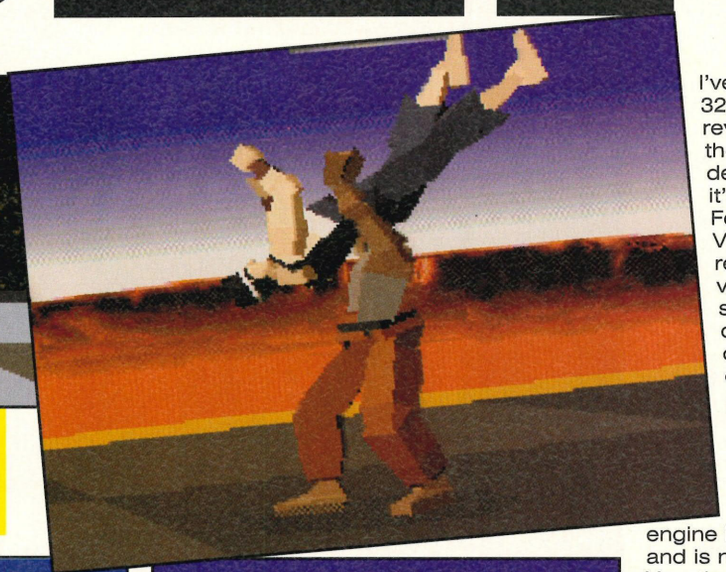




▲ Wolf's backward throw inflicts ludicrous amounts of damage. Poor old Akira eh?

32X





▲ **Robot Dural makes an appearance in the final level of VF32X - but is she a playable character?**

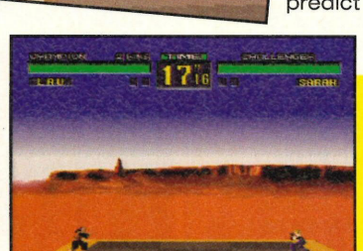
I've just taken a look at the Megadrive 32X version of Virtua Fighter and it's a revelation. It's still early, having entered the playable "alpha" stage of development, but already we know that it's going to be a classic release.

For starters, let's just say that I know Virtua Fighter really well - I mean, really well. I've been playing the Saturn version for over six months and have studied every tips book ever published on the game. As such, I'm pretty damn good at it and know several combos and techniques that many players don't. When Sega said that they had an incredible new version of Virtua Fighter in their offices, I had to give it a thorough play-testing.

To say I was impressed is an understatement. The graphics engine has been refined since last month, and is now as fast as the Saturn version's. Yes, the graphics are a bit simpler, but the fact is that it moves almost identically to the Saturn and arcade versions. The frame rate's impressive too, so all the smoothness remains.

The most important factor of Virtua Fighter - the super-precise timing - has also been perfectly transferred into the game. The non-documented Sarah elbow-knee/ low kick combo works perfectly (that beats the alpha PAL Saturn version - thankfully the final was adjusted) as does the Akira mid-kick/ charging elbow combo. Every technique, every combination - this game plays identically to the other versions. As I said, I was impressed.

Here at SEGA MAG, first and foremost, we're gamesplayers and we know that many players have been disappointed with 32X software, which (with a couple of exceptions), hasn't been that great a leap from Megadrive games. We think that those people and 32X doubters in general are going to be redefining their opinion of the upgrade when they check out this conversion. It looks like Sega are finally fulfilling their promise of bringing the arcade experience home (if you don't count Space Harrier and Afterburner!) with a piece of 32X software that is, quite simply, fantastic! If only a few more programming types could be bothered, 32X could well become a super-cheap kind of Junior Saturn. Any road up, if Sega see sense and relaunch 32X at Christmas with VF included in a bundle package, we predict big things for the upgrade.



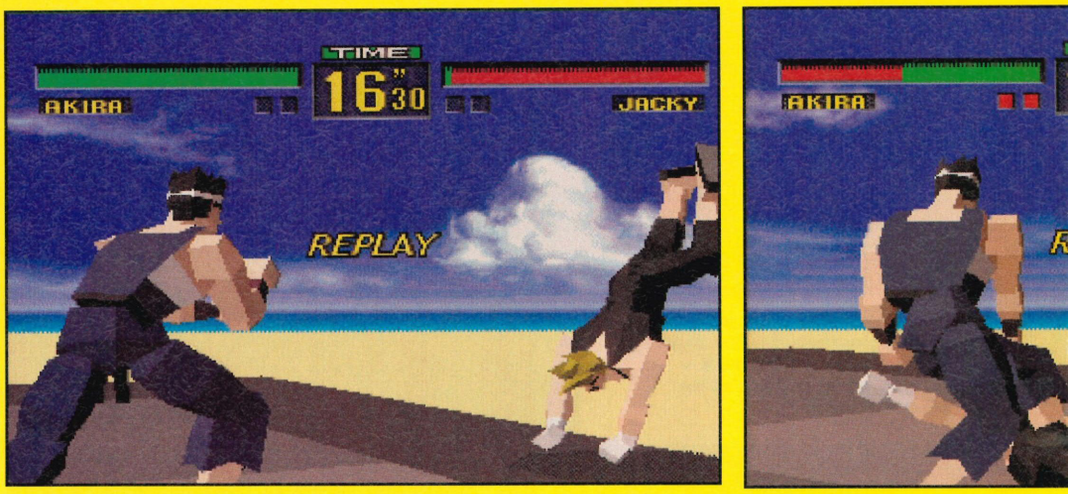
● **A couple of replays along with some indication of the full size of the ring. Looks rather impressive eh?**

INTRO ACTION!

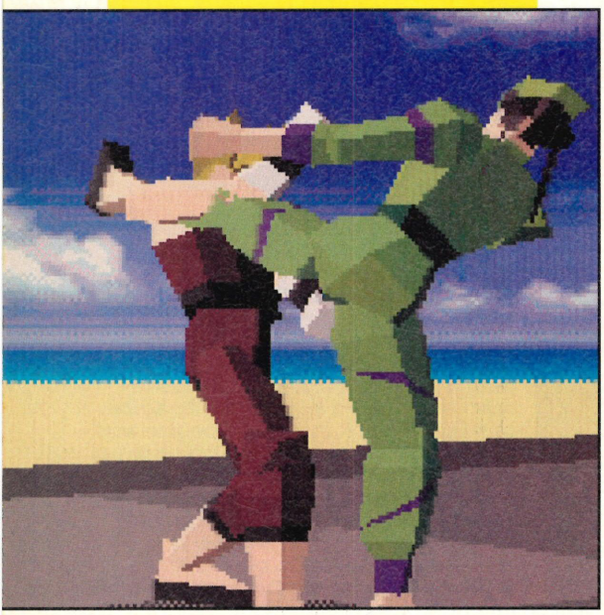
The Virtua Fighter intro, with all its super camera angles, has made its way into the 32X version. It may lack some of the detail of the arcade machine, but all the speed and action has been retained and shows off just what the 32X graphics engine is capable of. There's even a spot of texture mapping that makes up the features of each character. Yes indeed, VF32X is quite impressive...

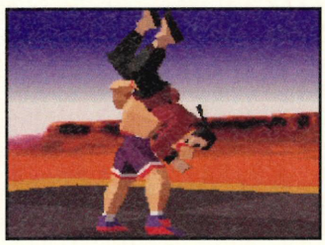
SOUNDS AMAZING!

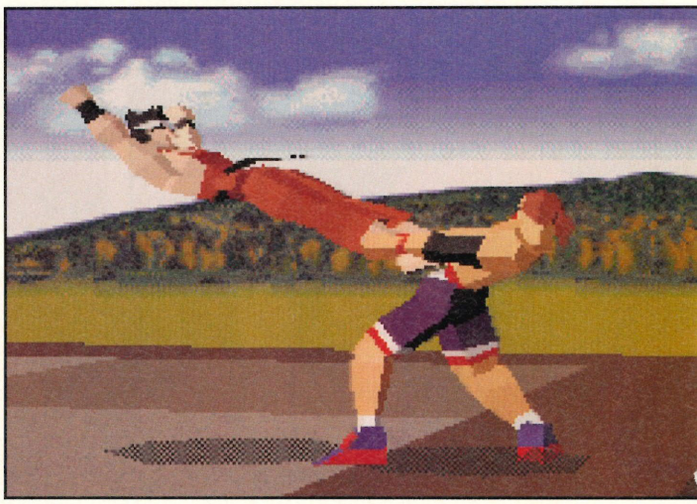
We think that part of Saturn Virtua Fighter's success is down to the amazing sound effects. When a good kick connects, it sounds as though a small incendiary device is being detonated. We're pleased to report that the latest version of the game contains every digitised sample from the arcade version - even the victory cries of the fighters. Last month, we were a bit concerned about the quality of the music. It's still not exactly in Yuzo Koshiro Streets of Rage 2 territory, but we were heartened to hear far better tunes with samples taken directly from the coin-op.



▼ A bit of intro action, with the lovely Pai inflicting a bit of GBH on the oddly named Jacky. Ooh, that's gotta hurt.







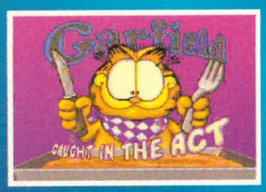
WE HAVE A WINNER!

As any one with eyes can tell, you get to check out the most detail on the fighters in their zoom-in victory poses. Well, we thought we'd get a picture of each character in their respective stance and print it on-page here. It's not really that far off the Sega Saturn version now, is it? You get to hear some excellent sampled war cries at this point too. Let's face facts - a VF conversion without Jeffry's "I win!" cry or Lau's evil cackle of laughter just wouldn't be on, would it?

REPLAYS!

No-one is in any doubt that the replays provide some of the most spectacular graphical moments in Virtua Fighter, showing off the super-smooth animation and incredibly realistic movement really well. The new 32X version has them programmed in, and quite stunning they look too. Although the characters take up the entire screen on occasion, the game never slows down. Replay fetishists will be heartened to discover that the replay options in VF 32X have been boosted somewhat. Now you can replay the entire bout - not just the final moves. That puts this version ahead of the Saturn and arcade versions. There are several other key additions to Virtua Fighter (some of which were revealed in last month's issue), but we're not going to tell you about them at all... yet.

WORK IN PROGRESS



MEGA DRIVE

24 MEG

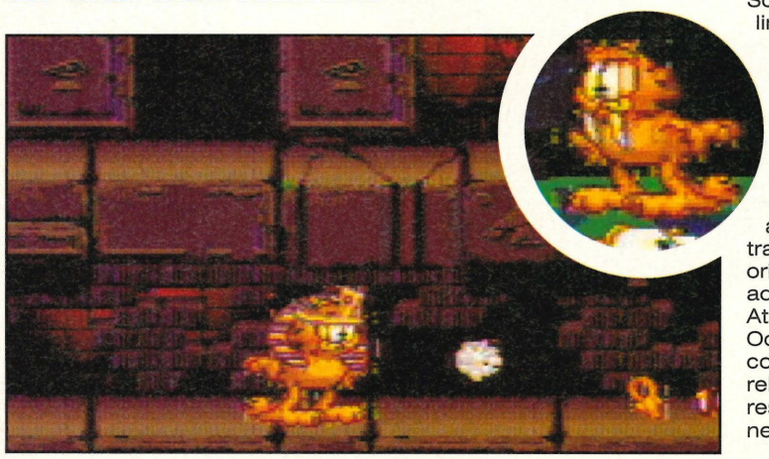
BY SEGA

RELEASE: OCTOBER

GARF
CAUGHT IN

▼ The classic ice level. No mine cart though.

After trouncing through most of the Warner Bros' characters in their quest for the ultimate platforming hero, Sega have been at a bit of a loss for a marketable licensed character. but who'd have thought that in the end they'd have plumped for pizza troughing, lard ball extraordinaire and all-time loser Garfield for their next 16bit hit?



▲ Did you know cats were sacred in ancient Egypt?

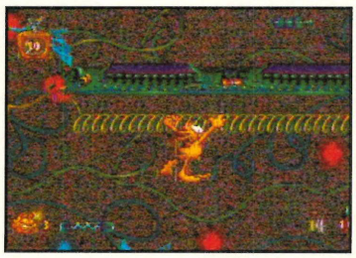
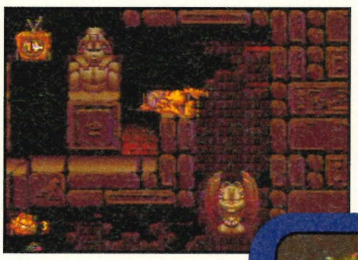
A slightly strange choice it has to be said. Maybe they got him cheap or something. But like it or not, Garfield is your next Megadrive platform hero. Still, at least Sega have bothered to make him slightly different from his cartoon counterpart. For instance, in the game version, he actually moves more than once a day. He moves around quite a lot actually and he also has a pair of huge fangs, although he doesn't use them to maul anyone – they're just for eating pizza you understand.

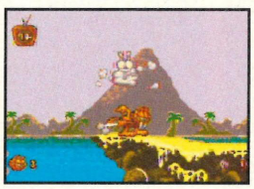
So. Garfield. On the Megadrive. Kind of limits him to platform action immediately, doesn't it? It's Sega of America who are responsible for the conversion, and six months of work have already gone into the project. It's not due out until Christmas though, and the team are hoping that it will be one of their most successful games yet. Loads and loads of work has gone into the graphics and although the main action consists of traditional platform frolics, there's some original bonus levels, and the actual adventure is huge, spanning 33 levels.

At present, the game is scheduled for an October release, but it's already about 80% complete, so it's possible that it could be released a little earlier. And if it is, you can rest assured that we'll be bringing you the news as soon as we hear it.

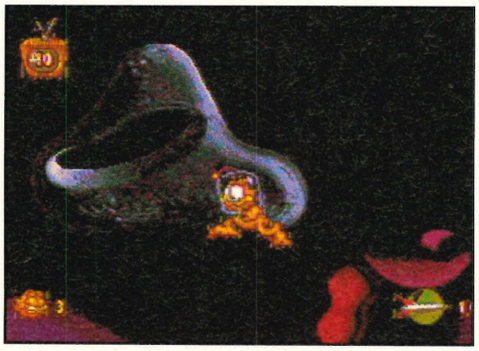
SEGA

ELD THE ACT



▼ Do you think they're on Saturn?



▲ Loads and loads of work has been put into the graphics of Garfield, and although the game may not be too hot on fast pumping action, it certainly looks damned good. just about every element of platform gaming over the last four years surfaces in the adventure, including the classic train chase pictured here. Quite a few more enemy sprites have to be put into this level, but as you can see from the other screenshots, the graphics are really polished.

WORK IN PROGRESS

TOTAL FOOTBALL

MEGA DRIVE

16 MEG

BY ACCLAIM

RELEASE: JULY

TOTA FOOTBA

▲ Oh my. Do we have a goal here?

CELEBRATE GOOD TIMES!

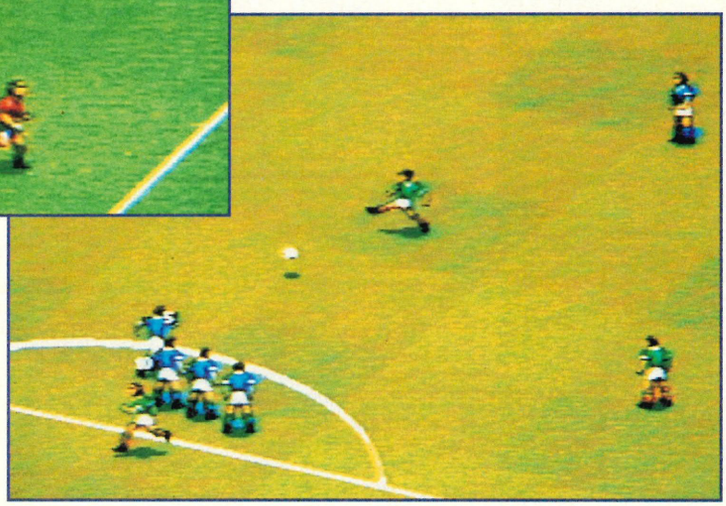
Anyone who enjoys the odd kick around in the park, stadium, or armchair knows there's nothing quite like scoring a cracking goal. Whoops of excitement and joy burst forth from even the most conservative of games players as a well struck free kick flies home to one nil up gloridom and the despair of the opposition. So to enhance the goal scoring experience for console strikers, those cunning programmers have included a chance to celebrate to your heart's content. Be you a fan of backflips, Klinsmann belly-flops, or Lee Sharp's Elvis impressions; Total Football has the victory recipe for you.

LL

Transfer fees have been causing record breaking headlines once again. Among this select band of millionaire players is man of the moment Les Ferdinand, Newcastle's latest signing. So who better then to endorse a football game on the Megadrive? And that's exactly what Acclaim have done with their newest gaming recruit, Total Football.

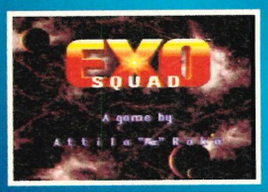
Football's come a long way since it was considered the working man's leisure pursuit. Nowadays our national sport has come into fashion in a serious way, some even describing the game as the latest Rock 'n Roll. And its new high profile celebrity status means a lot more people are going to be getting in on the game. Programmed by veteran coders, Domark, the intention is for Total Football is to take the gameplay beyond other footie titles by offering a wide selection of options, customising the game to the player's needs. From a choice of 50 international teams, World Cup or League challenges, optional weather conditions, and over 60 different types of kick, headers, chest movements, the end result hopes to provide as many options as the player can handle.
To improve on the realism and controllability, the team at Domark have made the sprites as large as they can possibly go, while still packing in 3, 500 frames of character animation. On the playability front, the aim was to make the game play for the player, by concentrating on team logic so that when a ball is passed up field, a player is ready to collect the pass and continue the play. But this isn't always advantageous, especially if a player has taken a knock from a nasty tackle, and limps into the action only to have the ball taken from underneath his feet.
With the start of the new season imminent, Total Football is set to coincide with the kick off, so expect a full pre-match debriefing soon.

SEGA



▲ **Pay me seven million. ME!**

WORK IN PROGRESS



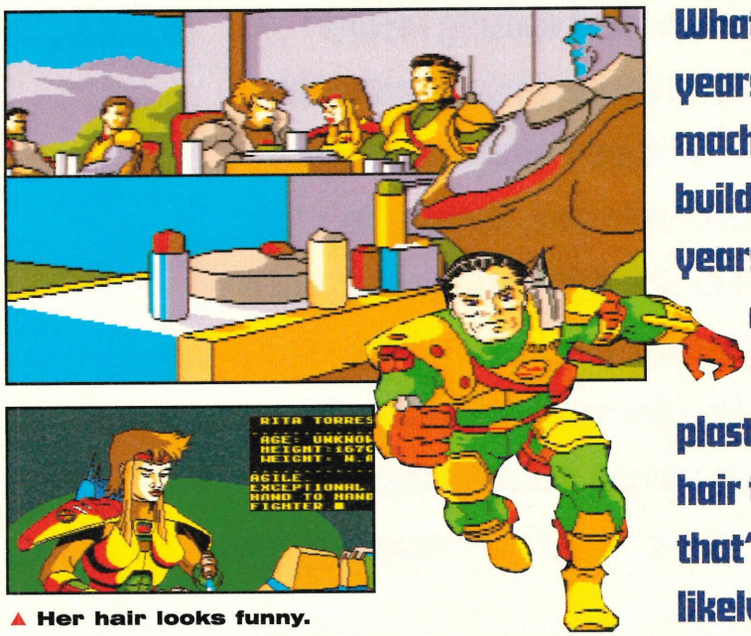
MEGA DRIVE

4 MEG

BY
VIRGIN/PLAYMATES

RELEASE:
SEPT

WORK IN PROGRESS



▲ Her hair looks funny.

What's going to happen in fifty years or so when all the machines that we've been building in the last hundred years develop minds of their own? They're certainly not going to be content making plastic lunch boxes and attaching hair to the top of Barbie dolls, that's for sure. No, they're more likely to want to take over the world and destroy their evil creators. And what's going to happen then? Robot war!

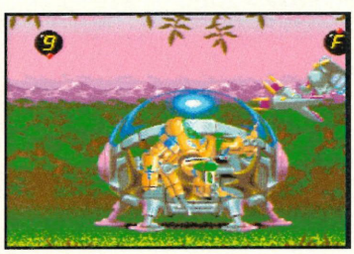
EXO SQUAD

Coo, it sounds just like Blade runner doesn't it? You know, all the robots get just a bit too big for their boots, start wanting rights and everything, and then we, super sympathetic humans that we are decide that they should all be destroyed. All for the good of mankind of course. But what if they get too clever? What if they get really strong too and there's no way that any human in their right mind would take them on? Well, that's where the Exo Squad come in. Trained from a young age to rid the world of nasty bolshy robot types, they fear nothing and no one – least of all a few rusty hunks of metal.

Of course, in the videogaming world, things can become infinitely more complicated. Sure the Exo Squad can hold their own in 2099, but what happens when some of the droids break free, slip through a space time continuum and end up causing havoc in 2045? Well, the Exo Squad must go after them of course.

And so ensues a shoot 'em up of epic proportions. Playing each member of the four man team at one time or another, you must blast your way through borgs bots and droids galore over tons and tons of levels. And believe us, this is no easy task – some of the levels are really long and the gameplay is pretty difficult too.

This has already been released in the US (a couple of months ago actually) and nothing in the game has been changed for the UK release in September. So you can expect to see a review next ish – the screenshots you see here are taken from a practically complete PAL conversion.



▼ For an annihilated world, it looks pretty good, huh?

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Exclusive Eternal Champions feature and review. Toe Jam and Earl 2. Doctor Robotnik's Mean Bean Machine. Virtua Racing preview. Street Fighter 2: ultimate players' guide.
FREE! Deluxe book, featuring the first shots of Sonic 3 along with the highlights of Sonic's illustrious career.

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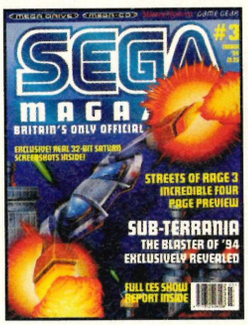

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March 1994

Comprehensive CES show report, including first Saturn pictures. Previews spectacular, including Streets of Rage 3, Sub-Terrania, Mega Race, Battlecorps, Soul Star... and more! Reviewed: Ground Zero, Texas, Double Switch, Skitchin' and plenty more besides! Interview with Lead Sonic Games Designer!

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Virtua Racing! Review and 12-page feature with complete course breakdown and programmer interviews! Stunning Saturn: Sega release official shots. Jimmy White Snooker exclusive! Reviews include The Chaos Engine, PGA Euro Tour, Sub-Terrania, Game Gear NBA Jam. Treasure feature!

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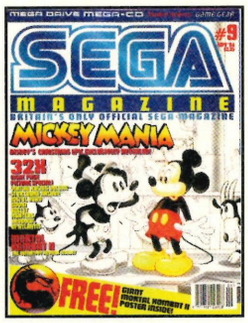

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Exclusive! Doom review and showcase. Reviewed: Virtua Racing Deluxe, Star Wars Arcade, plus top Christmas Megadrive games!

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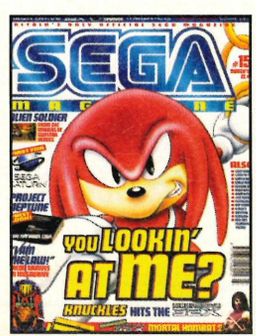
FEBRUARY 1995

Exclusive! First review of Metal Head on Megadrive 32X! First look at Panzer Dragoon and Victory Goal on Saturn. Daytona USA also featured!Concluding part of the incredible Megadrive 32X Doom players guide!



ISSUE FIFTEEN
MARCH 1995

First look at Chaotix, (Knuckles on the 32X). 32X Mortal Kombat 2 reviewed! Showcases on NBA Jam T.E., Story of Thor, Skeleton Krew plus Sega on the Internet. Street Racer, Road Rash 3, Corpse Killer.

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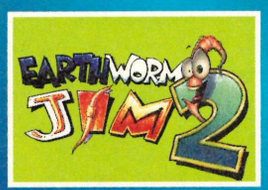
PREVIEW



MEGA DRIVE

24 MEG

BY SHINY

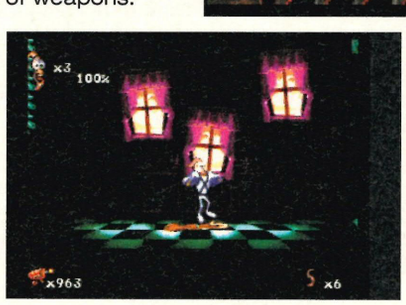
OCTOBER

EARTHWORM JIM II

Quite easily the greatest platformer of 1994, Earthworm Jim made the likes of Sonic and Knuckles look like geriatrics, whilst leaving Tazmania II and othersuch barely adequate platformers resembling fossils. As such, it was only a matter of time before Jim returned in a sequel...

The recent events at Shiny HQ make Jim's adventures seem fairly tame by comparison. First of all Activision popped up saying they had struck a rather smart deal whereby they got Shiny to develop games for them, but then Interplay weighed in with a wadge of cash and muddied the waters. According to Interplay, they had actually bought Shiny and the cash they'd invested was to be used to fund new games on the Saturn, Playstation and, eventually, Ultra 64. But, in the meantime, Shiny were still affiliated to US Soft Co, Playmates, and the first of three games to emerge from the Shiny 16-bit stable was to be a sequel to Jim. Thus, amidst all this corporate goings-on, in popped Virgin with their cheque book at the ready and signed up Jim's sequel for a November release...

Plans for Earthworm Jim II started as programming on the original neared an end. However, whilst the bare bones had been set out, Shiny waited for feed-back regarding faults of the original so any gripes could be remedied. Whilst the main responses were all very positive, little quirks such as the lack of a password system raised a head, as did the lack of weapons. Using Interplay's Mega-CD 'Special Edition' to address some of the problems, the best was definitely saved for the sequel...



THE STORY SO FAR...

With so much happening in the original, the sequel sees Jim setting off for a much-needed holiday. Unfortunately, whilst he is indeed blessed with a very flash suit, Jim isn't as well catered for in the brain department and finds himself holidaying on the 'Planet of The Monsters' — home to his mate in the first game, Peter Puppy and loads of slavering beasts out for a piece of worm butt.

Stranger still, in the year between the two games, Peter Puppy has become a father a number of times over — 600 times, in fact — and cannot keep them

▲ Fans of the original will no doubt be glad to hear that Jim still looks stupid throughout.

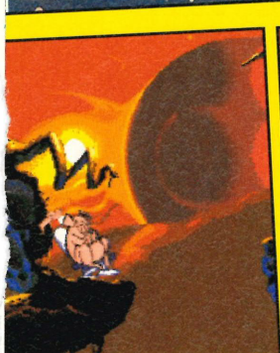
▲ Now I realise that this is meant to be a clever sequence...

▲ But I'm about wha

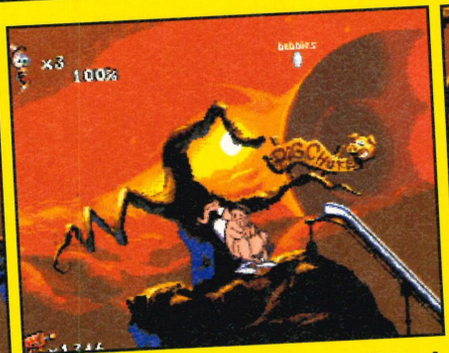
WORM

▲ I'm very sorry, but I really have no idea what's going on here!

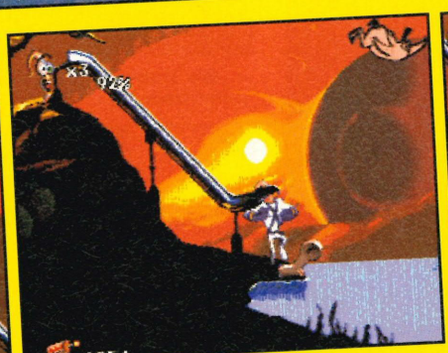
▲ This is more like it. Look, er... there's Jim. And a door. And stuff.



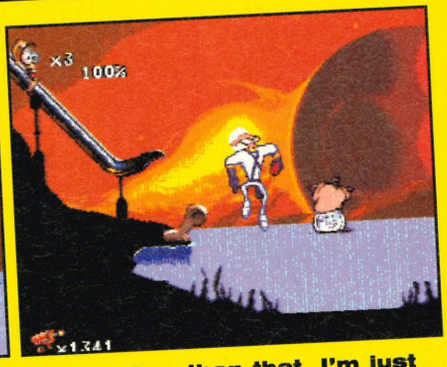
▲ ...not really too sure what's going on here...



▲ Although I am fairly confident that it involves pigs...



▲ And a sort of slide that you put the pig down...



▲ But other than that, I'm just making it up as I go along. Sorry about that! It's my job.

under control. Reasoning that there could be a highly unfeasible link between Peter's unruly offspring and the large monster populace, Jim eventually discovers that his old adversary, Psycrow, has found out that Pete's kids have a gene deficiency which makes them mutate into monsters if upset. As such, Psycrow has gone out of his way to goad as many of the little puppies as possible to grow an army of monsters with which to overthrow the planet. Add to this a sub-plot where Psycrow is out to marry Princess What's-Her-Name (Jim's love interest), and you can see why the worm has (re)turned...

ARMED AND DANGEROUS

Advanced weaponry was never Jim's forte, but he returns for the sequel with a new weapon which can be upgraded using a number of conveniently-placed power-ups Psycrow has left around the levels. In addition to his customary bullet-spewing weapon, Jim now has access to the homing missiles of the CD version, a bubble gun which seems to be of no use whatsoever, and a brilliant smart bomb. Made out of bricks, this latter weapon takes a few seconds to build up before whiting out the screen and leaving once-busy stages free of... well, absolutely everything. Plus, in keeping with every other shoot-'em-up known to man, Jim also has access to a rather neat line in laser devices.

SNOTT THE NINE O'CLOCK NEWS

Whilst on holiday, Jim has palled up with a small green lump of mucus called, appropriately enough, Snott. Since then, the two have been inseparable, with Snott now living in Jim's rucksack. He's not just there for decorative purposes, though, as Snott adds a very useful feature to Jim's already impressive collection of jumps and acrobatics. If our hero comes to a seemingly impassable section — such as a huge crevice — if Jim jumps across, Snott can be used as an adhesive pad to stick to any surface immediately above. Thus, if enough momentum is reached, not only can Jim hang from the underside of plateaus and ledges, but swing across thanks to his rather handy 'Snott Swing.'

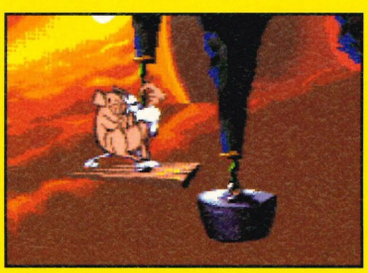
VOS IS DA PASSVORD?

Shiny felt that adding a password system to the first game would have made it too easy, but have reached a compromise for the sequel. As Jim makes his way across the eight-way-scrolling levels, small icons such as globes, Jim heads, and password codes can be found. Individually, these are of no importance whatsoever, but if all three are collected together, Jim is given a save code for later use. They also encourage the player to search each level thoroughly as, although there is one definite route through each of the thirteen worlds, Shiny have crammed in as many smaller areas and extra bonuses as the 24-meg cart will allow.

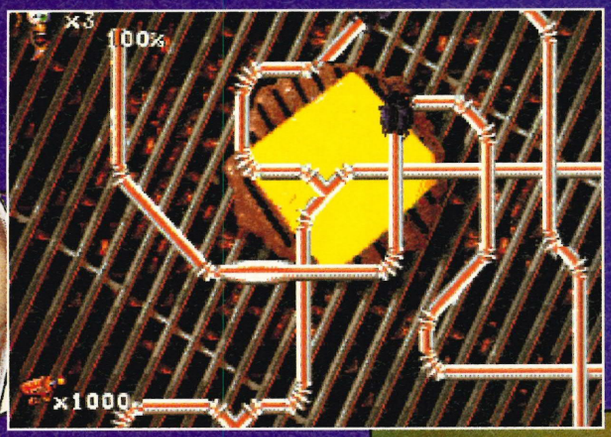
LUVVERLEY MOVER

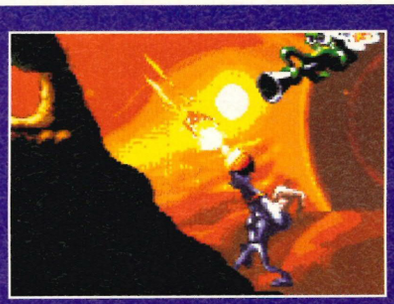
Jim is now far more flexible than ever before. In addition to his running, jumping and scrabbling up ledges, Shiny have added a list of skills which will leave most recent platform heroes resembling Christy Brown. For example, in one sub-game, Jim leaps around like a loony trying to save Peter's puppies from Psycrow, using a pillow to bounce them to safety, whilst in another his helicopter skills have been enhanced to make him even more controllable. In a similar vein to his helicopter skills, Jim can now inflate his head and float around the landscapes. By far the most unusual of his abilities, though, is when he dons a Salamander suit to explore the inside of a large monster. Although he cannot see out of the suit and moves very slowly, his flying skills more than compensate as he tries to avoid the stomach walls eager to digest him. Strange but true...

▲ So here's that Snott we mentioned earlier...



▲ And Björk. Who's attractive. No, really. I mean it.



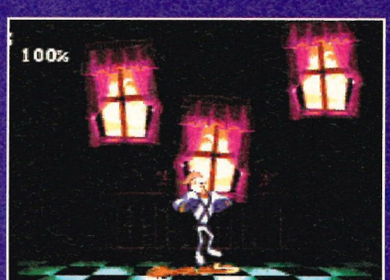


▲ This is exactly what the kids want to see — Guns guns guns! We love 'em.

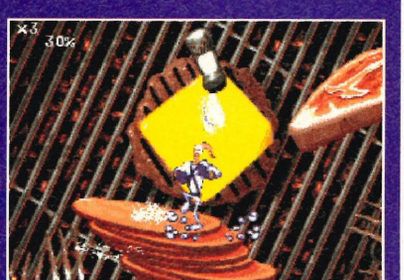
▲ Judging by Jim's face, I don't believe he wanted to do that!

▲ Mum! I thought I told you never to bother me at work!

▲ Enjoy 'The Adventures of Weird Boy in Pencil Land'.



▲ Jim attempts to break Roy Castle's tap record...



▲ While dancing on large slices of salami. Strange.

LETTERS

Hello there readers, it's The Wicked Witch of the West here, your guest letters introducer. I've been asked by the kindly staff of SEGA MAG to introduce the letters section for them, because they can't be bothered. How nice of them to take pity on an old woman, down on her luck since acting jobs as Wicked Witch of the West dried up. Ha! Nice, my warts! Those lazy schooks are in for a big surprise! I'm going to introduce the letters page with a spell, a spell which will turn all the readers into harpsichords! So here goes.....
(fingers wiggle about in arcane manner)
(nose crumples)
(a wand is waved)
Right, that's it. I'm not quite sure how that'll work, and it might have some unusual effects. So if any of you youngsters turn into harpsichords, write to me at CONGRATULATIONS TOM MAILBAG, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU and tell me that it worked. Thank you.

I LASTED SEVEN HOURS

DEAR SM
I have a small complaint about your otherwise reliable magazine.
After buying Shining Force 2 and getting completely stuck into it, I decided that I needed a new game to put some enjoyment into my rather sad life. So after reading your Review and Showcase on The Story of Thor I came to the conclusion that this was the game for me.
Now I'll get to the point, you gave the general idea that this was a game of similar size to Shining Force 2, for instance for Lastability you wrote "It's a big game, but experienced RPG fans should crack it within a few weeks. For the rest of us though it could last months". Now since the only RPG I've ever owned is Shining Force 2, I wouldn't class myself as an experienced RPG fan. Therefore, I expected it to last me at

the very least a few weeks, not 7 hours 9 minutes of playing time (the in-game clock told me that).
So what is it with you, you're either really pathetic game-splayers (considering in your review you said you hadn't completed it, this suggestion seems right) or my friend and I are gamesplaying legends (I tend to agree with the latter)?
The Story of Thor is not a big game, it's good but ever so easy and £60 is a lot to pay for 7 hours of play.
Sam McGuinness and Stephen Erlebach, Molesey

SM: We beat and tortured Tommy G (who wrote the review) for several hours until he finally cracked and gave us an answer – he agrees with your statement that you're obviously gamesplaying legends. Try playing future purchases with one hand to glean maximum value for money.

BAD LUCK, KIDDO

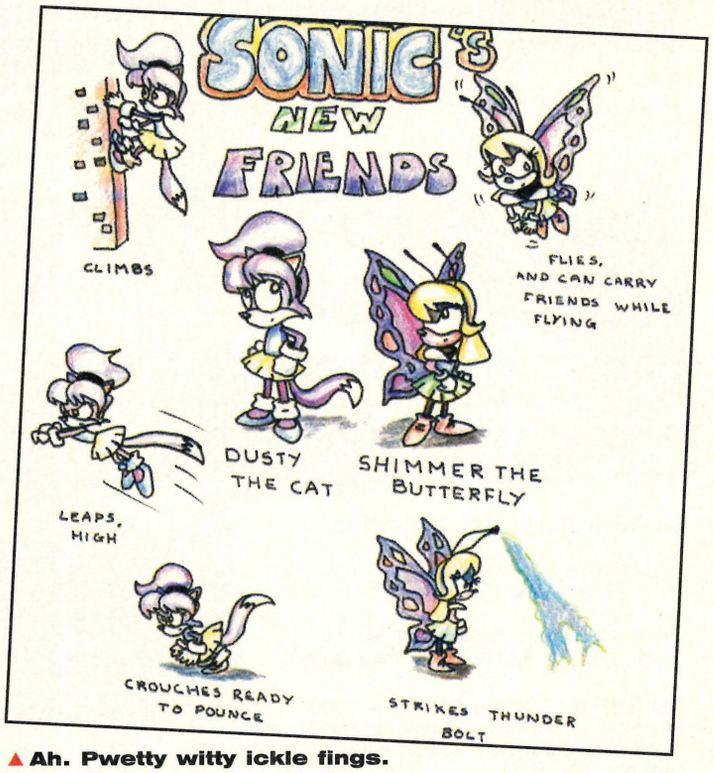
Dear SM,
Your mag is smart and the greatest in the world. I look forward to the day when your mag comes through my front door. Anyway I'll get straight to the point. Next Christmas I want to get a Sega Saturn. But the problem is my dad won't dish out £400, he wants to get a family computer. Fair enough they're pretty decent but you can't get games like Daytona, VF2 and Panzer Dragoon. Well in issue 13 you said it would be possible to buy add-on bits like a keyboard and a hard and floppy drive but I've heard nothing about it since. So what I'm asking is if you will do 1 or 2 pages on this subject in your mag. Then I can show it to my dad and get a Sega Saturn. I hope you can. Thanks.
Tom Cain

SM: We'd love to do a feature on these add-ons for you, but sadly that would mean leaving two pages of the magazine blank, as there's no more news on them as yet. What we can say is, seeing how these things have worked (or not) in the past, it's unlikely that they'll reach these shores – especially before Christmas. Never mind, perhaps you could show your dad the next letter and make do with a 32X...

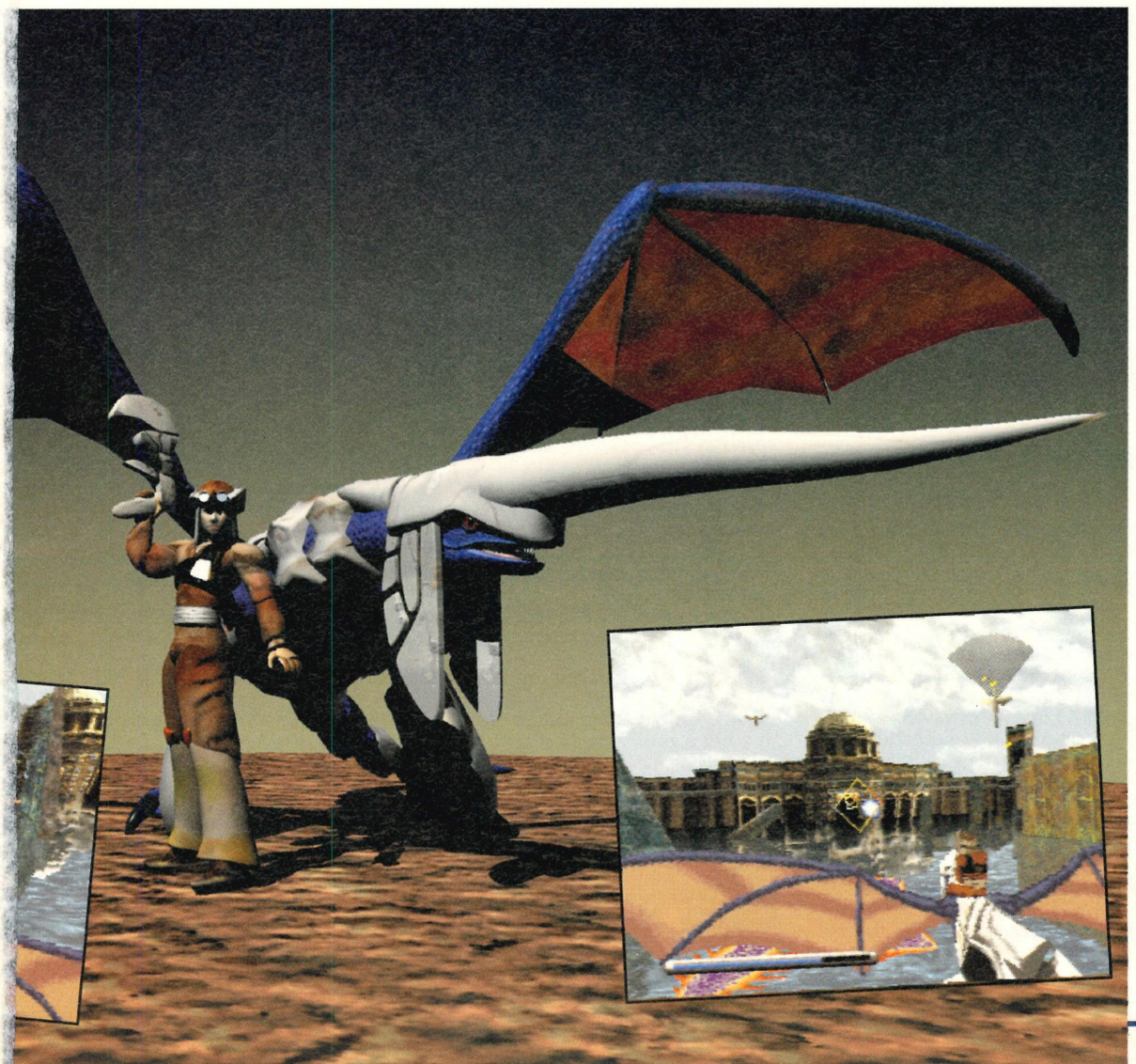
ONE SIMILAR TO MY DAD'S

DEAR SEGA MAGAZINE,
I had £600 to spend (not telling why). I thought about buying a PC, but I'd only get one similar to my Dad's 486 without using extra money, and he won't let me upgrade.
"Sod it" I thought, so I bought a new Megadrive, 32X, Virtua Deluxe and Doom. Of course, the first game I went on was Doom. The game runs as smooth with that border on the 32X as it does on my dad's PC with an even smaller screen. "Hey," I thought "I've done well here."
Then it struck me. Looking at the 32X brochure ("...over 40 new titles in development...") then at a PC magazine, they named over 50 new titles. Did I do the right thing? The answer was, of course, YES!!! The 32X (23MHz) runs alongside a bottom-range 486 PC (25MHz), and the 32X games coming out are around 25% PC conversions anyway (Descent, BC Racers, Doom etc). And, of course, you don't have to shell out £800 for a 32X (it's over £2000 for a 90MHz Pentium) – you can pay £240 for a MD/32X combination. So basically it has to be said the pound for pound a 32X is much better. Unless you want a word processor. I just wanted to make that clear, help others in my situation (yeah right – there's not many 15 year olds who rob Barcl... oops) and also set the record straight with poncey people who portray the 32X as a pile of poo and think PCs are the best thing since Thora Hird's underpants. Ta.
Thomas Parish, Warrington.

SM: Well, that's one way of looking at things, but another of our rough 'n' ready readership has a slightly different opinion...

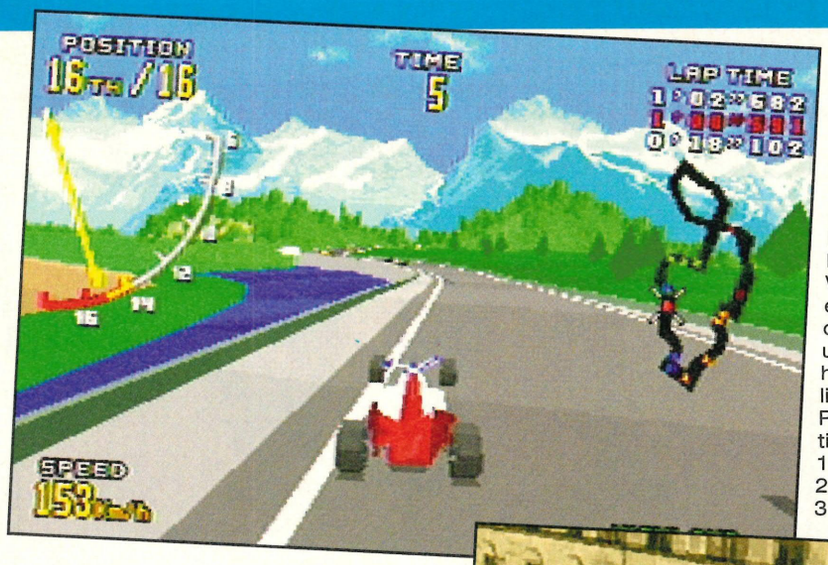


▲ **Ah. Pwetty witty ickle fings.**



I TOOK THE DAY OFF WORK

DEAR SEGA MAG,
I thought I would write to you to let off some steam. Why, might you ask? Well to tell everyone at Sega of my total disappointment with the launch of the 32X.
Let me take you back to December, the day of the launch, I took the day off work to rush down to my local software emporium, handed over my wad of cash and bought my 32X with a copy of Doom and VR Deluxe. I will be honest these are great games but what has happened next? Nothing!
It is now April and I'm still waiting for something totally gobsmacking. Where are these Next Generation games with amazing graphics and sound? Nowhere! Is the 32X the mutated half-brother of the Mega-CD with the same fate? I hope for Sega's sake they will prove me wrong.
So come on Sega, get your act together. There are thousands of loyal users like me still waiting. We want original and innovative games showing the real powers of these dual SH2 chips. Not re-hashed Megadrive titles with flashier graphics and better sound because you've already been down that alleyway.
I want to feel proud to say I own a 32X with the envy of the



gamesplaying public, NOT a laughing stock. We are the people who pay your wages with our software purchases. So wise up or go on the dole, it's as simple as that.
Yours feeling completely exhausted,
Jason Legg, West End, Southampton.

SM: We can completely sympathise with your point there Jason. So what do other readers think? Is it time to exercise a it of financial democracy and hit Sega where it hurts (ie – the wallet)? Or will this scare off third-party developers, as perhaps occurred with the Mega-CD? Or are we all going to be killed in an horrific nuclear explosion? Write in and tell us, especially if you're a doom-prophesising religious extremist. We could do with a laugh.

HE'S NOT MADE UP

DEAR SM,
Bad news I'm afraid, I think that your letters section is all made up, I've sent in a few letters and none have been printed, I think you write all the letters and if you do print real letters why have four letters from perverts in Dublin been printed, I haven't had one (sob, sob). If you do print my letter, and don't make them up I have a few things to say. Is the 32X really good, do you recommend me buying it. The games certainly look excellent, oh while I'm on the subject will the American 32X fit the English Megadrive?
Andrew Lynch, Beck Row

SM: We're not fussy, Andrew. If we get letters from perverts in any other part of the world we'll print them too, but sadly it seems Dublin has the monopoly so far. If any of our other readers are perverted, why not drop us a line?

ONE BOY AND HIS COW

DEAR SEGA MAG,
I have written to you previously but I did not receive a reply [That's because you're not made up – SM]. Perhaps you could answer my questions.
1 Will there be a version of SSF2X on 3DO converted to a Sega system?
2 Any news on SF3?
3 The other week I read that when you pause SF2SCE when performing Chun Li's Spinning Bird Kick you could thus be able to see up her skirt. Well, I have further information regarding this matter. When playing Guile, knock him down and when he hits the ground pause the game. If the timing is right, you should see Guile make a rather rude gesture using one finger. Is this some kind of joke or was it programmed into the game?
PS Who is your favourite SF2 character? Mine is Dhalsim, who I have named my favourite cow after.
William Shilton, A Farm, Stapleton Nr Shrewsbury.

SM: Well, we don't normally answer questions in this bit, but we were so touched by the thought of you romping in the fields with your faithful favourite cow scampering at your heels we thought we'd make an exception. 1 Do you really need it? 2 Nope. 3 We suspect that, like most things, including special moves and a title screen, it was programmed into the game.

NICE POLITE LETTER

DEAR WONDERFUL PEOPLE AT SEGA MAG,
I love your magazine. I think it's cool...and brill...and ace! But enough of that, let's get down to the serious stuff. With Amy being the only female Sonic character, I decided that the whole Sonic and Knuckles character cast could do with a few more girls on their team. So I picked up my magic pencil and designed away. After many hours of drawing, I came up with these two... I hope you like them (and don't laugh at my terrible drawing!)
PS Please, please, please would you answer my questions
1 Should I buy a 32X, Mega-CD or wait for the Saturn?
2 Will there be any Sonic games on the Saturn?
3 Excuse me but what's a coin-op, please?
4 Please will you print these questions.
Thank you.
Emma Bradley, Sarky Address.

SM: Hooray – that's what we like to see, some manners. That's what girls are good at. In fact, that's the only problem with your Sonic characters – they'd just go around being nice to everyone and cleaning things. And they wouldn't be able to throw overarm properly [Sam and Claire administer hasty yet thorough beating]. Oof, and of course we'd be delighted to answer your questions. 1 I'd wait for the Saturn. 2 Hopefully. 3 It's short for coin-operated game (or machine, or something). Basically it's an arcade game. 4 Er, no.

I APPROVE OF SEQUELS

DEAR SM,
Well done on the April Fool joke!
It fooled me!
I approve of sequels such as MK2. There are more moves more people more hidden characters.
Call me weird but I also think the Sonic sequels are alright. Okay, so they've got as much originality as boys in spliffy jeans playing football, but each one is a little different or better.
I bought my Megadrive from a car boot sale.
When I got home and set it up, to my disgust, after 2 minutes of playing, the plug overheated.
But this did not stop me.
I used my Master System plug and it worked.
This is a warning to readers – be careful when you buy from car boot sales.
It is a very good idea to rent games.
My friend wanted to buy Maximum Carnage, so he rented it.
He found it wasn't all it was cracked up to be.
So he bought SOR3 instead, a much better buy.
I totally agree with Kamy in issue #17.
Gunstar Heroes is simply brilliant! Hats off to Treasure for this and Dynamite Headdy.
Even though Mega Bomberman is a mere 8 megs it is massive. There are loads of levels, and loads of fun.
Also I won the 8 meg Sparkster and it is massive. Their are masses of secret bits and this must mean no matter the size of the game it can be brill!
Congrats on the Daytona and Saturn coverage in #17.
My mum said that she would get a Mega-CD. Should I convince her to buy a 32X?
Finally, thanks for the Manga Streetfighter shower scene!
Mat G, Stevenage, Herts.

SM: Mat, lovely to hear from you, but have you been reading a lot of Ernest Hemmingway recently? It's just you seem to have picked up his style. Lots of short sentences, starting new lines all the time, switching subjects without warning, and the manly sexist payoff at the end. Perhaps this is the first foray of a future genius. But we like the Sonic sequels too. And your mum should get a 32X. And it is good to be a fox in the winter.

WELL, THAT'S IT FOR ANOTHER MONTH, READEROLAS, WE'RE ALL GOING INTO OUR CRYO-STORAGE PODS FOR A NICE LIE DOWN. SO GO ON – PUSH OFF.

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Q+A

Ah, there's nothing we like better here at SEGA MAGAZINE than a young, inquisitive mind. It shows us, y'know, that educational values are still alive and kicking (well in some cases at least). But, to be honest, we're getting a bit fed up with your feeble attempts to outwit our superior knowledge. How about some new types of questions? One step at a time though, let's keep them game related. Well, for now at least. We're not really interested in those embarrassing school shower problems. Actually, come to think of it... So-oo, to start the ball rolling, let's say that the best problem/ question wins a prize. Fair enough? Send 'em in to: THE ALL-SINGING, ALL-DANCING Q&A EMPIRE, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

TANKS A LOT (HO HO HO)

DEAR SEGA MAG,
This is the first time I have written to you so I would appreciate it if you would print my questions.

1 Will the Coin Op Desert Tank be released for the 32X?
2 Are you going to give Virtua Cop and Sega Rally big showcases when they're complete like Daytona USA? Which is the best car to play in Sega Rally?
3 How much will games cost for the Saturn?
4 Is there any more info on Time Warner's Virtua Racing?
5 What's the best game for the Saturn so far?
6 Is the cartridge port at the back of the Saturn for the RAM cartridge? Does this allow more game save positions?
MARTYN DARY, GREAT YARMOUTH

SM: 1 As we keep saying, Desert Tank is still scheduled for release on the 32X, although we don't know when it will first appear. Sega are still keeping decidedly quiet about the title, although we reckon that it will probably be in the shops by Christmas/New Year. 2 We certainly are. 3 Between £40 and £49 – similar to Megadrive prices. 4 Yes, we have a preview in this very issue, which should give you loads of info on the game. 5 Virtua Fighter, Daytona and Panzer Dragoon. 6 It's for a RAM cartridge, which does allow more game save positions. You can also use it for other applications such as the MPEG package.

I WOULD LIKE TO KNOW... MORE!

DEAR SEGA MAGAZINE,
I am a proud owner of a Megadrive 2 and am interested in buying a 32X. I would like to know a bit more about it first though.

1 When will Virtua Fighter be released on the 32X?
2 Are there many more games due to be released on the 32X? Could you name a few?
3 Is buying a 32X and Doom for £140 a good deal?
DAVID COLLINS, POOLE

SM: 1 In time for Christmas. 2 To be honest, there aren't that many titles lined up for the 32X, and the only people that seem to be developing for it are Sega themselves, Acclaim and Core Design. At this stage, there should be loads of other companies developing for the machine. 3 Yep, that's a pretty good deal, but don't forget you can buy a new 32X packaged with Chaotix for £140 too.

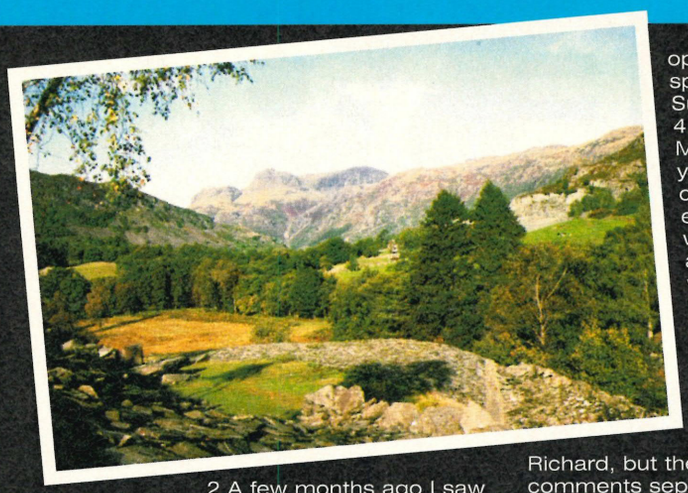
I WANT THE TRUTH

DEAR SEGA MAG,
I look to you for truth and honesty. Please answer these important questions.
1 Will the Saturn display a full screen image?
2 Will there be one or two joypads boxed?
3 Will it come with a game? If so, which?
4 I heard that Sega of America released the Saturn four months early over there, to gain a lead on the competition. I think Sega Europe are stupid if they don't take the opposition seriously.
5 Any price point on the Saturn steering wheel?
6 Will I need a special lead to connect the console to my stereo, or will the Megadrive lead fit?
ANDREW FISHER, WEST SUSSEX

SM: 1 Some games will display a full screen image, others won't. it just depends on the complexity of the title. 2 In all probability, there will only be one joypad boxed with the machine. 3 Sega Europe are still undecided as to which game will be packaged with the machine, if any will be at all. We reckon that they'll end up packaging Virtua Fighter though. 4 Well, it seems as though you're right. From July 8, you'll be able to buy a Saturn in any major retailer throughout the country. 5 Nope, not yet. 6 Umm, you'll need a new lead I' m afraid, unless your TV has stereo outputs.

A CRICKET FAN WRITES...

DEAR SEGA MAGAZINE,
As a cricket fan I recently bought the game Brian Lara Cricket for my Megadrive. When I saw the preview in your magazine I saw that you could pick all the stars including Brian Lara. However, on the game that I bought there are all these players that I've never heard of. Why is this?



2 A few months ago I saw an article saying that Discworld would be released for the Mega-CD. Is this true?
3 Out of the following games, which should I buy: Eternal Champions, Fatal Fury or Samurai Shodown?
4 Are there going to be any more Manga style RPGs like Snatcher released on the MEGA-CD?
ANON, ANONSVILLE

SM: 1 All the other names are probably to fill up the teams. You see, if you want to use someone's name in a game, you'll probably have to pay them. So all the made up names are probably in place of famous people who refused to appear in the title unless they were paid loads of money. 2 Unfortunately, Psygnosis are no longer developing for Sega systems. They have an extremely close alliance with Sony and at the moment are concentrating on PC CD-ROM titles and Sony Playstation games. 3 Eternal Champions: the other two are cack. 4 Probably not now. There'll probably be loads of Bladerunner-esque adventures on the Saturn though, including the sequel to Snatcher, which will debut on the 3D0 in the near future.

QUENCH MY SOUL!

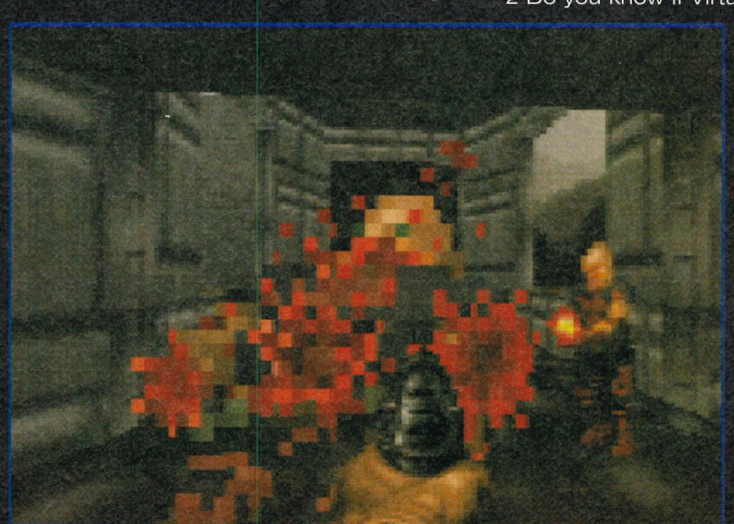
HELLO SM,
It's me again with another attempt to get a letter answered, and the burning questions inside my soul quenched by your refreshing words.

1 Are Codemasters planning to release a version of Micro Machines on the 32X?
2 Is there a Road Rash destined for the Megadrive 32X? If so, will it have any music apart from the standard BGM, like on the 3DO?
3 I have an idea for a game. Please can you give me the address of someone in Sega or Virgin to send my idea to. In my opinion, other programmers spoil games, ie. Konami with Sunset Riders.
4 When you showcased Mortal Kombat II on the 32X, you mentioned a plug-thru a couple of times but never elaborated. Please explain what you are talking about as I want to buy this game when I get a Neptune.
5 When you write a review there are comments on the game by the individual reviewers, but then there is the main comment on the page too. Who writes this? At first I thought it was Richard, but then I noticed that he often comments separately on a game.
6 How many games a month do you get to review?
7 How long do you get between your deadline and when you have to start work again?
8 Do you have any idea of when Doom II will be released on the 32X?
9 At my local arcade in France (local?) there is an arcade game by Marvel called the Punisher. It's better than Streets of Rage and the aim is to defeat the kingpin. Are there any plans to release it on the Megadrive or 32X?
RICHARD HESKETH, GUILDOFRD

SM: 1 Nope. 2 Nope. 3 You can send your game ideas to SEGA UK, 247 Cromwell Road, London SW5. You can send them to us too if you like, and we'll pass them on. 4 The plug-thru is simply another way of saying '32X'. 5 We all write the main comments, and we all write the individual comments too, so that we can get the best all-round feel for a game. 6 Depends. Sometimes we'll only get five or six, but in the run up to Christmas we'll get anything up to twenty in for review. 7 Once we've finished a mag, the idea is that we start work on the next issue immediately. Well that's the theory anyway... 8 Nope, in fact we don't know if will be released at all. 9 It's definitely due for release on the Megadrive sometime this year. Don't know about about a 32X version though.

EVEN MORE SATURN QUESTIONS

DEAR SEGA MAGAZINE,
1 Did Daytona USA on the Saturn use AM2's new 3D operating system. If not, why – it would make the graphics a lot better. Do you think that AM2 will use this system for the UK release of Daytona?
2 Do you know if Virtua Racing on the Saturn will be arcade perfect in the graphics department with no differences at all?
3 Does X-perts look better than DKC and Killer Instinct on the SNES? Who is the company behind the game?
4 Will Codemasters release any games for the Saturn?
I think that a 3D Micro Machines would be great.
5 Will Stellar Assault be released on the Saturn?
6 Next month could you put a video on the front of your magazine so that us readers can see Panzer Dragoon, Daytona etc, in action.
7 Finally, is there any chance that you could give me a part time job in the summer holidays as I have just left school.
STUART, COVENTRY



SM: Daytona was developed before AM2 perfected their new operating system, so therefore cannot use it. And no, they won't be using it for the UK release of Daytona either, because it would mean totally taking the game to pieces – something that would be both extremely costly and time consuming. 2 No it won't be arcade perfect, but that's because the programmers have decided to add features and extra graphics in the conversion. Incidentally, AM2 aren't handling the conversion. the chappies responsible are Time Warner, and you can see their first efforts in our preview section this month. 3 Sega are developing X-Perts in house, although we haven't seen anything on the title yet. 4 Codemasters will definitely release games on the Saturn, but they haven''t mentioned any specific titles yet. 5 Probably not. 6 No vid, I'm afraid. However, we have something much, much better lined up. Stay tuned for more info. 7 No, bog off.

WILL THERE EVER BE A SONIC 4?

DEAR SEGA MAG,
Please answer my questions. I will be very pleased if you do.
1 Is theme Park compatible with the Megadrive mouse?
2 I don't have issue 1 of your brilliant mag. Is there any way of getting hold of it, as the back issues are sold out?
3 Will there ever be a Sonic 4?
4 Is Cannon Fodder any good?
JAMIE SHAW, FIFE

SM: 1 Yep. 2 No, we don't even have any copies here in the office. 3 It was called Sonic and Knuckles, fool. 4 It's pretty good actually, worth buying, especially if you can get hold of a cheap copy.

RELEASE SCHEDULE

JULY

SATURN
VIRTUA FIGHTER
VICTORY GOAL
DAYTONA USA
CLOCKWORK KNIGHT
MEGADRIVE
BATMAN AND ROBIN
MEGA-CD
ETERNAL CHAMPIONS
FAHRENHEIT

AUGUST

SATURN
PANZER DRAGOON
PEBBLE BEACH GOLF
MYST
MEGA-CD
SURGICAL STRIKE
MEGADRIVE 32X
SURGICAL STRIKE
GAME GEAR
BATMAN AND ROBIN
ARENA

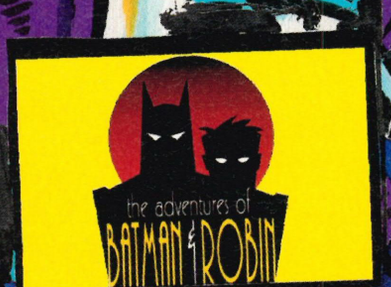
SEPTEMBER

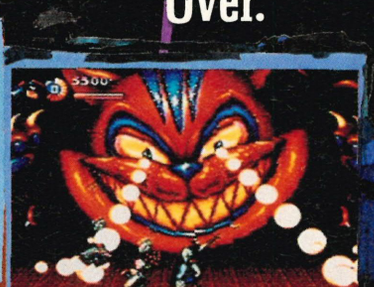
SATURN
BUG
NHL HOCKEY
MEGADRIVE
THE OOZE
COMIX ZONE
LIGHT CRUSADER
MEGADRIVE 32X
WIRE HEAD
MIDNIGHT RAIDERS
MEGA-CD
WIREHEAD
MIDNIGHT RAIDERS
GAME GEAR
TAILS ADVENTURE
GARFIELD
POWER RANGERS 2

Ah! The festival pipes are-a calling, and like little lambs to the slaughter, the SEGA MAG crew are unable to resist. See ya next month (if we make it back that is).

THIS TIME YOU NEED HELP

SEGA the GAME is NEVER Over.





MEGA DRIVE

© 1995 Sega Enterprises Ltd.

An all new action game for one or two players.

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SEGA

VIRTUA FIGHTER 2

VIRTUA COP

3D POLYGON

VIRTUA RACING

SEGA SATURN™

MAGAZINE

PREVIEW

SEGA SATURN

BY
SEGA

RELEASE;
TBA

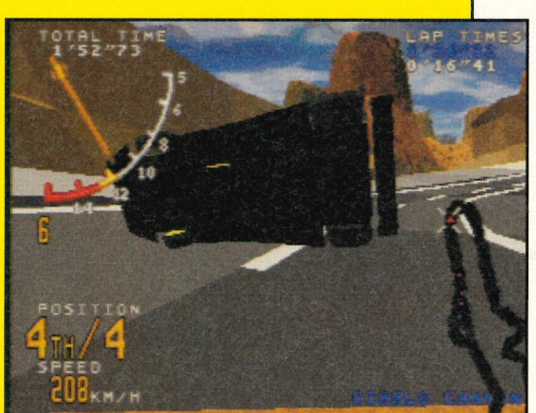
PREVIEW

VIRTUA

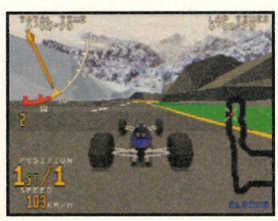
It's hard to believe that just over a year ago Virtua Racing was the hottest racing game in the arcades. And yet, even in these post-Daytona days VR still holds its own as one of the greatest racing games in existence.

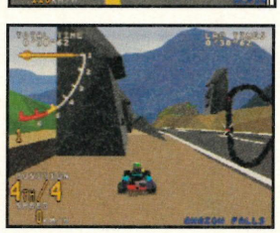
▲ **Shots like this show that VR is lacking some detail - but the speed is definitely there.**

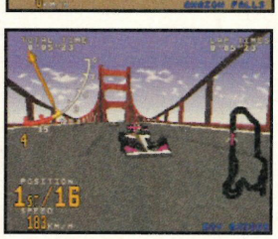
▲ **One of the super-new courses - the Metropolis.**



▲ **Smash! The coders have managed to keep the crashes in.**







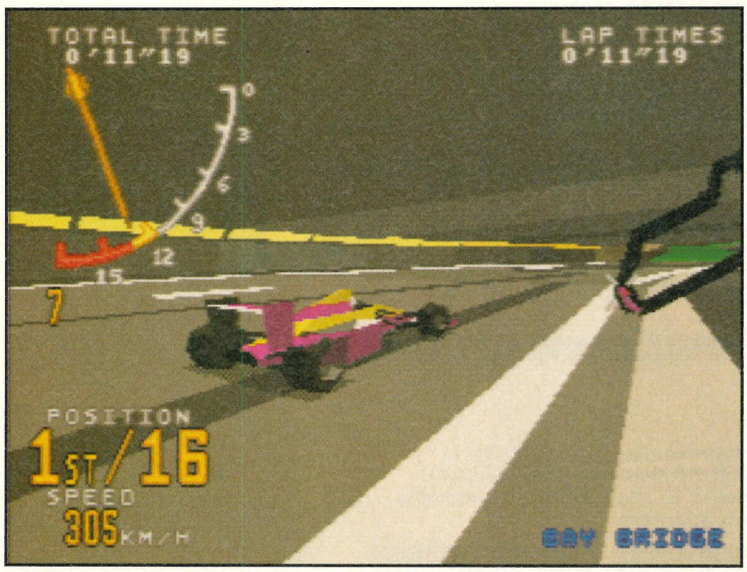
▲ **Different cars, different tracks, different game? Hopefully the Saturn VR will be better than the coin-op.**

That said though, we've yet to see an arcade-perfect home version. Brilliant as the Megadrive and 32X versions were, they didn't quite make the grade. Well now, the grandaddy of all things Virtua is set to roar onto the Saturn. If there's any machine that can do it, this is the one.

The first thing to note however, is that AM2 aren't conducting the programming chores on this version of game, concentrating instead on the forthcoming Saturn conversions of Virtua Cop and Virtua Fighter 2 (see Virtua City a few pages on). The responsibility of producing the goods has thus fallen on Time Warner Interactive. Saturn Virtua Racing certainly looks impressive enough, with the graphics touching closely on those of the coin-op. That said though, aficionados of the arcade game might be disappointed by some of the liberties taken with the look of the game. All-new backdrops – such as mountain ranges on the Acropolis course – are now present, and the front-end of the game currently looks considerably different from the coin-op. Still it's early stages, so all this could yet change. Some of the changes however, may prove a lot more welcome. Notably, the expansion of the game to ten courses. Gone are the two new tracks from VR Deluxe, replaced by seven all-new courses ranging from canyons and cityscapes to snowy and tropical tracks. There's also a host of new vehicles, including a stock car similar to the one in VR Deluxe, a classic Lotus 7-style racing car and even a go-kart. Of course, what it all comes down to at the end of the day is playability. Both Megadrive VR and 32X Deluxe managed to capture the coin-op's racing feel perfectly and if Time Warner can bring that same gameplay to the Saturn version, they should have a winner on their hands. We'll just have to wait and see.

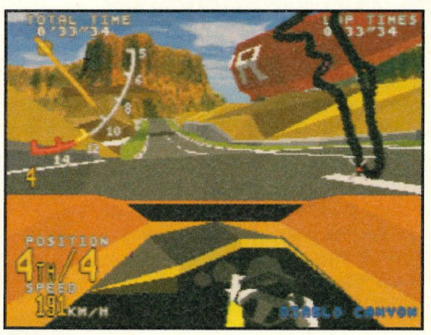
SEGA

RACING

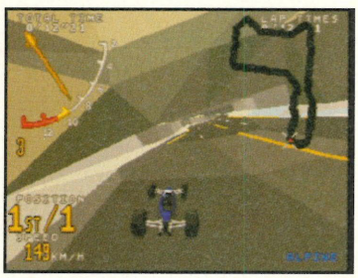


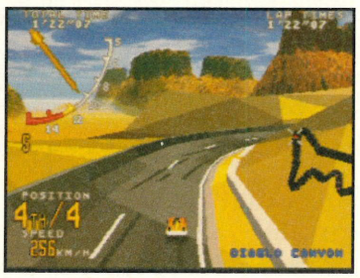
▲ A nice spot of intro sequence action.

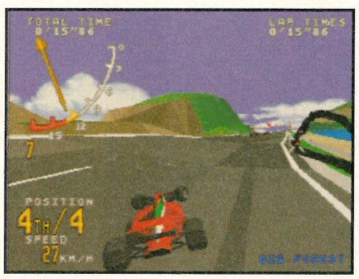
▲ In-car tomfoolery with one of the new motors.



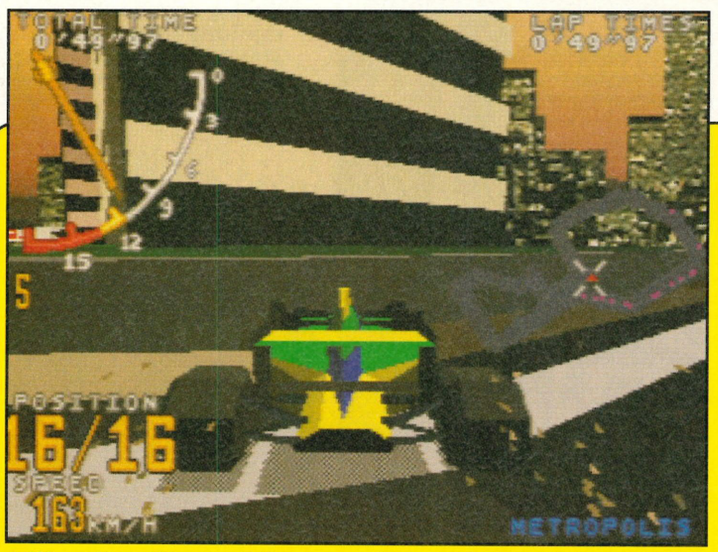
▲ The Virtua hands of your polygon persona are in there.







▲ The Acropolis track boasts a lot more trackside detail than VR Deluxe on 32X. And it's about 50% smoother too. But how will it measure up to the mighty Daytona?



▲ It's all getting a bit messy here at the Metropolis course, as this very poor driver spins off the road.

▲ The all-new front end doesn't look anything like the coin-op, but it does offer a lot more data on the course you'll be driving around.

▲ VR on Saturn has ten (count 'em) tracks! And here they all are. Smart.

IT'S H

By the time this issue of SEGA MAGAZINE hits the shelves, the Sega Saturn will have been on sale in all major high street stores for around a week. Here's a final look at the actual UK machine, along with a quick lowdown on the forthcoming peripherals.

The ultimate games machine has finally arrived in the UK and not surprisingly, we're mightily impressed with the official beast. This feature is designed to show off the hardware and take you through the built-in software supplied with the machine. We also intend to show off the multimedia aspects of the machine in the form of the PhotoCD and MPEG video adapters.

POWER-UP

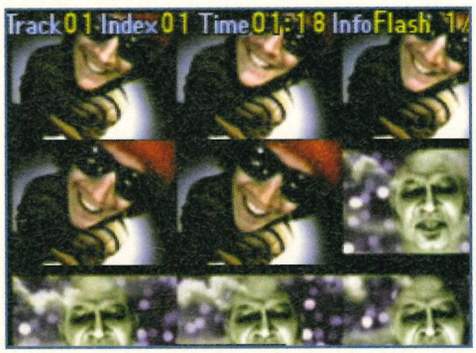
Turn on the Saturn with a disc inside and the machine skips straight to the game. You're also treated to this section of polygon mayhem as the Sega Saturn logo is formed. A resounding thud echoes through the speakers once the transformation is complete.

BIOS ACTIVITIES

The BIOS (Basic Input Output System) does much more than just loading your games in. It allows you to check out what saved games are in the Saturn's memory, play CD+G discs, change language, and lots more besides. A lot of the system's functions concern the playing of audio CDs and on this front, you're able to introduce surround echo effects, "remove" the vocal track and change the pitch of the music as well.

VIDEO-CD CARD

Plug this into the rear of your Saturn and you have access to the vast sum of movie MPEG CDs currently on the shelves. Release: October, 1995.

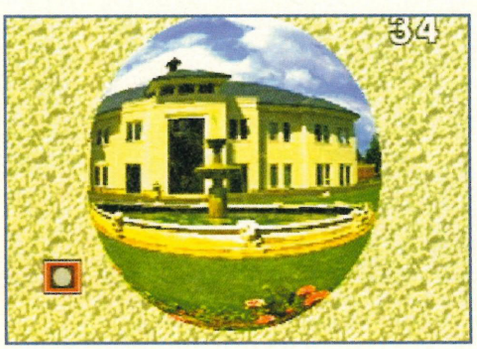


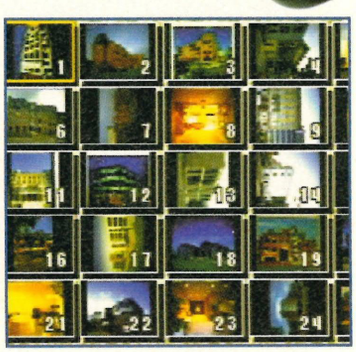
ARCADE RACER

Great for Daytona, Virtua Racing and the forthcoming Sega Rally. The tilt and the height of the beast can be altered. Release: August, 1995..

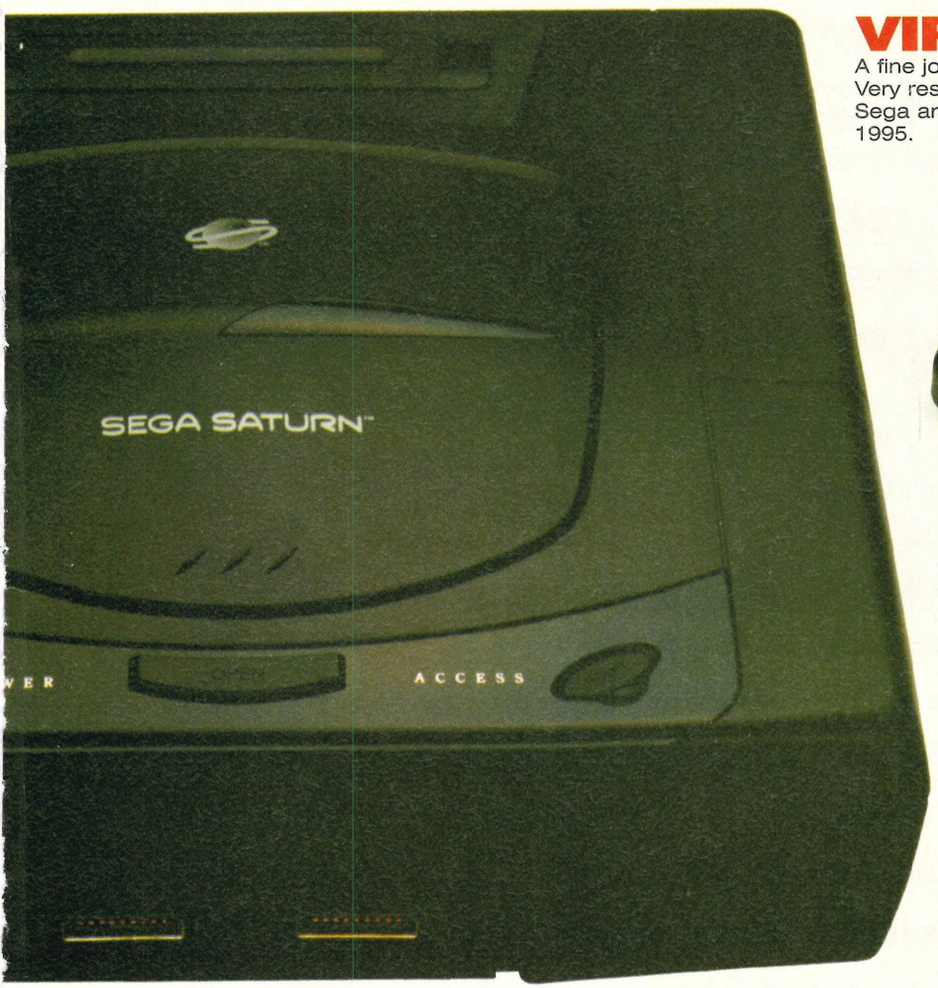
PHOTO-CD OS

Load up this CD and you have access to the most advanced Photo-CD operating system ever! Special effects include zoom, rotation and colour filters. It's also decent for presentational purposes. Release: October, 1995.





ERE!



VIRTUA STICK

A fine joystick with autofire capabilities. Very responsive, being modelled from the Sega arcade cabinets. Release: July, 1995.

6-PLAYER ADAPTOR

Basically, a six-player tap for a true multi-player experience. Release: September, 1995.

BACK-UP MEMORY

When your Saturn's in-built memory gets a bit packed, free up some space by copying files across to this handy cart. Release: September, 1995.

VIDEO-CD TITLES AVAILABLE INCLUDE...

Above the Law
The Accused
Addams Family Values
Airplane
Alive
Apocalypse Now
Battle for Arnham
Beverly Hills Cop 1/2
Black Rain
Coming to America
Crocodile Dundee 2
The Crying Game
Encyclopedia of Making Love
Fatal Attraction
The Firm
A Fish Called Wanda
Flashdance
Four Weddings and a Funeral
Ghost
Hunt for Red October
James Bond Collection
The Krays
Naked Gun
Naked Gun 2-and-a-half
Patriot Games
Planes, Trains and Automobiles
Rain Man
Scrooged
Sliver
Star Trek VI
Strictly Ballroom
Thelma and Louise
Top Gun
The Untouchables
Wayne's World
Wayne's World II
Witness

... And many more music and "general entertainment" discs too!

SEGA

THE SEGA SATURN™

AMOK

WORK-IN-PROGRESS

Starting our Saturn A-Z is this utterly astounding 3D underwater blaster from Scavenger. You're in charge of a well-armed, super-speedy submarine and you patrol the sea blasting meanies and performing various strategy-related tasks.

What makes this so good is the use of the Sega Saturn's 3D technology - prepare yourself for some awesome undersea fractal graphics and tons of special effects that only Saturn can provide.

This was one of the most impressive titles at the E3 show at Los Angeles and should be a top seller once Scavenger have actually sold off the European rights for this fine game.

BLACKFIRE

WORK-IN-PROGRESS

3D helicopter blast with some very nice landscaping effects.

Sega Saturn is out in the shops now for everyone to buy, but at the moment only four different games are available to purchase - all of them reviewed in this very issue. But what's on the horizon? What future software can we expect to find? RICHARD LEADBETTER sums up the range of Saturn software complete and ready for release on the official machine, and brings you exclusive pictures of some stunning work-in-progress Sega Saturn projects.

BUG

WORK-IN-PROGRESS

The first major release from Sega of America is Bug - a platform game that takes the genre into the next level of gaming. The player is cast as the eponymous Bug, who traverses the 3D platform/ramp walkways spitting at and bottom bouncing the various hordes of enemy sprites that crop up in his path.

Bug is shaping up to be a major release - the 3D element is superb, giving a huge level of depth to each stage, with Sega Saturn's sprite-scaling capabilities being put to great use in some excellent set-piece effects and thrilling bosses.

The game is having the final licks of polish being added as we speak and could well be ready for review in the next issue of this fine tome of knowledge.

CLOCKWORK KNIGHT 2

WORK-IN-PROGRESS

Competing with Bug as the premiere next generation platformer is the all-new Clockwork Knight 2. The game continues where the first episode (out now!) left off, with the clockwork knight in question still pursuing the whereabouts of the princess of the cuckoo clock, who was kidnapped by some unspeakable horror.

Expect a far tougher game with twice the number of levels of the first game. We've seen the game in action and came away impressed - the 3D effects are totally outstanding (there are 3D sections which spin around Peppy, which look totally incredible). This could be hot...

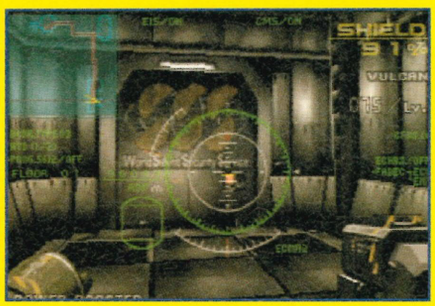
COOL SPOT 3: SPOT GOES TO HOLLYWOOD

WORK-IN-PROGRESS

Here's a novelty - a 3D game that doesn't use polygons! Spot's isometric viewpoint makes it unique in the Saturn field. What really distinguishes this title is its excellent gameplay and wealth of ideas - there's even a T-Rex jeep chase sequence in the style of Jurassic Park!

CYBER-SPEEDWAY

This game was featured a couple of issues back under the guise of its rather more sinister Japanese name, Gran Chaser. The game's a speedy texture-mapped 3D racer set in the future, and sees you speeding about in a hover skimmer doing battle with other racers in a series of graphically ace tracks. This will have an official release before the end of the year, so look out for a review soon.



FORMULA ONE WORLD CHAMPIONSHIP

WORK-IN-PROGRESS

Those wily old scamps over at Time Warner may have the jump on Sega by releasing the first Formula One title in the form of Virtua Racing, but Sega have their own plans in gestation - hence the development of this particular title.

The aim with this game is bring home the exhilaration and realism of a Formula One race, so we can expect to see some stunningly realistic texture-mapped graphics, brilliant screaming engine noises - and even a rather topper commentary generated in real-time!

The game offers a choice of motor-vehicles and plenty of Formula One tracks, so hopes are high for a particularly memorable simulation. It's difficult to tell just how good this game will turn out at the moment - it currently takes the form of a one-track running demo, which lacks a lot of the detail which will make its way into the final game. But hey - it's early days yet - so hopes are high for a topping racing title.

FIFA '96

WORK-IN-PROGRESS

The best soccer game comes to Saturn - we've seen a very early version running, which isn't as fast as Victory Goal, but that could all change very quickly.

A-Z OF GAMES

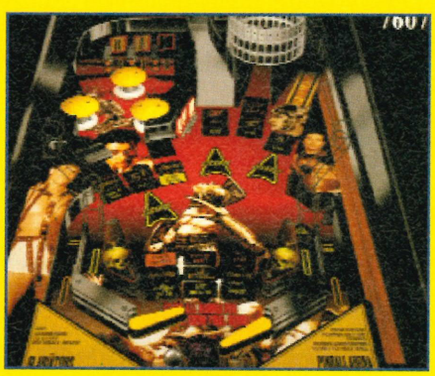
CYBERSLED

WORK-IN-PROGRESS

Namco's first foray into the world of Sega Saturn is a conversion of their not-all-that-great-really coin-op, CyberSled. It's one-on-one Sled action as you do battle against some of the greatest Sled drivers in the world. Oddly enough, we're still the only magazine to have any Saturn shots of the game, so here's another one.

DEADALUS

Large robots armed with high-calibre weaponry collide with Doom in this stunning looking 3D textured game. It sure looks nice, but does it play well? Deadalus is scheduled for an official release in the next few months, so look out for the review in SEGA MAG.

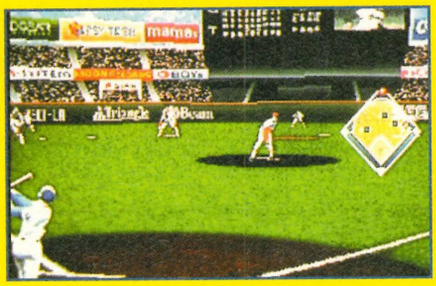


DIGITAL PINBALL

WORK-IN-PROGRESS

This looked severely unimpressive when we first saw it, but later versions of the game have shone through with some ace, super-realistic playability.

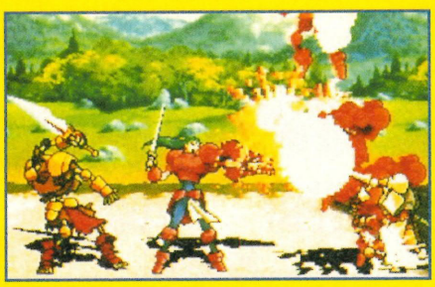
A-Z OF GAMES



GRANDSLAM BASEBALL

This title wasn't going to get an official release, because baseball isn't a major sport over here. But then, everyone played the import title and reckoned it was ace, so Sega Europe are currently deciding on whether this will get a UK release after all.

Although its basic play mechanics are nearly identical to just about every other baseball game ever, the graphics and overall feel are far superior, thanks to fine playtesting and the superb 3D rendering power of the Saturn. We quite like this actually, and will be reviewing it as soon as possible.



GUARDIAN HEROES

WORK-IN-PROGRESS

This is super early work-in-progress stuff, but we're going to print it any way. Guardian Heroes is the first Sega Saturn project from perhaps the most legendary of Megadrive programmers: Treasure.

We've taken a look at the first project to issue forth from their Japanese offices and here it is. In its most basic form, Guardian Heroes can be described as a multi-player Saturn version of the seminal Golden Axe coin-op, with RPG elements. The game features sideways scrolling combat action, but also boasts some pretty stunning scaling - when there are tons of sprites on-screen, the camera angle backs off so you can see all of them. There's little more we can report on at the moment, but we'll have more news soon.

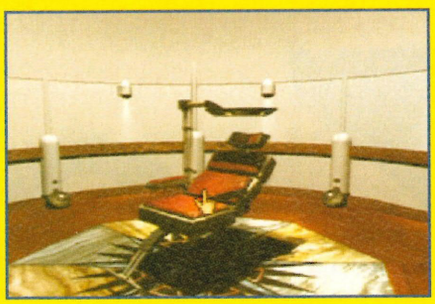
LEGEND OF THOR

WORK-IN-PROGRESS

Superlative Megadrive action taken to the next level! Featuring some stunning 3D sprites and what-not, this looks like being RPG-action second-to-none.

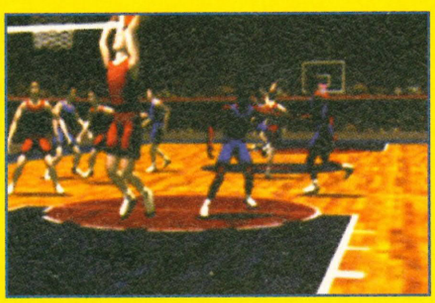
MANSION OF HIDDEN SOULS

One of the first Sega Saturn titles released in Japan (under the moniker of Yumeni Mansion), featuring some stunningly animated full-motion video. In terms of gameplay though, it's much like the Mega-CD version of Mystery Mansion.



MYST

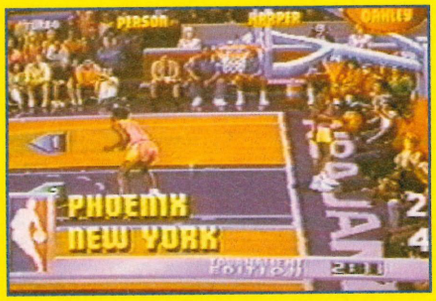
Yes, it's true - the game that people either think of as a revelation or as something of a gaming debacle is coming to Sega Saturn. I must admit that I'm firmly in the latter camp, but we'll just see what the team make of this when it's released later this year.



NBA ACTION

WORK-IN-PROGRESS

Basketball action Victory Goal 3D style. Due for release over here sometime this year.



NBA JAM

WORK-IN-PROGRESS

Having lost the latest Midway licensing battle for Saturn rights on new coin-ops such as MK3 and NBA Jam: Tournament Edition, Acclaim are intent on making up for it by releasing Saturn versions of the older NBA Jam and Mortal Kombat 2. NBA Jam looks ace on Saturn, but is it worth buying with Tournament Edition months behind it? Stay tuned to SEGA MAGAZINE for more details.

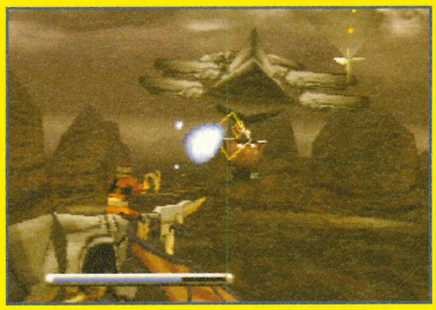
NHL HOCKEY

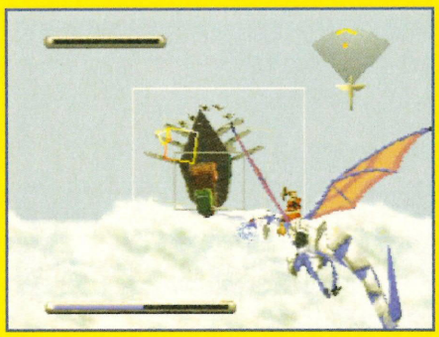
Not much has changed since the last issue when we covered NHL Hockey on Sega Saturn, but here's a screenshot for completeness's sake.

OFF-WORLD INTERCEPTOR

WORK-IN-PROGRESS

Crystal Dynamics' initial foray into the world of Saturn is a conversion of their 3DO road racer. Here's a pic of the Saturn version and look out for the review soon. BMG are bringing this over to the UK and hope to have the game out by September.



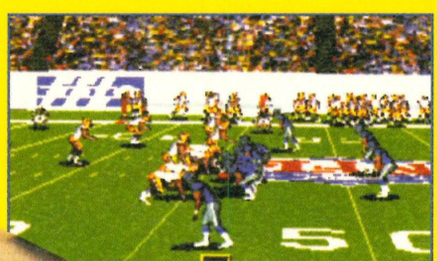


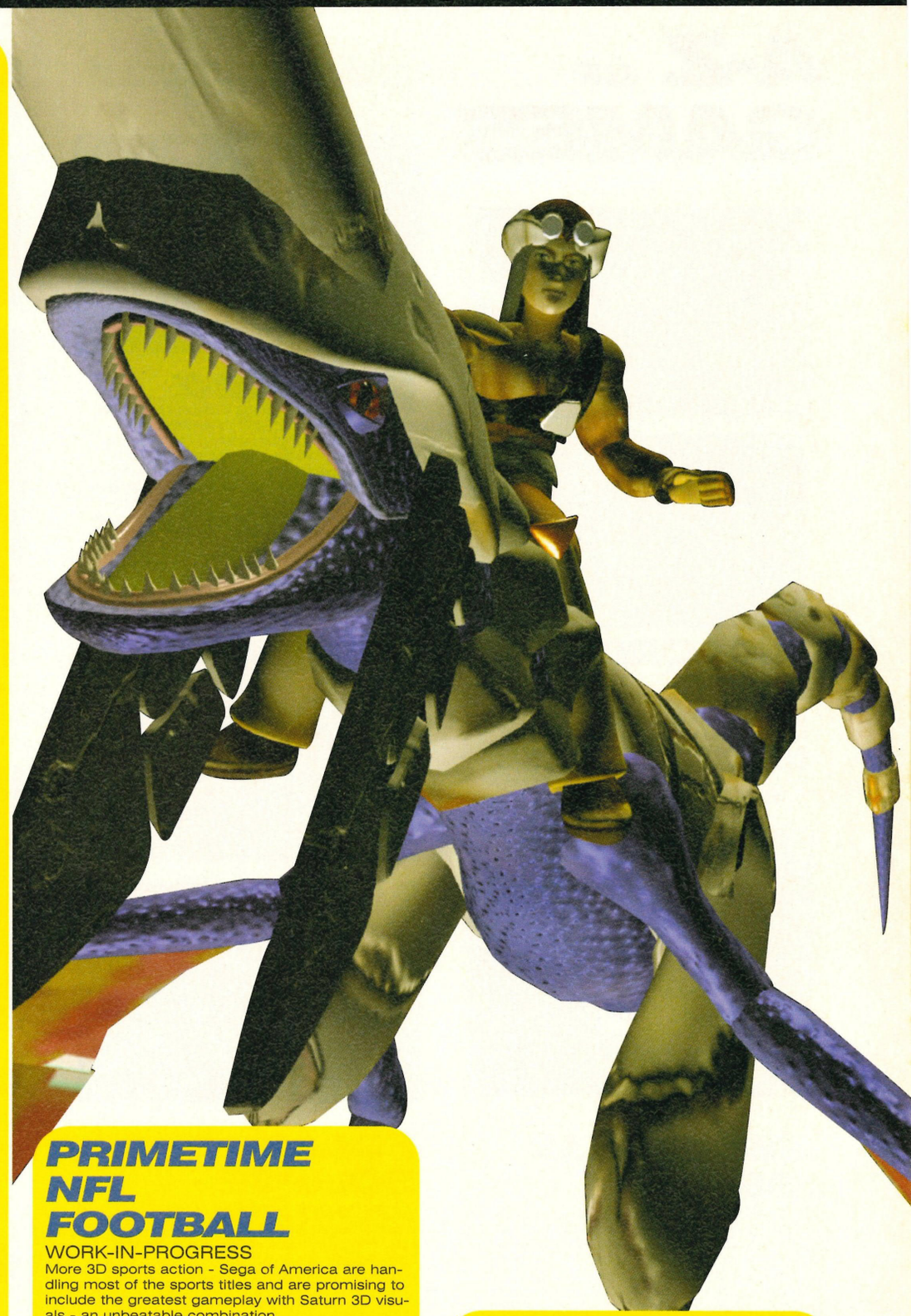
PANZER DRAGOON

This excellent 3D dragon-riding shoot 'em up is going to take pride of place in the second wave of Sega Saturn products released in August. You've seen how great it is in our previous eight-page showcase; read SEGA MAG next month for the definitive review.

PARODIUS DELUXE PACK

Konami's first Sega Saturn release is a conversion of their award-winning mickey takes of their own game. Parodius Deluxe features two versions of the topper blaster and should be out in September. The last issue had more details.





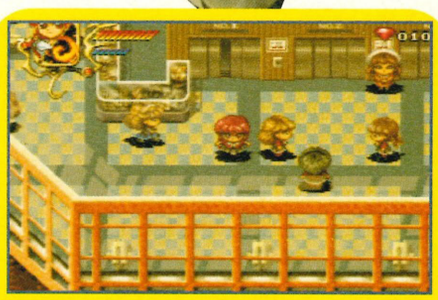
PRIMETIME NFL FOOTBALL

WORK-IN-PROGRESS

More 3D sports action - Sega of America are handling most of the sports titles and are promising to include the greatest gameplay with Saturn 3D visuals - an unbeatable combination.

PEBBLE BEACH GOLF

Due for next month is the first Sega Saturn golfing simulation, which we featured just a tad back in our April issue. Is it great, or is the one course just not good enough? Find out in 28 days' time.

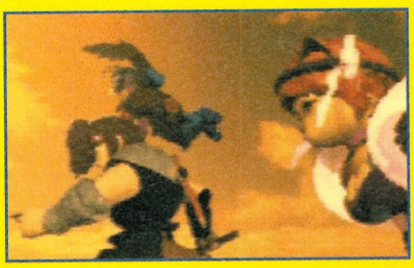


RAY EARTH

WORK-IN-PROGRESS

More Japanese manga-style RPG action. This has some nice rendered sprites and a massive quest. A UK release is a possibility.

A-Z OF GAMES



RIGLORD SAGA

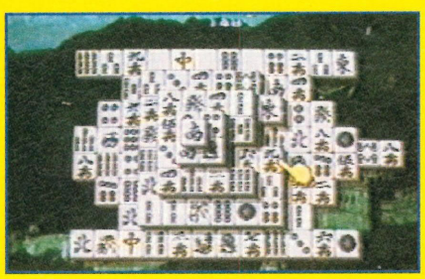
WORK-IN-PROGRESS

This could well be something of a top RPG experience - topper 3D characters duke it out Shining Force style. The graphics are excellent. A European release is beginning to look quite likely.

SEGA RALLY '95

WORK-IN-PROGRESS

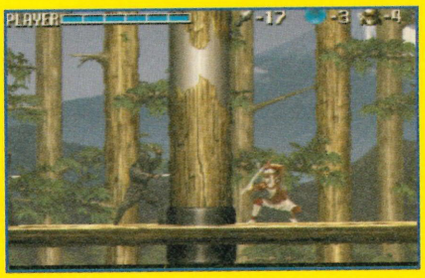
No screenshots released as of yet (that's an arcade shot), but new details have come to light. The game will almost certainly be based around the SGL graphics system (Sega Graphics Library - the new AM2 operating system), and best of all - all indications are that the game will be compatible with the forthcoming Sega Saturn link-up cable.



SHANGHAI

WORK-IN-PROGRESS

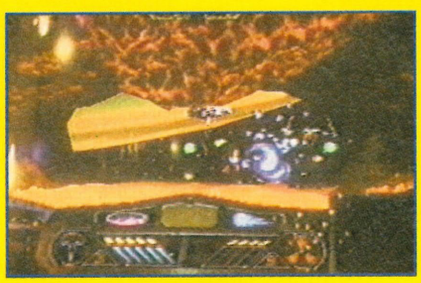
The age old puzzle game, with gameplay identical to the old Commodore 64 game. Still oddly compelling. Here's an exclusive Saturn shot.



SHINOBI-X

Where would a new Sega console be without a Shinobi game then eh? To illustrate the point, here's the Saturn version of the game with its photo-realistic sprites and fine backdrops. The gameplay is something of a throwback to Revenge of Shinobi, but still manages to impress, although not on a "next generation game sensation" level - and the music's worse than the Megadrive games, despite being on CD!

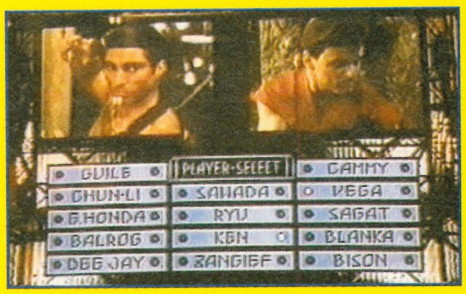
Shinobi is coming to European gamers and Sega assure us that all-new music is being sourced - hopefully more in the style of Yuzo Koshiro's incredible 16-bit tunes.



SOLAR ECLIPSE

WORK-IN-PROGRESS

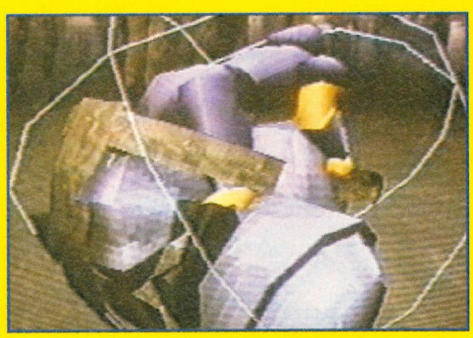
What? Another exclusive? Indeed - here's the actual Saturn version of Crystal Dynamics' Solar Eclipse. It's a nice-looking blaster with something to prove in the gameplay stakes.



STREET FIGHTER: THE MOVIE

WORK-IN-PROGRESS

An excellent coin-op, currently on Saturn in the form of an unimpressive demo. No European release announced so far.



VERTIGO

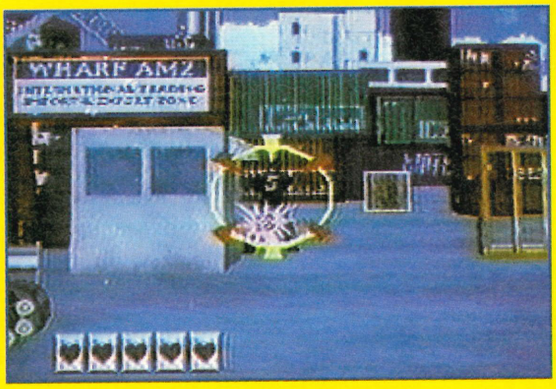
WORK-IN-PROGRESS

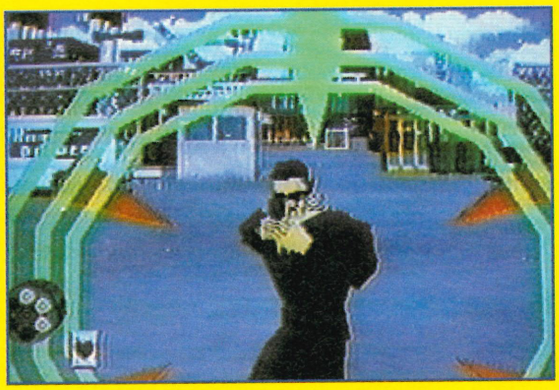
An incredible-looking 3D game from the talented types over at Scavenger. This game casts you as the rider of a strange trike-thing who shoots through these brilliant 3D tubes. It's difficult to describe effectively, but with its stunning 3D graphics (which are very, very smooth indeed), I reckon that this is going to be a winner.

VIRTUA COP

WORK-IN-PROGRESS

3D texture-mapped shooter from the kings of gameplay, AM2. We've played it and we know it's going to be a classic release. Check out the full feature this issue.





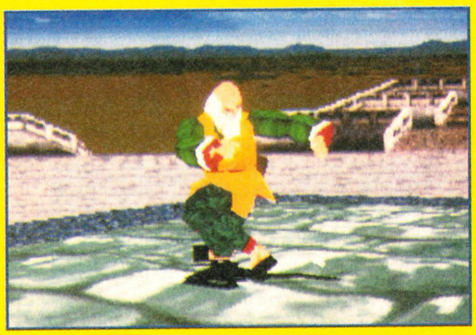
VIRTUA FIGHTER 2

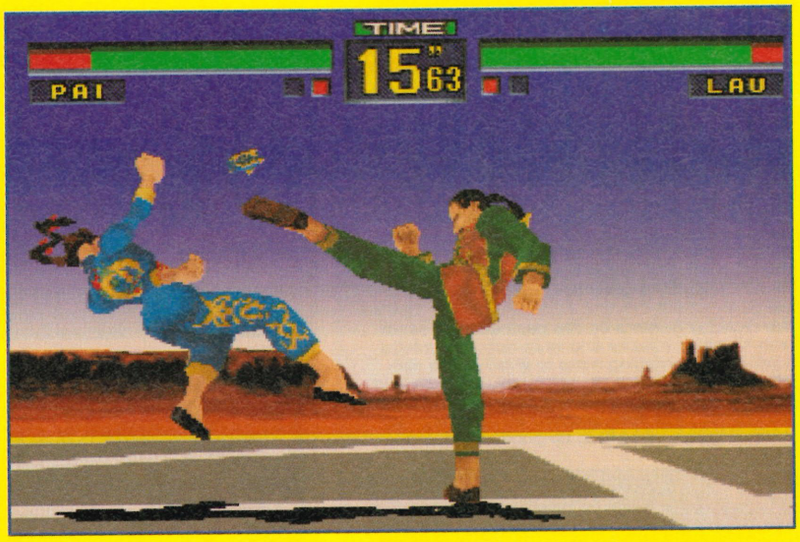
WORK-IN-PROGRESS

AM2 have once again got us all excited about one of their products - this time it's Virtua Fighter 2. The arcade game is the best coin-op combat game ever, period and Yu Suzuki's team are threatening to bring home a Sega Saturn conversion of stunning quality.

We've all seen the amazing 60 frames a second Pai demo (well, we have, and you've seen some still shots), we've all seen how good the textures are in Virtua Fighter Remix - so, rest assured VF2 will redefine the way we think about the Sega Saturn and maybe even home combat games in general.

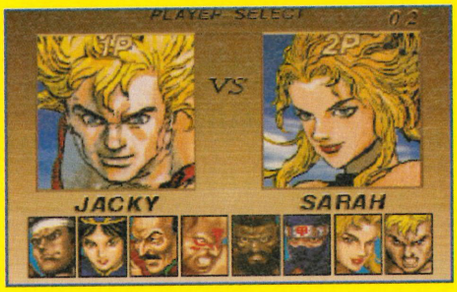
VF2 is scheduled for release before the end of the year, but that might change depending on how quickly the game can be converted for PAL machines. Co-incidentally, some of the latest "shots" of the game as seen in other Sega journals have come from Sega promotional material at the E3 which feature arcade shots. Here at SEGA MAG, unless otherwise stated, we'll be printing Saturn shots only - yes, that is a Saturn Shun on the left there!





VIRTUA FIGHTER REMIX

Well, we've finally got our copy of Virtua Fighter Remix from Japan and reckon that it's dead ace actually. As readers of the last issue will know, the game is basically identical to the title reviewed this month, but uses texture-mapping on all of the characters and backdrops, resulting in a more comely game that shows that Sega Saturn can more than handle the detail of Virtua Fighter 2. There's also no clipping on the ring - a little detail missed when the various in-game glitches were taken out of the Japanese game for its European release. Sega Europe would like to point out that there are currently no plans for Remix to arrive over here in any shape or form. In Japan, the game is the new disc being packaged with all Saturns and might get some kind of limited release over here if we're lucky. Any way, it plays just as well as the 97% rated game reviewed this month and it looks spectacular, so we're going to print tons of pictures of it, more as an example of the Saturn's awesome 3D power than anything else. Turn to our awesome AM2 Virtua feature this month for top pics on the premiere Sega Saturn products from the greatest 32-bit coders in the world!



A-Z OF GAMES

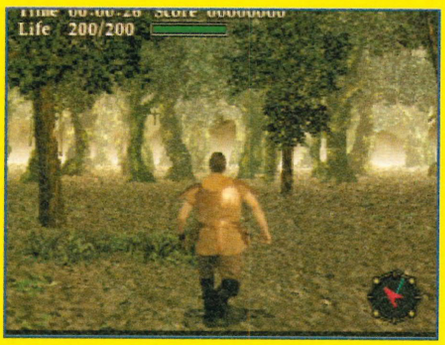
VIRTUA HANG-ON

WORK-IN-PROGRESS

A game's got to be something pretty spectacular to have the Virtua prefix attached to it, but from the looks of the super-early work-in-progress Saturn disc we've seen, this could be very hot indeed.

Virtua Hang-On is best described as a cross between Daytona USA and the aged Power Drift coin-op. You're given a top-speed motorcycle and your aim is to shoot through a number of brilliant texture-mapped courses at maximum warp.

We would print more on this particular title (what with it being exclusive and what-not), but unfortunately, there's nothing more to show at this particular time - just one course (totally unfinished) is in there and not even the basic gameplay mechanics have been finalised yet. But hey - it's a Virtua game - it's got to be good...



VIRTUAL HYDLIDE

This realtime 3D role-playing adventure game was featured in our May issue of SEGA MAGAZINE and is due for an official release before the end of this year. Although a little slow (it is an RPG after all), Virtual Hydlide is recommended for adventure fans - a review will be forthcoming in a couple of issues' time.

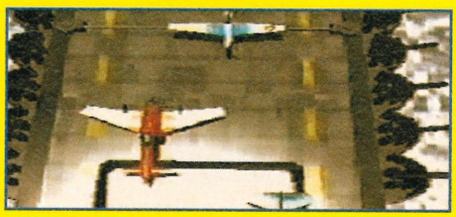
WING ARMS

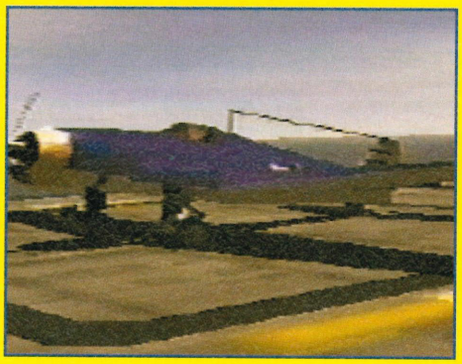
WORK-IN-PROGRESS

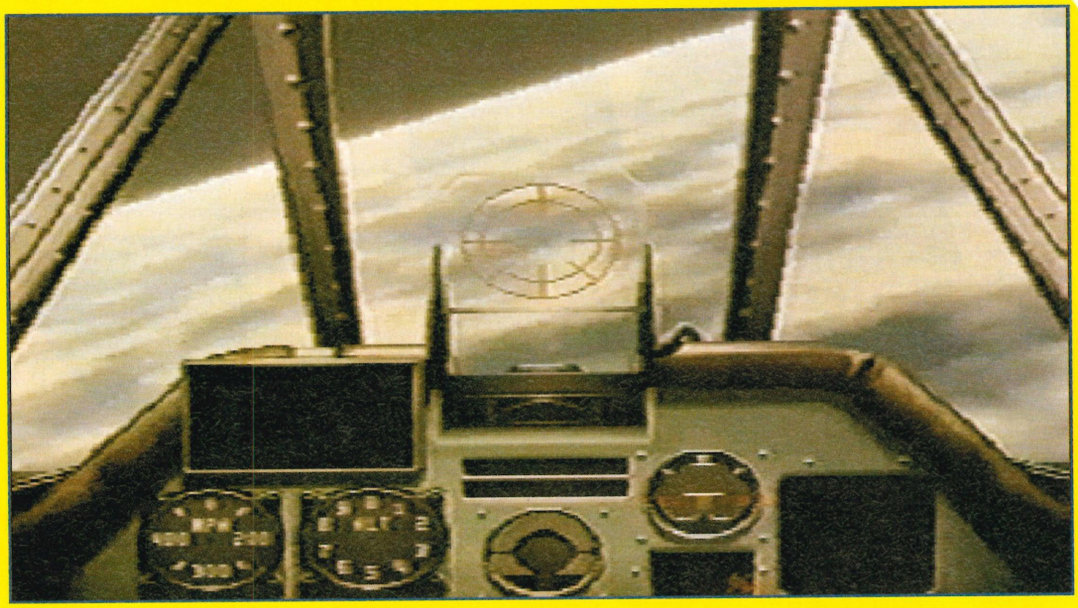
One of Sega's "sleeper" coin-ops was the Model One based Wing War, released at the end of last year. Since then, there has been much speculation about 32X conversions and suchlike, but nothing in terms of software has been revealed yet. To tide you over, check out Wing Arms on Sega Saturn. It features some stunningly animated 3D double-yuh double-yuh two warplanes shooting over texture mapped landscapes dishing out the lead like there's no tomorrow. And there's a great FMV intro as well. Check out the shots.

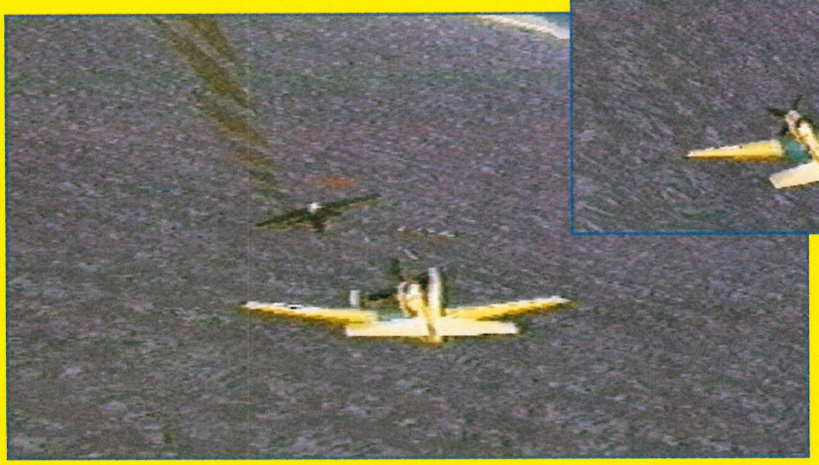
This has the promise of being one of the toppest Sega Saturn games around, but unfortunately, although we've seen the game in operation, we haven't actually played it yet.

Still, what we saw was some super-smooth 3D and what looked suspiciously like some superlative blasting action. More news soon.









AND THERE'S MORE!

At the recent E3 show, Sega of America revealed a vast amount of Sega Saturn projects in development - a lot of them we've covered in this feature. The rest you'll find summed up right here.

ACCLAIM
Alien Trilogy

Big Hurt Baseball

Mortal Kombat 2

NBA Jam

Revolution X

ACTI-VISION
Return to Zork

ATLUS
Canyon Racer

CAPCOM
Darkstalkers
X-Men

CRYSTAL DYNAMICS
Baseball '95

Dragons of the Square Table

Legacy of Kain

The Horde

GEX

DATA EAST
Dark Legends

Defcon 5

Minnesota Fats Pool

Legend

Dark Sun

Creature Shock

INTERPLAY
Alone in the Dark

Caesar's World of Gambling

Casper

Cyberia

Descent

Virtual Pool

JVC
Boxing (working title)

Deadly Skies

Racing Dynamics

Split Realities

Varuna's Forces

KOEI
Romance of the Three Kingdoms IV:

Wall of Fire

KONAMI
Castlevania

Parodius

MAXIS
Sim City 2000

PLAYMATES
Mickey Thompson's Supercross

Skeleton Warriors

READY SOFT
Brain Dead 13

Dragon's Lair 2

SCI
Kingdom o' Magic

SEGA
Congo the Movie

Freerunner

TIME WARNER
Primal Rage

Virtua Racing

UBISOFT
Rayman

US GOLD
Shellshock

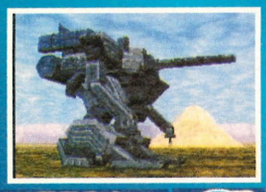
Thunderhawk 2

VELOCITY
Jetski Rage

VIRGIN
The 11th Hour

Planet Pinball

WORK IN PROGRESS



SEGA SATURN

BY GAME ARTS

RELEASE: TBA

WORK IN PROGRESS

3D POLYGON

"3D POLYGON" WAR GAMES ENTER THE NEXT LEVEL!

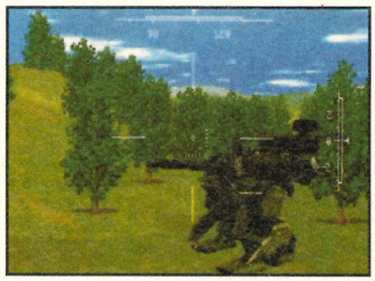
Game Arts are a company with "a history" - they were the purveyors of the mighty Silpheed - arguably the most impressive blaster for the Mega-CD. Now they've moved to Sega Saturn and their first effort could set the standard for shoot 'em ups - and 3D graphics in general. Read on, and just check out those spectacular screenshots from the actual Saturn game!

Although Saturn development kits have been dispatched to all corners of the globe, it's the Japanese programmers who have the most experience with the hardware and are most capable of producing the most revolutionary titles. Case in point: Game Arts "3D Polygon" - the working title for one of the most realistic-looking 3D war games we've ever seen - and it's exclusive to Sega Saturn.

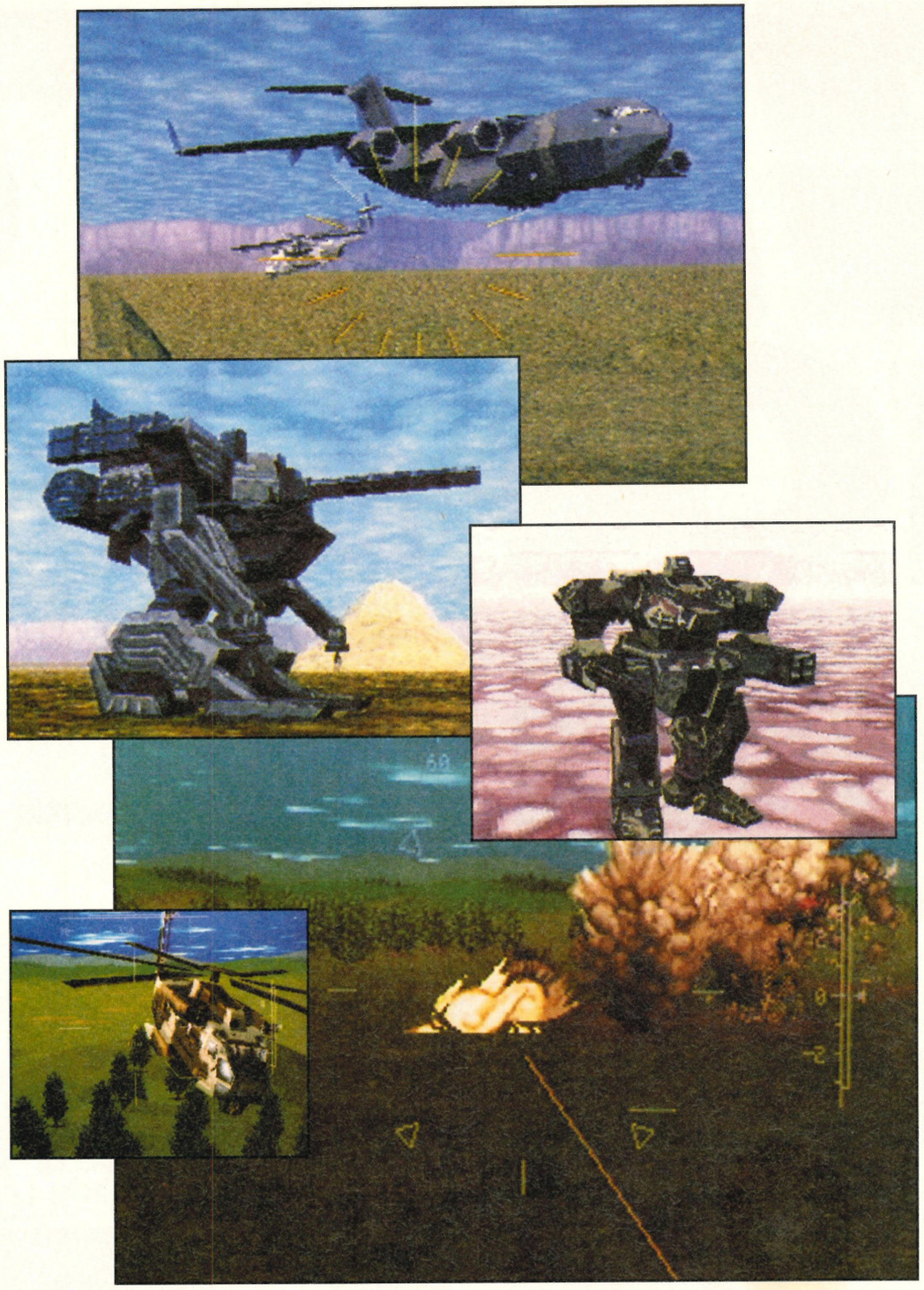
The game is set in the year 2015 and combines today's latest military technology with 21st century armoured 'mech robots, making for some super-exciting gameplay. The player is given a range of weapons, from the likes of tanks and jeeps right up to helicopters and bombers. The 21st century angle is best represented with the introduction of huge, death-dealing robots. The player takes the role of a future policeman (in the Japanese Foreign Squad, no less) and sees him being sent to eight different battle zones around the world using your own military resources to destroy evil-doers. The range of backdrops is extensive, including plains, the desert and frozen wastes.

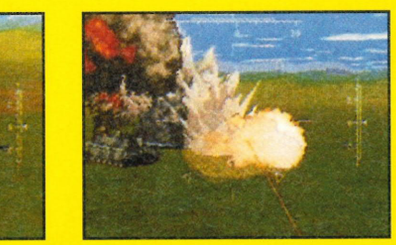
The game is really exciting and packed with different military hardware. Later stages boast up to 100 craft each (check out the screenshots for a taster of what's on offer) for the player and the computer, which adds a huge element of variety to the strategy.

Aside from the comments made by Game Arts' development chief, Mr Miyaji, little else is known about the game. However, rest assured, SEGA MAG will continue to chase down this potentially piping product. Although, somehow we doubt it'll be called "3D Polygon" when it gets released over here...

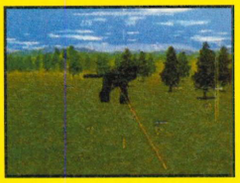


▲ It's tanks, innit. And shooting and stuff.





▲ It's like all those slick Mega-CD intros. Except these are ACTUAL gameshots.



▲ You can stomp all over the 3D game area, making for a very free blaster.

MR MIYAJI SPEAKS

The aforementioned Mr Miyaji is the programming genius behind this awesome game and he spoke to Famitsu Tsushin in Japan about his project.

Basically, the idea behind the game is that it's set in the near future, featuring super-realistic 3D blasting pitting the weapons of today against the destructive hardware of the future.

"Above all, we wanted to create a real world and this is what we concentrated on... Although this is a 3D shooting game where robots play the lead, I felt that there would be no great interest in fictitious robots fighting in a fictitious world. So, we set the year at 2015 AD - the near future - where weapons actually used now could appear."

TRUE REALISM

Mr Miyaji is proud of the graphical look of "3D Polygon". "I worked hard on presenting realistic visuals. If you look at the latest Hollywood films, you will understand this, but the ultimate in special techniques is how to make the CG [computer graphics] look as normal as possible... In Japan, there has been a desire to create special effects with CG which have a CG feel to them. Therefore, in this game, I wanted to use polygons and texturing to bring out the realism."

The result is an excellent looking blaster - the explosions in particular stand out as being both exciting and realistic.

THE GAMEPLAY

As well as awesome graphics, Game Arts have concentrated on providing some top-notch weaponry and strategic tactics.

"You can think of the robots as an animated "Gundam" - that is, a two-legged walking weapon, which can dash, jump and hover. In the game, you will enjoy the thrill of surrounding the retreating enemy tank, and attacking while trying to avoid the flying bullets... You can clear a total of eight stages, but not just with heavy-handed attacking. It's important to proceed in battle by predicting which way the enemy will go and lying in wait for him, or by securing the reinforcement centre. In addition, the situation changes when the parachute squad drops in, or the reinforcements appear... And so, the game becomes one with depth in which you have to make on-the-spot judgments as the circumstances change."

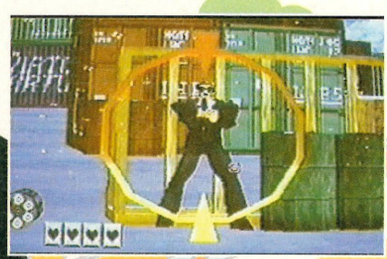
IS SATURN ANY GOOD?

Mr Miyaji has produced a technically excellent game for the Saturn, but how does he rate the machine?

"'It's a deep and interesting piece of hardware. It is strange to say that it is for pros, but I'm sure companies of an amateur ilk will not be able to master it... In a way, this game takes the Saturn to the limits, but I'm sure there are still many other ways to bring out its capabilities."

For some of those other ways, check out the other work-in-progress features this issue.

VIRTU CITY



▲ Blast the barrels!

VIRTUA COP

Despite the arrival of a new version of Saturn Virtua Cop at the Tokyo Toy Show, Sega of Japan have yet to release any new screenshots of their next big game.

However, new details of the project have emerged. The first level of the game (pictured) is virtually complete, and although the code is still provisional, AM2 are pretty happy with the result. The Virtua Cop team, headed up by producer Mr Isoya, are comparing their work frame-by-frame with the arcade machine. The programmers are now concentrating on the third, final level of the game. They hope to overcome all of the conversion problems by translating the most difficult parts of the coin-op first.

Sensible plan eh?

Apart from releasing the first pictures of the new Sega Saturn light gun, there's little more to report on Virtua Cop. However, we can reveal that like Virtua Fighter and Daytona USA, AM2 are planning to add Saturn-specific elements to the title. No firm details have been revealed by Mr Isoya or his team yet, but we'll keep you updated.

The coders have named late summer/early autumn as a tentative date for completion, so we should be seeing the final game get its Japanese release in September or October. A European release is currently slated shortly thereafter, so we should be playing the game on our UK Saturns by Christmas.

▲ The sights zooms in on the nearest target.

▲ Virtua Cop: ace!

UA

- VIRTUA FIGHTER 2 DEBUTS AT TOKYO TOY SHOW
- VIRTUA COP 30% COMPLETE
- YU SUZUKI REVEALS PLANS FOR VIRTUA FIGHTER 3
- DAYTONA UK TIME ATTACK COMPO LAUNCHED

▲ Shoot! Kill! Destroy!

VIRTUA CITY

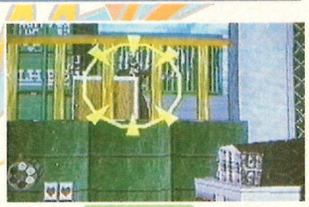
AM2

AM R&D DEPT. #2

THE GUN

Here's a picture of the Sega Saturn light gun. It's virtually identical to the Virtua Cop arcade guns, with the addition of a button on the barrel (presumably, that's the START button). The bad news is that over in the UK and the US, we're probably going to have to put up with a silly-looking blue or pink gun. Sorry, but it's the law - gun facsimiles that look sufficiently real are outlawed over here. Even if there is a long black lead coming out of the back of it.

▲ Blast 'em in the legs and watch the results.



▲ A meanie sprawls before you.

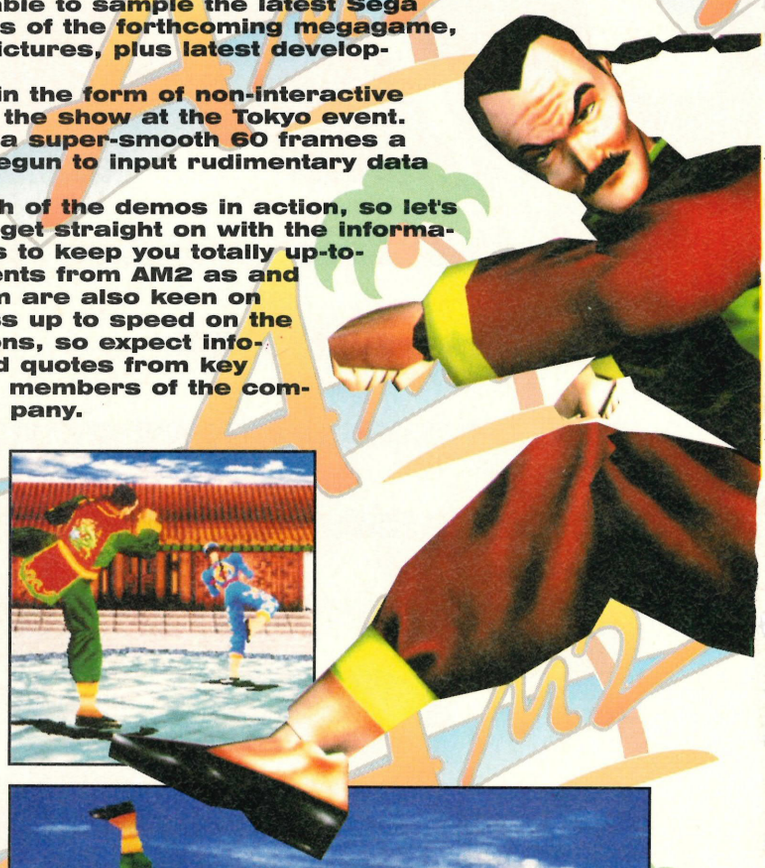
▲ The action zooms in on the targeted felon.

VIRTUA FIG

From June 1 to June 3, Japanese gamesplayers were able to sample the latest Sega Saturn wares, and were treated to three different demos of the forthcoming megagame, Virtua Fighter 2. SEGA MAGAZINE has the pictures, plus latest development news from Japan.

Although the game was only on display in the form of non-interactive demonstrations, VF2 stole the show at the Tokyo event. The 3D graphics ran at a super-smooth 60 frames a second, and AM2 had begun to input rudimentary data for the backgrounds.

We have pictures of each of the demos in action, so let's waste no more time and get straight on with the information. SEGA MAGAZINE aims to keep you totally up-to-date with latest developments from AM2 as and when they happen. The firm are also keen on keeping the Japanese press up to speed on the progress of their conversions, so expect info-packed quotes from key members of the company.



▲ **Lau also had his own demo, although it took place (oddly) on Jeffry's backdrop.**

▲ **Pai and Lau on-screen together - there is no slowdown whatsoever.**

PAI AND LAU ON-SCREEN TOGETHER

Two months ago, we revealed in SEGA MAGAZINE that AM2 had demos running of Pai and Lau performing their exercises on-screen together. No pictures had been released until the Toy Show.

AM2 stressed that this was still very early, with no data compression in place. Pai and Lau go through the motions, but only use a few techniques - the team are currently working on ways to cram in all 2,000 moves.

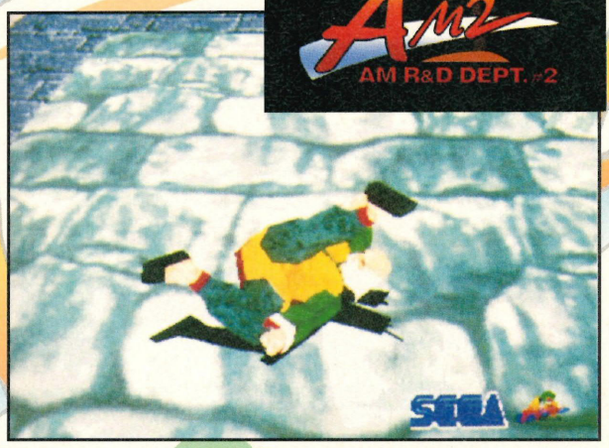
Basically, the point of this demo was to prove to assembled delegates (and Japanese gamers) that Sega Saturn certainly has the processing might to keep two fighters moving at the maximum speed of 60 frames a second.

The more eagle-eyed among you may notice that Pai looks slightly different to the previous demo shown in SEGA MAG. AM2 have cut down the amount of polygons, but refined the texture mapping to make her look even better.

HTER 2

VIRTUA CITY

AM2 AM R&D DEPT. #2



▲ More father/ daughter action from the Tokyo Toy Show demo.

▲ Shun Di: AM2 have perfectly reproduced his lurching, drunken style. VF2 is going to be an incredible game!

SHUN LURCHES ONTO SATURN

The comic, knockabout drunken activities of Uncle Albert lookalike Shun Di have been perfectly reproduced on Sega Saturn. The movements in this demo reflect the opening arcade intro perfectly, but why is there only one character on-screen?

"When the characters in Virtua Fighter 2 move, you should be able to tell them apart at a glance..." replied AM2. "We wanted the attention [at the Toy Show] to be given to each character individually."

LIONS PREYING MANTIS KUNG FU ON SATURN!

Shun and Lion's movements are considered totally alien to the rest of the characters' - hence some apprehension that they wouldn't be perfectly converted onto Saturn. The Toy Show demos put that rumour to rest. In this demo, Lion's somersaulting techniques and pointy-finger punches are again perfectly reproduced.

AM2 said, "With respect to Lion's movements, we chose the distinctive Mantis Fist [technique]. The camera was positioned to show off the face more - have a good look. There are few polygons, but we feel that Lion's features have been portrayed well."

▲ **Lion's distinctive combat techniques are well represented in this early demo. AM2 plan to incorporate every move, every combo and every special technique from the arcade game.**

VF2: MORE INFORMATION

Despite a very busy schedule, main programmer Keiji Okayasu fielded questions from Japanese gamers about the development of VF2 in leading Japanese publication, Sega Saturn Magazine. Toy Show attendees were suitably impressed with the stunning demos, but were these fighters indicative of what the actual game would be like?

"It's still at the development stage, so we hope to improve the quality, therefore we cannot automatically say that these characters will be the Saturn ones," replied Mr Okayasu. "The polygon count is lower than for Saturn VF1, but it will certainly be much better."

Virtua Cop appears to be proceeding far more quickly than VF2, which has led to some concern in Japan. "At present we've been making the Toy Show demos, but that doesn't mean that the actual Saturn operation has been stopped. We're doing the conversion while customising the SGL (Sega Graphics Library - the new OS) and using the SGL demo as a base. As many small streams converge to become one big river, we hope that the Toy Show SGL operation and the actual Saturn work will eventually merge together."

The team's big headache is still concerning cramming in all 2,000 techniques into the Saturn's memory. "We have started to look at how to condense the data and make the system for command input [from the joypad]. In the demo, data hasn't been condensed, so we could program it quickly, but one point now will be to develop rapid processing in order to bring out the compressed data. Once the input system and the data compression have been done, we can move the characters [with the joypad]."

Mr Okayasu is prepared to admit that work up until the Toy Show has been slow. "Recently, we've been making the US and PAL versions of Virtua Fighter, and so it's been difficult to get started on VF2, but finally we're taking off. We're working hard at it!"

WIN!

TONS OF PRIZES IN THE DAYTONA TIME ATTACK COMPETITION!

We don't want you to send any times just yet - we've still got to arrange prizes and you're going to need some time to practise any way. Stay tuned to next month's Virtua City, when we'll be printing qualifying times for each track (ie, if you can't match these, don't bother!) as well unveiling the full range of outstanding prizes. Hurrah!

So, reckon you're hot at Daytona USA then eh? Well, this competition is definitely for you.

Next month, we'll be revealing full details of the official SEGA MAG Time Attack competition, and we're now serving notice on you to get practising on the actual game. The ground rules of the competition are remarkably simple:

1. You must be racing in Time Lap mode - in the usual game, you can slipstream behind other cars to get extra speed. In our eyes, this is an unfair advantage!

2. You must be using the official UK release of Daytona USA on a UK Saturn. In converting to PAL, AM2 changed the time base of the game slightly, so sorry import owners - you can't enter this competition!

3. We're after both your best individual lap times at the moment.

4. You need to be racing on NORMAL level, not ENDURANCE or GRAND PRIX.

5. You will need to provide video footage of your activities in the form of the replay mode (yes, we will return all tapes - providing you send an SAE).

VIRTUA FIGHTER 3: YU SUZUKI SPEAKS

VIRTUA CITY
AM2
AM R&D DEPT. #2

Scheduled to appear before the end of the year is potentially the hottest AM2 arcade project to date: Virtua Fighter 3. Yu Suzuki has recently begun to talk about his plans for the game, and has revealed an enhanced version of arcade VF2 to Japanese journalists, which contains key ideas he plans to implement in the sequel. He's also gone on record with Japan's Sega Saturn Magazine (the leading title in the field) to present his views.

Mr Suzuki plans to base characters around a number of fighting techniques he's been investigating. "We're now looking at ten different techniques. Of course, we don't know yet which we will use, or which will still be too difficult, but we must use at least three or four new techniques to make it worthy to be called Virtua Fighter 3..."

The current enhanced version of VF2 runs on a Model Two board, but AM2 are investigating the use of new technology. "That's a possibility," admits Mr Suzuki. "Or there's the idea that we could become more familiar with Model Two and find out its hidden capacity. But with some of the techniques being researched now would be physically impossible with Model Two. Really, we'd like to do it with a new board."

There are also plans afoot for new characters. "We're looking at new characters along with the techniques," reveals Mr Suzuki. "We are not thinking deeply about male characters - maybe we'll just add one to the original line-up."

There has also been talk of a new Japanese female fighter - who doesn't tie her hair back! Realistic hair movement would be practically impossible for Model Two...

The big change so far for AM2 has been defining a new control system for Virtua Fighter 3. This has made its way into the prototype enhanced VF2. "Though at a quick glance it looks like VF2, the feeling of control is very direct and an expert would see there are fine differences. Of course, there are visual differences too, but I can't show you them yet!"

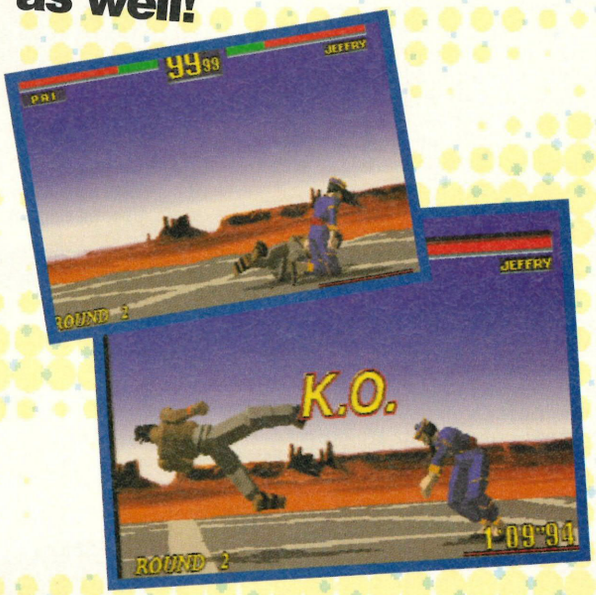
Mr Suzuki's own plans include spending more time with the new SGL OS for Sega Saturn. "Recently, I've been putting my energies into Saturn and so the arcade side has been powered down. Now that the capabilities of the new SGL OS (including that for ST-V development) have been brought out, I'd like to have a go in this field. Of course, there will still be many arcade games coming out!"

WIN

Yes, it's true - SEGA MAGAZINE is giving away an official UK Sega Saturn, complete with the killer games Virtua Fighter and Daytona USA. And we'll be very generous and chuck in Clockwork Knight and International Victory Goal as well!

As you can tell by the radical changes to SEGA MAGAZINE this month, we're firmly of the belief that Sega Saturn is going to revolutionise gaming as we know it. The Saturn titles shown at the Tokyo Toy Show looked set to revolutionise next generation gaming, with near arcade-perfect versions of Virtua Cop and Virtua Fighter 2 in development, along with a whole host of incredible-looking 3D titles.

This competition gives you the chance to join the revolution NOW! Well, when we've chosen the winner of this fine compo, any way.

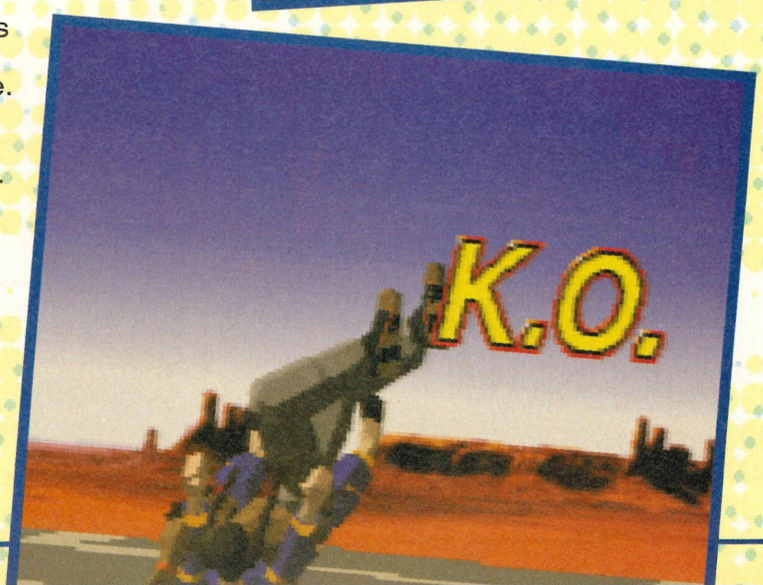


WHAT YOU MUST DO

Sega Saturn comes packaged with the best fighting game to date, Virtua Fighter. As you can see in the Virtua City section of the mag, Yu Suzuki is currently putting together plans for the third instalment of Virtua Fighter 3. New techniques and new characters are being planned as we speak.

What we want you to do is to come up with your own Virtua Fighter character, complete with a "history" along with descriptions of their fighting styles, special moves and suchlike. A drawing of their appearance would also be quite handy.

We don't really require you to be an artistic genius - what the judges are really looking for is imagination. Whether you're deadly serious about your fighter, or you've just created him/ her for a bit of a laugh - we don't care. If we're really impressed with your antics, we might even send them on over to AM2 in Japan. On the other hand, we might not.

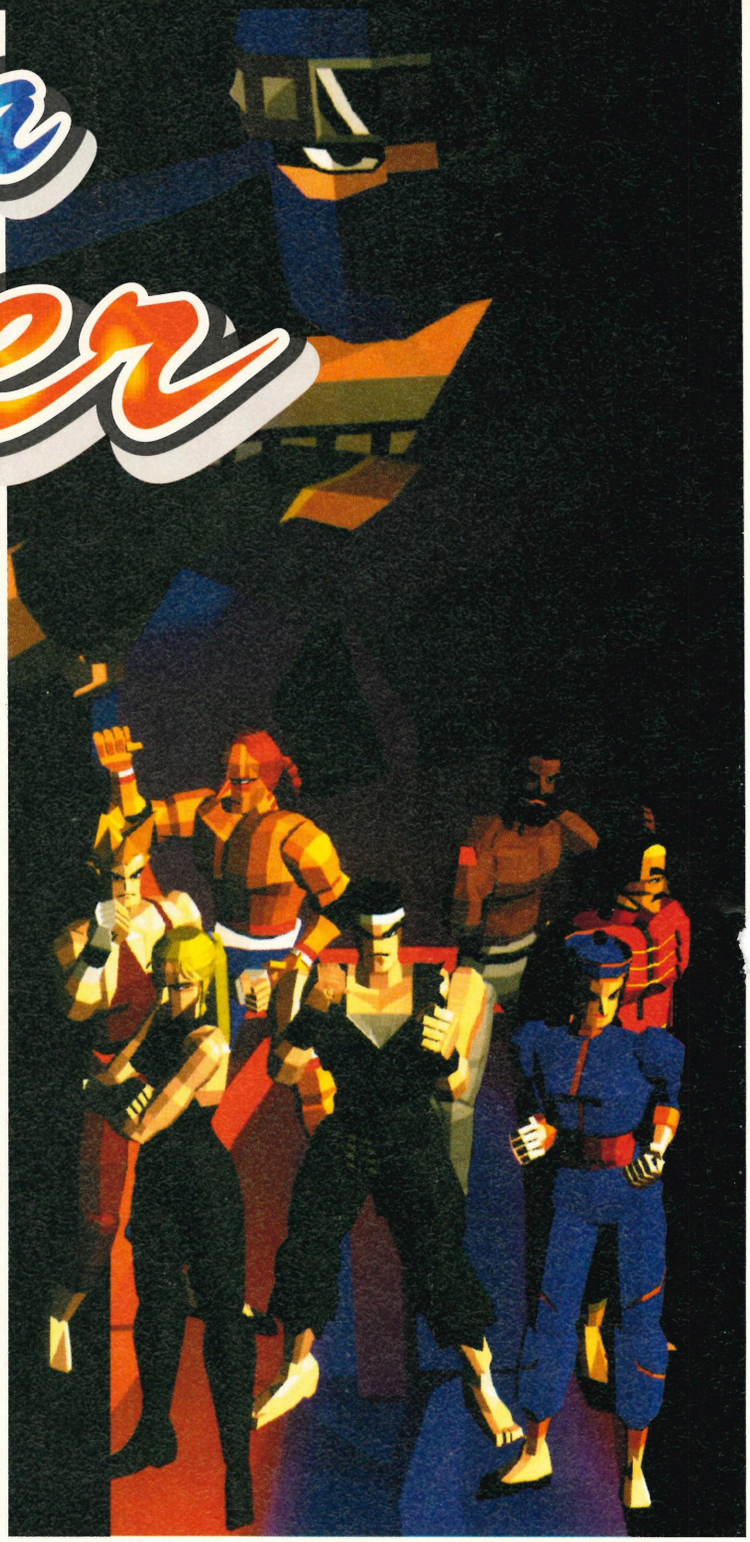


DATES AND ADDRESSES

The closing date for the competition is August 20, and the results of the compo (complete with the winning entry) will be printed in the October issue of SEGA MAGAZINE. Send your efforts to SOMEONE SATURN ME, SEGA MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

AN OFFICIAL SATURN WITH THE FIRST FOUR GAMES!

Virtua Fighter



The games central to the successful launch of Sega Saturn are undoubtedly the AM2 titles: Virtua Fighter and Daytona USA. Both are huge hits in the arcades with enviable followings - both are technical tour de forces and both are being used as yardsticks with which to judge the technical capacity of the new home machine.

Virtua Fighter is the closest conversion you could hope for, with every single frame of animation from the arcade machine crammed onto the CD, every move and combination attack successfully reproduced and what's more, it plays just as well too. The only differences between this game and the arcade version are small matters of detail, such as the loss of some polygons on the fighters, but because the movement is so faultless, it's extremely difficult to notice.

Although the basic game structure is little altered from Street Fighter II (in terms of rounds, energy bars and basic moves), AM2 have zeroed in on realism as the main gameplay foundation of Virtua Fighter. Blocking, counter-attacking, avoiding blows - it's a totally different experience to any other fighting game - and that includes the Playstation games Toh Shin Den and Tekken. Although both look nicer, neither of these titles is anywhere near as realistic and involving as Virtua Fighter - they are great games but both of them lack the audio/visual hit of a punch or kick really connecting (it's like comparing the feel of a blow hitting home in Street Fighter II to the significantly lamer Mortal Kombat). AM2 are the masters of refined gameplay and Virtua Fighter is an excellent example of their skills.

In launching the Saturn in the UK, Sega have changed the machine's innards slightly to work on our TV system (PAL) - which runs approximately 17.5 percent slower than the Japanese and US NTSC systems. PAL conversions are usually slower, with a letterbox border - not so Virtua Fighter. A full-screen display means that it looks exactly the same as the Japanese game, except that the irritating flicker and occasional jerkiness of the import title have been removed. What is noticeable is that the game has a slightly slower frame rate (because of our TV system) than both the Japanese game and arcade original, but after a while it becomes unnoticeable - although the timing on some combos is slower.

Lastability is the key issue with Virtua Fighter and it's here that the game really excels. Here at SEGA MAGAZINE, we've had the game since before the Japanese release last year and we're still playing it (almost exclusively in two-player mode). I can't remember this dedication to a game since we got the arcade version of Street Fighter II a few years ago. Personally, I would rank this game as the greatest home game ever - and I've put my money where my mouth is as well (I had an import Saturn on the Japanese launch day - just for this title). In fact, in terms of combat games in general, the only game I would rank higher than this is Virtua Fighter 2, but until that comes out, this remains my favourite game of all-time.

RICHARD LEADBETTER

SEGA

INFO

SEGA SATURN

BY:
SEGA

PRICE:
PACKED IN

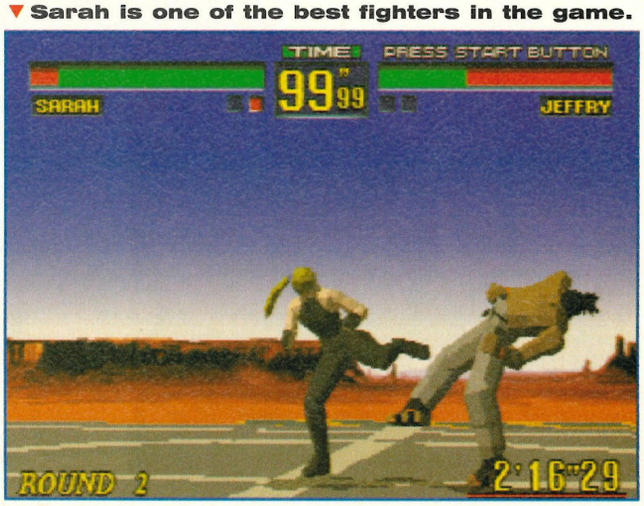
RELEASE:
OUT NOW

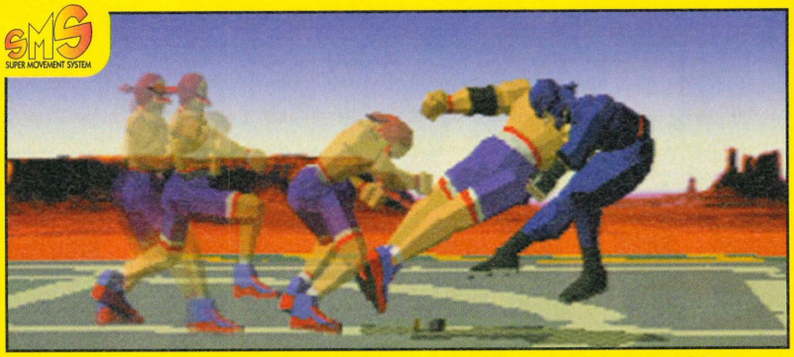
STYLE:
BEAT 'EM UP

PLAYERS:
1-2

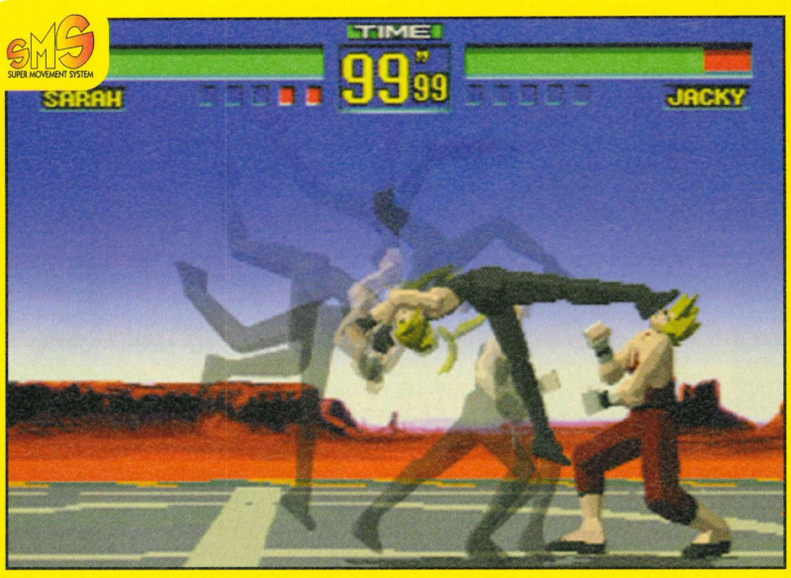
CONTINUES:
INFINITE/NONE

▼ **Sarah is one of the best fighters in the game.**



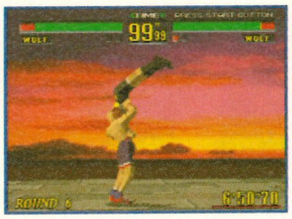


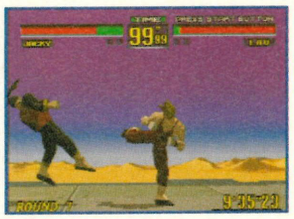
▲ It's the sheer realism in the animation that keeps Virtua Fighter ahead of the competition. AM2's game remains the most aurally outstanding as well, with a variety of delightfully exaggerated explosive sound effects included for the different hits. The combination of the sound and vision creates a truly excellent effect.



▲ The animation on Virtua Fighter is faultless, with an incredible level of realism in the motion and animation that hasn't been equalled on any other home system (only arcade Virtua Fighter 2 improves on it). Here, Sarah is performing her staple move - the kickflip - on a hapless Jacky.

▲ The winner poses show off the sheer level of detail in the Saturn conversion of Virtua Fighter. There are two poses per character.



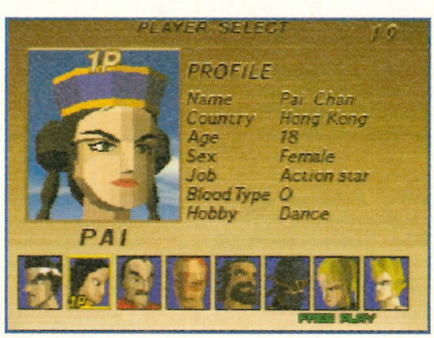


▲ Replays often provide the most spectacular on-screen action.

▲ Jeffry's macho finishing pose. He's quite hard, isn't he?

COMMENT TOM GUISE

Virtua Fighter may lack the PAL letterbox effect, but Sega have compromised by slowing the frame rate down a tad - so in effect, the game's no longer arcade-perfect. It takes a while to adjust to the new speed (if you're used to the arcade machine), but once you're over that, prepare yourself for what is the best arcade conversion I've ever played. Virtua FIghter combines the awesome 3D graphics with Street Fighter II's flexibility, resulting in a game that looks incredible and plays really well. Months after I first played it, I'm still regularly at the Saturn demanding some two-player action. It's just incredible to see how much there is in the game - even now I'm discovering new combinations and techniques. Until Virtua Fighter 2 comes out, this is the best fighting game money can buy.



▲ Virtua Fighter: the characters.

RATINGS

91 Presentation: An extremely polished product, with a decent range of excellent options (that is, options you're actually going to *use*).

94 Graphics: The 3D visuals are nigh-on arcade perfect, boasting some of the best 3D motion capture ever seen in a videogame.

96 Sound: The music remains the best on the Sega Saturn to date, and the stereo effects are absolutely brilliant, suiting the atmosphere perfectly.

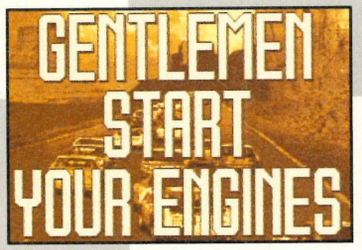
95 Challenge: Beating the computer is relatively easy - two-player action offers the most challenge.

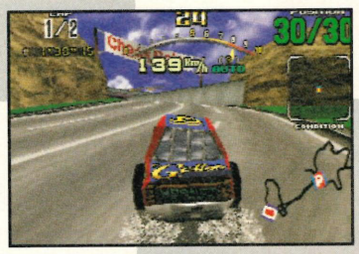
97 Playability: Cramming in so many moves, techniques and counter-attacks using just three buttons makes for ease-of-use and superb, instinctual control.

97 Lastability: Most of the title's lastability comes from the versatile two-player modes as well as learning about all the characters' moves.

97 Overall: Until Virtua Fighter 2 comes along, this game remains the greatest fighting experience you can buy for a home games system.

DAYTONA USA™





▲ Ooh, that's gotta hurt.

▲ It's that corner. Beware!

INFO

DAYTONA USA

SEGA SATURN

BY:
SEGA

PRICE:
£49.99

RELEASE:
OUT NOW

STYLE:
RACING

PLAYERS:
1

CONTINUES:
N/A

▲ Whilst other next generation road racers feature little in-game opposition, Daytona USA gives players plenty of competition. The beginner track features a total of 40 cars to race against. The artificial intelligence of your opponents is excellent - they'll dodge about and attempt to cut you up. They'll even collide with each other, producing some spectacular crashes.

▲ Saturn Mode features a total of ten different cars to control, along with a bonus two "vehicles" once the game is complete. You start with four cars to choose from, with two automobiles being added every time you complete a new track. Mirror mode is also selectable, which reflects absolutely everything - even the texture mapping on the cars.

The most technically astounding road racer of all-time is now available on the premiere next generation home videogames machine. The Sega Saturn conversion of Daytona USA manages to incorporate just about everything from the arcade version - all the speed, all the action and amazingly, just about all of the graphics as well.

The gameplay remains nigh-on identical to the arcade machine - with key additions included in an all-new Saturn Mode. This area of the game allows you to access more cars (each with different handling and speed capabilities), a mirror mode - and a surprise bonus once you've completed the game. Seemingly, Sega Saturn Daytona can do no wrong - and indeed, once you've spent a few minutes with the game, you are totally engrossed in the action. However, the conversion does have some shortcomings. For starters, the frame rate is a lot slower than the coin-op's (because of the high level of detail) and there are some problems with the 3D clipping routines - objects have a tendency to suddenly appear from nowhere. The biggest disappointment is the inclusion of borders. The original Japanese code wasn't full-screen and on a PAL system, the game almost looks as though it's a special widescreen edition. If you need a point of reference, look at the borders on Virtua Racing on Megadrive.

Probably the biggest regret I have about Daytona USA is the lack of machine-to-machine link-up two-player option. There have been hints from Japan of a graphically spruced-up version using the Virtua Fighter 2 3D operating system, which would boast multi-player action, but until there's any concrete news, we'll have to make do with this solo-player title.

However, as we said before, these shortcomings almost miraculously seem to disappear from your perception after a few minutes' play. This is down to the fact that AM2's gameplay savvy is without compare - the actual road racing action is very definitely the best available on home console. The realism of the gameplay mechanics is superb and the learning curve on the game is nigh-on perfect - your initial road-based fumblings later give way to some stunning power drift action and deft use of the manual gearbox.

The longer you play, the more you notice about the game. One you've completed it, the compulsion to beat your friends' times on each track becomes a point of obsession. Discovering short cuts and learning how to slipstream behind cars to gain more speed are just two factors that long-term players discover.

Yes, the graphics seem a tad flakey in places, but most importantly, Daytona USA feels almost perfect to play and does an extremely impressive job of emulating the coin-op - and in the end, that's the most important factor.

RICHARD LEADBETTER

SEGA

AM2 have managed to incorporate plenty of speed and tons of detail in this Daytona conversion. The amount of texture-mapping is phenomenal, with plenty of small features included that you're aren't likely to notice unless you chug around each track at five mph.

▲ **The 3D clipping is, on occasion, a tad dodgy.**

COMMENT TOM GUISE

Luckily, our monitors at SEGA MAG are capable of stretching the screen vertically, so we're able to get rid of the frankly intrusive PAL borders that have found their way into Daytona USA. Apparently, it was a toss-up between speed and the full-screen display, with AM2 opting for the former. The borders and the occasionally strange 3D clipping are the only disappointments with this conversion of Daytona USA. What really counts - the gameplay - has made its way onto Sega Saturn almost perfectly. No other racing game feels so good or so has so many hidden depths to it - it's also a title that has almost infinite possibilities for improvement. The Time Attack mode is excellent as well, and there was much competition in the office to get the best lap times on each track. As far as I'm concerned, AM2 have done it again - Daytona USA is a classic release.

RATINGS

87 Presentation: A little glitchy in places, but again AM2 excel with an options screen that actually has very useful options.

90 Graphics: Despite a little dodginess in the 3D department, the texture-mapped graphics look great and the movement and speed are excellent.

87 Sound: The sound effects are arcade perfect, but the karaoke-esque 'music' can prove extremely irritating at times.

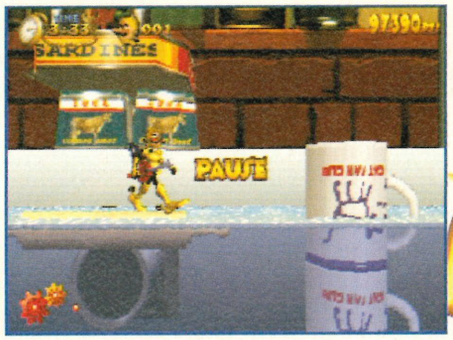
95 Challenge: Beating the game on ARCADE mode is a big cha SATURN mode is perhaps too easy - the extra ca ally diminish the game's lastability.

96 Playability: Daytona USA's play mechanics are the most advanced in a home racing game to date - the feel of the game is extraordinarily good.

94 Lastability: Competing against "friends" and getting the best times keeps you coming back to the machine for months after you've bought the game.

94 Overall: The small disappointments are forgivable owing to the superlative, unparalleled gameplay - Daytona USA is the greatest road racer, in gameplay terms, we've ever played.

CLOCK WORK KNIGHT



▲ Some nice 3D here...

▲ You can push and pull blocks.

▲ The bowling alley section is quite interesting.

INFO

SEGA SATURN

BY:
SEGA

PRICE:
£39.99

RELEASE:
OUT NOW

STYLE:
PLATFORM

PLAYERS:
1

CONTINUES:
EARNED

Clockwork Knight began life as a stunning Silicon Graphics demonstration which was shown to assembled delegates at the Winter CES Show at the beginning of 1994. And it looked totally stunning, with interactive 3D backdrops you could explore (like the forthcoming Bug) and some awesome zooming and scaling effects.

The actual Sega Saturn game is nowhere near as impressive. However, SGI or not, the graphics are actually very nice indeed. The 3D chipset inside the Saturn is used to turn mundane backdrops into stunningly animated ones that scroll past in full 3D. True, you might not be able to explore them at all (the action itself is 2D in the traditional platform way), but they sure look nice.

There are four basic levels to traverse, each split into three sub-levels (two large platform stages and one boss) and on the whole, the action is quite enjoyable, if totally unoriginal. The only time you actually feel as though you're playing a so-called Next Generation product is when you face up to one of the bosses - the monsters guarding the end of the second and fourth levels are graphically stunning.

Clockwork Knight looks great and moves really well, but where it really matters - in the gameplay department - it's ultimately unspectacular. The game's biggest problems lie in the fact that it's just too short a game. Yes, Sega have improved on the Japanese game by lessening the amount of lives and continues on offer, but the fact remains that there are only four different levels and when you're paying forty quid (that's a gargantuan ten quid a level) - particularly for a Sega Saturn product - that's just not enough game.

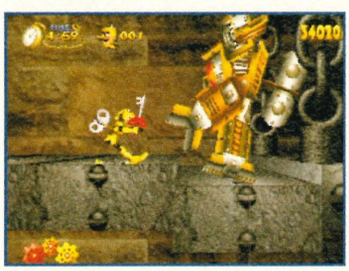
With Clockwork Knight 2 around the corner (which offers twice as many levels straight away), it is difficult to endorse the purchase of this. In fact, the potentially great Bug offers many, many more levels and more enjoyable gameplay and that's only a couple of months away. No, sorry Sega, but this just isn't worth the money.

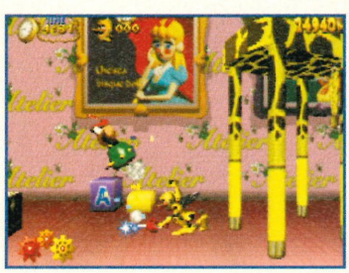
RICHARD LEADBETTER

SEGA

▲ The initial full-motion video sequence offers plenty of entertainment and really does create an air of expectation and atmosphere for the actual game. Between each level there are shorter FMV clips to enjoy, which account for this game's reasonably sized presentation mark over there on the right.

▲ Clockwork Knight might not offer spectacular gameplay, but the end-of-level confrontations with the bosses look stunning. The transformer boss on level two swoops in and out of the screen (watch the entire play area scale accordingly) before transforming into a robot and doing battle with the eponymous Clockwork Knight. The sound's great here too.





▲ Clockwork Knight is a visually impressive title.

COMMENT TOM GUISE

I first greeted Clockwork Knight with a fair degree of enthusiasm - the graphics are great and the full-motion video introduction really builds the game up well. Despite offering little in the way of original features, Clockwork Knight is not without its jaw-droppingly superb sections - the bosses in particular are absolutely fantastic. Each level also has plenty of depth, with many secret passages to discover (in the style of Donkey Kong Country, oddly enough). But I have to agree with Richard in that the game just does not offer enough value for money - fun it may be, but four levels offers very little lastability and you've really got to expect more for your £39.99 - particularly with Sega Saturn software.

▲ The Saturn's sprite-warping capabilities in full effect.

RATINGS

80 Presentation: The Silicon Graphics sourced intro FMV sequences look astoundingly good and makes for some top notch presentation.

81 Graphics: Pleasant, although not overly spectacular to look at, although the scrolling and 3D bits aren't bad at all. The bosses are rather excellent too.

78 Sound: Cutesy music and average effects abound during this particular adventure. Nothing to write home about.

60 Challenge: Sega have toughened the game up a bit, but it's still hardly super-challenging.

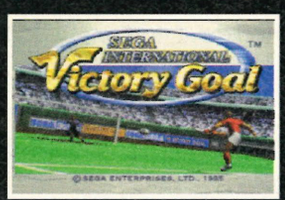
74 Playability: A bit slow and ponderous compared to other platformers on lesser systems, but initially quite enjoyable regardless...

65 Lastability: There are only four levels, meaning that you're probably going to see the entire game the same day you bought it.

70 Overall: Nice to look at and enjoyable to play, but much, much, much too short with a savagely short life-span. Wait for something better to come along.

SEGA INTERNATIONAL Victory Goal

INFO



SEGA SATURN

BY:
SEGA

PRICE:
£49.99

RELEASE:
OUT NOW

STYLE:
SPORTS

PLAYERS:
1-2

CONTINUES:
N/A

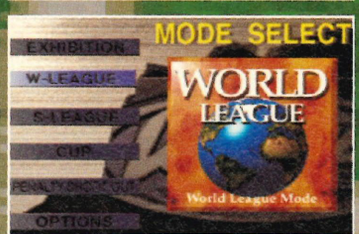
Just like Clockwork Knight, this game was first revealed to the world at the Winter CES show in 1994 and took the form of a workstation demo that showed some pretty stunning soccer-related action. Unlike Clockwork Knight, the finished title looks very similar to the demo, and indeed, in terms of look, it's quite difficult to fault International Victory Goal.

Graphically speaking, the game does a nice job of portraying the footie action, with multiple viewpoints, some stunning 3D zooming and suchlike and a pitch that's far more detailed and impressive than anything you'd have seen on your Megadrive. It's also smoother than the only game you can really compare it to - 3DO FIFA Soccer. But in terms of gameplay, International Victory Goal is years behind the competition. About five years in fact. You see, it was five years ago that soccer sims first evolved into the finely tuned, superlative simulations that they are today - Anco's Kick Off introduced aspects such as aftertouch (curving the ball) and actually dribbling the ball (rather than running along with it "stuck" to your toe). If it wasn't for Kick Off, Sensi and FIFA wouldn't be half as good as they are, and indeed, International Victory Goal isn't half as good as it could've been. None of those two gameplay innovations are in the game (the loss of aftertouch is a considerable disappointment), making for a game with a supreme lack of depth. This means it's quick to master and ultimately unsatisfactory.

Sega think that there some people out there who will love Victory Goal because it looks so nice and plays pretty well. Whilst I agree with this up to a point, I don't think that particularly means that I should mark the game up by much, because it's patently obvious that playing Sensi or FIFA on 16-bit is a far preferable option to soccer enthusiasts, who like me, will bemoan IVG's lack of options, inflexible gameplay and horribly inappropriate music. And I have this sneaky suspicion that it's the die-hard gamers who will own a Sega Saturn.

With FIFA '96 on its way, and a conversion of AM2's Virtua Striker virtually guaranteed to arrive on Saturn, I would recommend that International Victory Goal be left on the shelves unless you're an undemanding games player after a nice-looking, but gameplay-challenged soccer simulation.

RICHARD LEADBETTER



▲ **The 32-bit versions of FIFA are bound to be the yardstick which International Victory Goal is compared with. Whilst graphically smoother and quite impressive, it lacks the atmosphere of FIFA and the amount of animation on the players isn't that astounding either.**

COMMENT TOM GUISE

Victory Goal may look impressive on the first couple of goes, but when you actually get down to playing it, you'll find it's a lot less solid than some Megadrive football games. The basic football moves are really simple to pull off, but it doesn't feel like you're completely in control of your characters. Plus, they never seem to be in the right place at the right time – the players' logic is all over the place.

This probably won't worry gamers who aren't too bothered about football, but for everyone else, the action will just seem to shallow. As Richard said, anyone who cares about football at all will be waiting for FIFA '96. Well, that's what I'll be doing anyway.

▲ **Nice graphics, shame about the game.**

▲ **FIFA and Sensi excelled on 16-bit because of the huge amounts of options on offer. This offered virtually unlimited scope for two-player confrontations, boosting the lastability to stratospheric levels. In this regard, International Victory Goal is lacking, with a severe lack of tweakable options and some quite ridiculous formation options.**

▲ **Well, go on then.**

RATINGS

70 Presentation: A nicely presented title with a great intro, but the range of options is vastly inferior to the latest Megadrive soccer games.

78 Graphics: Although some of the sprites look a bit sad, the pitch is super-smooth and looks quite spectacular.

75 Sound: The usual array of effects, coupled with some totally inappropriate soft rock music, which, thankfully, can be silenced.

69 Challenge: The tournaments and suchlike offer some challenge...

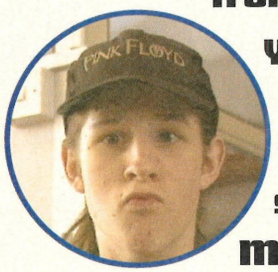
68 Playability: Nowhere near as sophisticated or as playable as Megadrive Sensi or FIFA, but quite enjoyable in a limited fashion.

74 Lastability: ... But the game's lastability is linked to the two-player option, which offers a lot more fun than playing against the CPU.

71 Overall: Undemanding sports fans will probably like this - the rest of us will wait for FIFA '96 and rightly so.

MEGA DR

Tips galore this month readers, due to the fact that I managed to unearth a secret cache of post from the year 1905. A great year, a year when men wore handlebar moustaches, women wore huge dresses and children wore sailor suits. The good old days when the Mega Drive was first invented, the most popular game of the time being Raw Gentlemens' Wrestling 2. They may be old tips but they've stood up to the test of time remarkably well. If you've inherited any other tipping knowledge then send it to me, Edward Arrdvark Lomestone jnr the 3rd, at: TIPS MANSION, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, EC1R 3AU. Well done chaps, keep up the good work.



TIPS

TOUGHMAN CONTEST

To use these great secret codes, select "Restore from Password" from the "Game Setup" screen and enter the code of your choice. "Cha Ching!" will appear at the bottom of the screen and "It's in the game!" will be heard to let you know it has worked. Press B to start the game and you're away.

Infinite Energy -MAXX
Infinite Time - 2LT
14 Special Punches - MRBUCKEYE
Headless Opponent - RUBE
Shadow Opponent - FQSTER
Short Opponent - WEASEL
Hard Opponent - SUPERG
Glowing Opponent - NUCLEAR
Double Speed - HYPER

WWF RAW

This is another game that appears in the tips section regularly now with lots of hidden bits in there. The very helpful Brian, Eric and Allan Park from Paisley in Scotland sent these in and we thank them lots for doing so.

To change any character's attributes, choose your game mode as usual and on the player select screen highlight your character then press B to view their stats. Then press the corresponding buttons listed here at the same time (you can press and hold them one by one). Arrows will appear by the points bars and by decreasing the points in one area, you can add them to another. If you want to cheat, you can do this to a computer opponent and put everything to 1.

Brett Hart - Down/Left + Start
Undertaker - Right + Start + A
Luna Vachon - Up/Right + C
Bam Bam Bigelow - A + C + Start
Razor Ramon - A + C + Left
Lex Luger - Down/Right + Start
1-2-3 Kid - Up/Left + Start + C
Doink - A + C + Left + Start
Diesel - Down + A + C + Start
Shawn Michaels - Down/Left + A + C
Owen Hart - Up + A + C + Start
Yokozuna - Up + A + C

Another tip is that it is possible to select the same wrestler twice in one fight. On the player select screen, highlight a character who has already been chosen once and hold Up and A then press C. This works in all modes except one-player Royal Rumble and it is only possible to get two characters the same.

RIVE

ROAD RASH 3

Our one, last minute tip in issue 19 just wasn't enough for you rashers out there was it? To get these working, spell out the words on the title screen using A, B, and C as well as the directions: U = Up, D = Down, L = Left, R = Right on a controller in the second port.
ABRACADABRA - A choice of all bikes, lots of money and weapons
BLUR - Gives you the super bike revealed in issue 17
CLUB - Club, nunchuckas, chain, $1,100, and you start on a later level
RAD - Turns you into a potato pod man. And gives you weapons and tough enemies
ACLU - Start on level 2 with a nitro bike, more money and the ability to steal other bikes
We know that there are more to come and we'll print them when we get them.

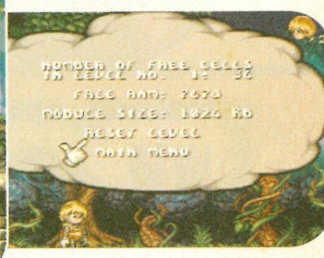
RISTAR

To get a special "Boss Rush" mode where you are timed on how quickly you can beat just the bosses enter the password MUSEUM.
To get a level select, enter the password ILOVEU without gaps between letters.
To get a "Time Attack" mode where you have to complete the levels as quickly as possible use the password DOFEEL.
To get "Onchi System" with odd options enter MAGURO.
Thanks to Allen White from Darlington, Co. Durham for those.

FLINK

When playing, press and hold Down and then Start as well. Keep holding Start but let go of Down and then press Right, Right, Right, Left, Left, Left,, Right, Right, Left, Left, Right, Left and a cheat option will appear. Select it to get the cheat screen and choose to restart the level. When you restart you have all scrolls, all spells, 50 keys and 50 of each spell ingredient. That cheat and these spell combinations are from Vince Lambert from Spalding, Lincs.

SPELL	INGREDIENTS
Platform	Feather, Eye, Feather
Shield	Diamond Ring, Tear, Gold Ring
Demon	Gold Ring, Mirror, Necklace
Spirit Bomb	Feather, Gold Ring, Leaf
Lightning	Diamond Ring, Feather, Diamond Ring
Quick Grow	Leaf, Feather, Silver Ring
Dust Devil	Left, Silver Ring, Feather
Shrink Spell	Mirror, Necklace, Amulet
Ghost	Skull, Tooth, Root



SKELETON KREW

To cheat your way onto any level, pause the game and, using the controller, spell out CULLBARDCLUB. The screen will flash and you can jump to other levels by holding A and pressing Right to move up a level and Left to move down one.

BOOGERMAN

When you are playing and have run out of snot or fart gas, use this cheat from Lee McLaren from Denton, Manchester. Pause the game and press Up, Down, Left, Right, C, B, A and you will go back to the start of the level with maximum gas and snot.

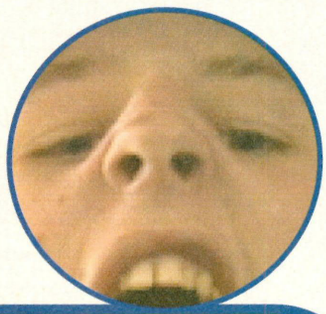
BALLZ

Philip Graham from Carlisle, P. Charles from Weston-super-Mare and Chris Needham from Dinnington have all written in to say that the cheat from issue 18 (highlight "1 Player" and press A nine times) gives you a super fast two player mode. Thanks lads.

MEGA DRIVE

SKITCHIN'

Bazmaz from Crewe says that if you let your man stand still at the start of a race for 17 minutes, his clothes fall off. Haven't tried it myself...



BLOODSHOT

Many cheats for you to use when the game is paused.

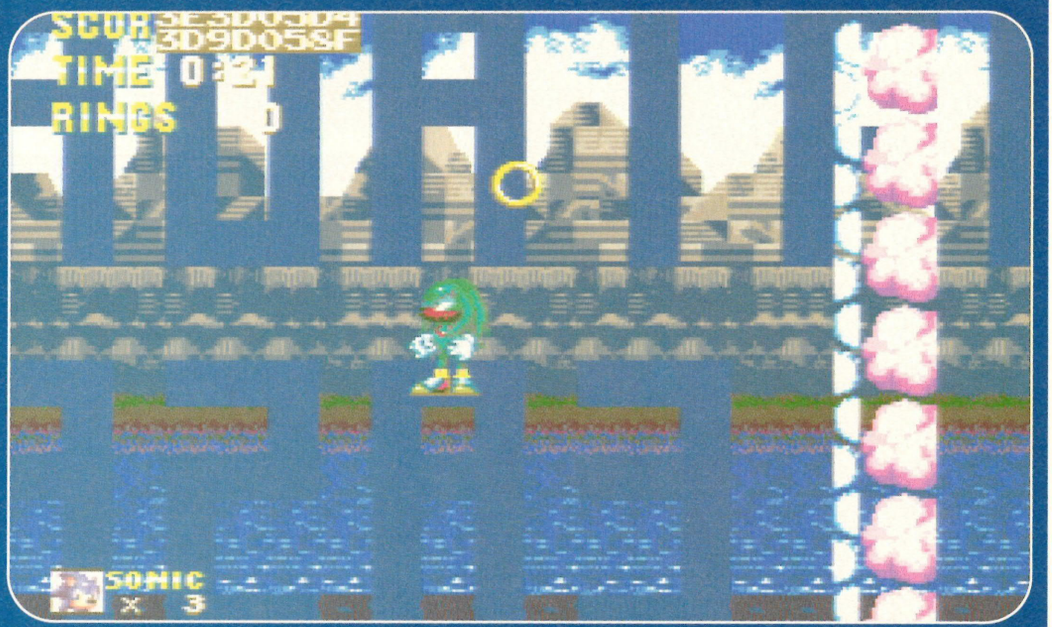
Skip to the next level - Up, A, Up, A, A, Down
Get yellow key - Up, Up, B, C, Down, Down
Get red key - Down, Down, B, C, Up, Up
Maximum ammo - B, B, B, Right, Down, Left
Maximum Oxygen - C, C, B, A, Down, Down
Combat Launcher - Up, Right, Down, Left, Up, Right
Rapid Pulse - C, Up, Up, Right, Right, A
Lock-on Rifle - A, A, Left, Right, Left, Right
Tribolt Multi - A, A, A, Right, A, Right
Plasma Cannon - Left, B, C, Down, Down, Right
Ricochet Deflector - Left, Right, C, A, B, Right
Plasma Rifle - Up, B, Up, A, B, B
Grenade Launcher - Up, Down, Up, Right, B, C

GENERATIONS LOST

These codes are from Vince Lambert in Spalding, Lancs again.
The Temple - AGES
Generator Room - DUTU
Security Sector - WARM

TIPS

SONIC AND RANKLES



Cast your minds back, if you will, to issue 11 of SEGA MAGAZINE where we ran a competition in which we asked you to find Rankles the green otter with sparkly ankles hidden in Sonic and Knuckles. The first person to do so would receive a massive ONE MILLION POUNDS! Rankles turned out to be one of Tom Guise's many imaginary friends and isn't really in the game at all but some people refused to believe this. Recently, we got a letter from Peter Withey and Daniel Lennard from Malvern in Worcestershire telling us that Rankles the Otter DID in fact exist and sent in photographic evidence of him in Sonic 3. Here we can see their original photos of Rankles (just about) and, following their complicated description to finding him, our pictures. Sadly, we have to tell you that they can't have the one million pounds because, as you can see from our pictures, the mystery character hasn't got sparkly ankles and therefore cannot be Rankles and is actually just Knuckles underwater.

If you want to see this for yourself, load up Sonic 3 and use the level select (Up, Up, Down, Down, Up, Up, Up, Up on the SEGA screen). Highlight "Marble Garden" zone act 2 and hold A then press Start. Play the level through to the lamppost just before the boss and then pause and press A. You will go back to the level select screen where you should highlight "Launch Base" zone act 2. Hold A and press Start to begin the level and press B when you appear to turn into a ring. Move Sonic upwards and, going past some strange writing in the background, you'll come across the green Knuckles who is definitely NOT Rankles.

MEGA DRIVE 32X

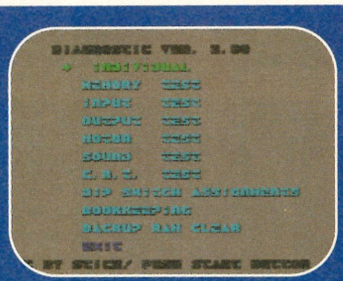
STAR WARS ARCADE

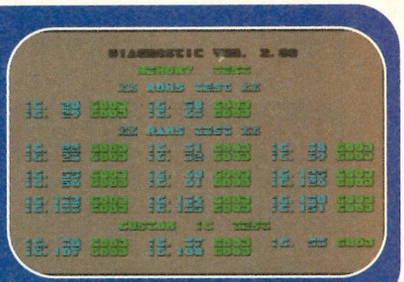
Apologies to those who couldn't get the cheat in issue 18 to work but I'm afraid that you need a 6 button pad to be able to pause the game and enter the cheats. We didn't realise that some people still haven't got one of the lovely things. Anyway, use your 6 button pad to pause the game and try these cheats out.

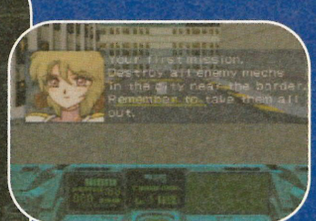
To reset the time - Left, Down, A, C, Down, Up
To get a sound test - Up, Right, Left, A, Down, C

AFTERBURNER

When the SEGA logo appears at the start, press A, C and Start on controller 2 and you'll hear a noise. On the title screen press A, B, C and Start on controller 1 to make the arcade test screen appear with all sorts of options which are of no use to you.







METAL HEAD

Before turning your 32X on press and hold A, B, C and Start and turn the machine on. Keep the buttons held until the title screen appears and then go to the options screen. Choose the commander select option and you can get a new commander graphic in Anime style (who is a little girl, strangely). Thanks to Robert Jacob from Eastleigh, Hants. for that one.

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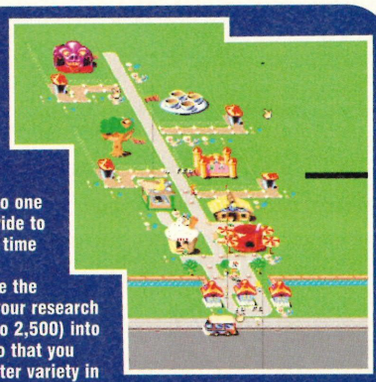
THEME PARK

Everyone loves a good theme park – especially those who value vomiting and nose bleeds – and now, judging by the sales figures, everyone seems to love playing Theme Park. Manager of 'Pink Floyd Land', Ed Lomas, will help any struggling managers to get their park off to a bit of a better start.

TIPS

RIDES



Put in as many different rides as possible, because the more rides featured in your park, the more you can charge for your tickets — and get away with it! Put the price up a little bit every time you add a new ride, but keep an eye on how many people are actually coming into your park to gauge the reaction to the increases.

Try to force people onto your rides by putting the entrance to one ride by the exit of another. This way the customers go from ride to ride and don't have time to get bored.

Try to allocate the majority of your research money (up to 2,500) into new rides so that you have a greater variety in your park.

As your rides get older, they'll start to break down more often. If you can afford it, replace an old ride with a completely new version, but if you're short of cash, place one of your mechanics near the ride permanently so that he can fix it straight away. Try to avoid letting rides get so old that they explode because they leave the ground rocky and impossible to use (oh yeah, and kill innocent punters!)

Make queues about five or six squares long to begin with and if you then find that the ride is becoming more popular, make the queue longer (where would you be without these incredible tips?) If people are getting bored waiting for a ride, place entertainers by the queues or shorten the ride time. Or tell them to shut up and stop complaining.

TRACK RIDES

Track rides (roller-coasters, tubing rides, cars, etc.) are generally very expensive, but are also very popular. Build these as soon as possible and increase your ticket prices.

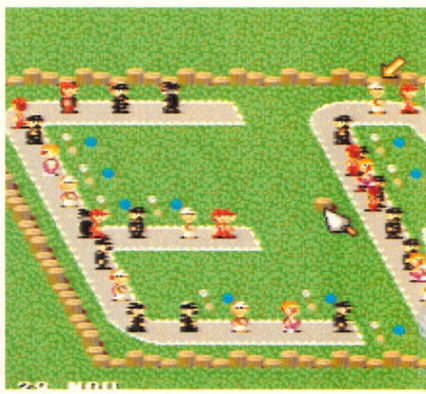
When laying out a racing car track, remember that unlike the roller-coaster or tubing rides, it cannot be crossed by paths

If a ride is proving unpopular, speed it up a bit and you'll encourage more 'death wish' nutters.

Having said that, don't make your general track rides too fast or twisty or you'll find people flying off it, which can (strangely) ruin your safety record. A fast ride is also more likely to break down frequently.

It may be good fun making a really long ride but it can also be unnecessary and expensive. Certainly you can build one long or tall enough to get you the award for longest and tallest ride — thus drawing people to your park — but don't waste valuable money.

A monorail is fairly popular with the older folks, but by the time you can afford one, you've normally run out of space. If you really want the ride, leave gaps when building your park so that you have space on the edges for one later.



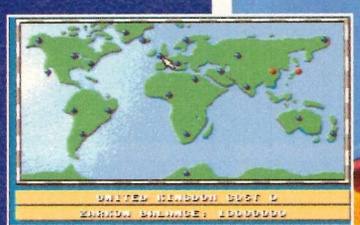
CHEAT

If you can't be bothered to put in any effort at all, try this cheat for size. Start a new game and enter your name as "ZARKON" and you'll get 10,000,000 in cash and a hefty (but incomplete I'm afraid) choice of rides and shops. It really is that simple.

FIRST OF ALL...

If you start the game with a loan, make sure you pay it off before the end of your tax free period otherwise you'll have to start paying interest on it. (No. You don't say.)

The first thing you should do is open your park (again, a truly inspired tip.) Now this may sound a strange thing to do so early on, what with it being completely empty and everything, but it means that some truly stupid people will pay to go in and then leave instantly rather than just hanging around outside before getting the bus home. Yes, people this dumb do exist.



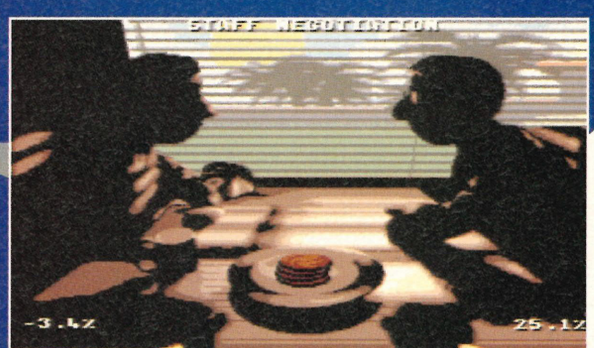
When you're initially building your park up, it makes sense to slow the game down so that it doesn't take you a year just to lay the queuing lines to a single bouncy castle.

Don't try to build a massive park straight away. It's much better to stick with cheap, simple rides that make small-but-sure amounts of cash as you go. As the dosh becomes available, spend time building your park up gradually and you should be quite successful.

NEGOTIATIONS

Negotiating is a very important part of the game, whether you're negotiating pay rises or stock prices. When negotiating, move your hand slightly nearer to the other hand and let them move a bit to you, then move a bit further... and so on. If you don't move your hand or you move away, the other hand will also move back, costing you negotiating time and money. By edging forward very slightly and then making a big jump at the last minute, you can avoid having to give pay increases of 45 percent each year.

Ensure you make an agreement before your biscuits run out — even if it costs a lot — or your staff will strike. This keeps people out of your park for a while and in the end you will have to pay even more to get your staff back to work.



STAFF

Employ a guard as soon as you open your park and place him by the entrance. As you can afford it and as your park gets bigger, add a few more to keep unwanted elements away (what, like mercury and zinc?) and to make people feel safer about coming into your park.

When you've built your first food shop and litter has started appearing on the floor, employ your first handyman. As you get more shops and more customers, employ more to control the mess. Keep some spare fellas walking around the park, cleaning up as they go, with others in fixed locations cleaning ride exits and shops. Check your lists to see which handymen aren't currently working. These could be lost and should be placed where they have something new to do. Handymen placed on the grass automatically mow it, keeping your park all nice and green.

As soon as your first ride begins to smoke, employ a mechanic. Initially, keep a mechanic to ride ratio of about 1:4 until you can afford more. Mechanics are very slow at getting to broken rides so if you spot your ride smoking, pick a mechanic up and 'carry' him to it.

Get an entertainer when you start your park and put him by the entrance. He'll cheer everyone up on the way in and discourage them from leaving. Put an entertainer by any long ride queues to keep them waiting when they get bored.

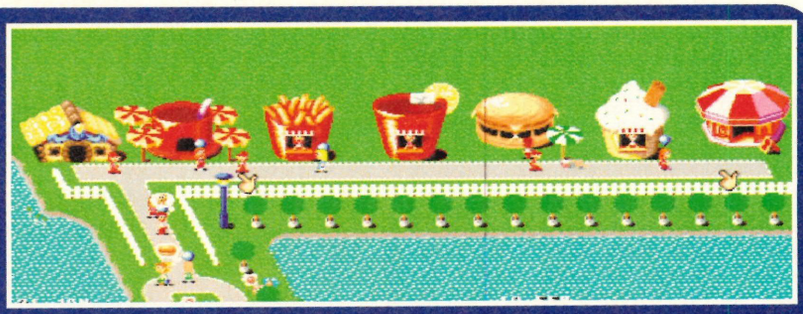
SHOPS

Put the price of food and drink by about 50 percent, and then double the stock price. If the litter starts building up, this is a pretty good signal to increase prices.

When you buy a new and popular food shop, it makes sense to have a handyman patrolling the front, just to quickly clear up any litter or vomit.

Put a coffee shop right at the start of your park and set the caffeine level up to maximum. If that doesn't get the people moving around the rides quickly, nothing will. Aha ha!

To sell extra food and drink, place the shops in a row near the entrance so that everyone entering the park has to pass by all of them. They will stop at nearly every shop, buying something on the way. Don't put any extra fat in the burgers though, or you'll end up with thick chunder all over your lovely rides. Also, a balloon shop near the start will cheer people up, and do pretty good business to boot.



You can also place shops outside the entrance to make money from everyone before they enter the park. This is helpful if you've run out of space inside.

In the summer, you can get away with putting extra ice in the cola because people want cooling down. This is a nice little earner as you don't use up as much drink stock. Damn realistic too!

If the number of people coming to your park and buying stuff is low, drop your ticket and shop prices for a while. This encourages people back into the park, and once you've got a full house, you can put the prices back up.

The moment a group of people start complaining of hunger and thirst, build food and drink shops in the areas. You'll make more money this way than placing them where no-one cares. (A truly remarkable insight.)

STALLS

Place stalls like the Duck Shoot between major rides so that customers pass them and will consider having a go. Don't make the prize too small or people will avoid the stall.

Keep an eye on your bank statement to see how often prizes are being won. If you're losing lots of money through this, reduce the odds slightly.

Don't have more than two of the same stall in your park because people will only try each game once and then ignore the second stall they see.

SCENERY

Don't place too many big trees or lakes around your park or you'll waste valuable space. Use just enough decoration to fill any small gaps and to keep you at the top of the 'Most Pleasant' charts.

Use fences to keep people from walking onto the grass, otherwise they'll wander off lost for ages. Place fences along the sides of paths to stop customers cutting corners and missing out rides.

TOILETS

Don't put toilets near food shops because the smell will make people hurl. Position them near the edges of the park, surrounded by trees so that they're not too noticeable. If you see customers with toilet signs above their heads, build more near the centre of the park. Always have a handyman patrolling the toilet to keep it clean. Also, get rid of outhouses and upgrade to super-loos as soon as you can to control nasty odours.

LAYOUT

The best way to make pots of cash is to force people from one ride or shop to another by putting things along one path. Set it up so that people eat their fill by walking past lots of food shops and then, after leaving the first ride, they walk past the queue for the next ride. This keeps everyone happy and encourages more people to come to your park.

Don't spread your park out too much. Having long paths between rides leaves people bored, so put small stalls or shops along the way.

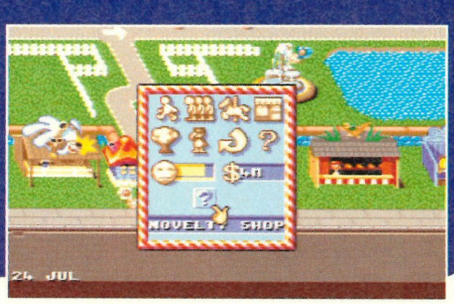
Use fences and signs to help people find their way around, otherwise you'll find lost customers getting bored and leaving the park.

ROCKS

Don't let your rides get so old that they explode or you'll be left with a patch of land covered in little rocks, making it impossible to build rides there. (Yes. As I think you mentioned earlier. Are you by any chance being paid on a 'pence per the word' basis?)

WATER

This big lake is just here to fill a gap being saved for when the monorail becomes available. Use some nice scenery to fill a gap as it keeps the people from wandering and also improves your park's 'pleasant' rating.



SEGA MAGAZINE

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

MINI-QUESTIONNAIRE WIN AN OFFICIAL SEGA SATURN!

Hello sir!
It's not all writing and playing games here at SEGA MAGAZINE you know. A great deal of our time is spent questioning our very existence in the consoles field - are we doing "the right thing" in pursuing all of this "next generation" stuff or are you just concerned about Master System and Game Gear products? Honestly, we want to know - and to make you fill in this fine questionnaire, we have a fine OFFICIAL PAL Sega Saturn up for grabs. Oh yes.
Just imagine - you could be playing Virtua Fighter on a top-notch £400 machine that only cost you the price of a stamp! Instant popularity! Instant appeal to the opposite sex! It could all be yours! On August 20, we'll be picking out one lucky winner who'll get the Saturn.

1. Are you:

Male ❑ Female ❑

2. How old are you?

3. Are you:

At school ❑
At college ❑
At university ❑
In part-time employment ❑
In full-time employment ❑

4. Which of the following do you own or have access to?

	Own	Have access to
Megadrive	❑	❑
Mega-CD	❑	❑
32X	❑	❑
Game Gear	❑	❑
Saturn	❑	❑
Super NES	❑	❑
Game Boy	❑	❑
Sony PlayStation	❑	❑
Atari Jaguar	❑	❑
3DO	❑	❑
PC	❑	❑
PC CD-ROM	❑	❑
CDi	❑	❑

5. How much money do you spend on games a month?

£0-9 ❑
£10-20 ❑
£21-30 ❑
£31-40 ❑
£41-50 ❑
£51-60 ❑
More than £61 ❑

6. What was the last game you bought?

7. What machine do you plan to buy next?

32X ❑
Game Gear ❑
Saturn ❑
Super NES ❑
Game Boy ❑
Sony PlayStation ❑
Atari Jaguar ❑
3DO ❑
PC ❑
PC CD-ROM ❑
CDi ❑
Other (please state)

8. When are you planning to buy it?

1-3 months ❑
4-6 months ❑
7-9 months ❑
10-12 months ❑
Over 12 months ❑
Never ❑

9. If you are entering the 'Next Generation', how much do you expect it to cost?

£0-199 ❑
£200-399 ❑
£400+ ❑

10. If you intend to buy a Saturn as opposed to a PlayStation, what made you decide?

Better than PlayStation ❑
Better games than PlayStation ❑
Think there'll be more games for it ❑
I'll be getting a PlayStation ❑

11. How much do you expect to pay for games?

£0-20 ❑
£21-40 ❑
£41+ ❑

12. What do you think of the quality of Saturn games so far?

Very good ❑
Good ❑
Average ❑
Poor ❑
Dire ❑

13. How do you think the Saturn compares to:

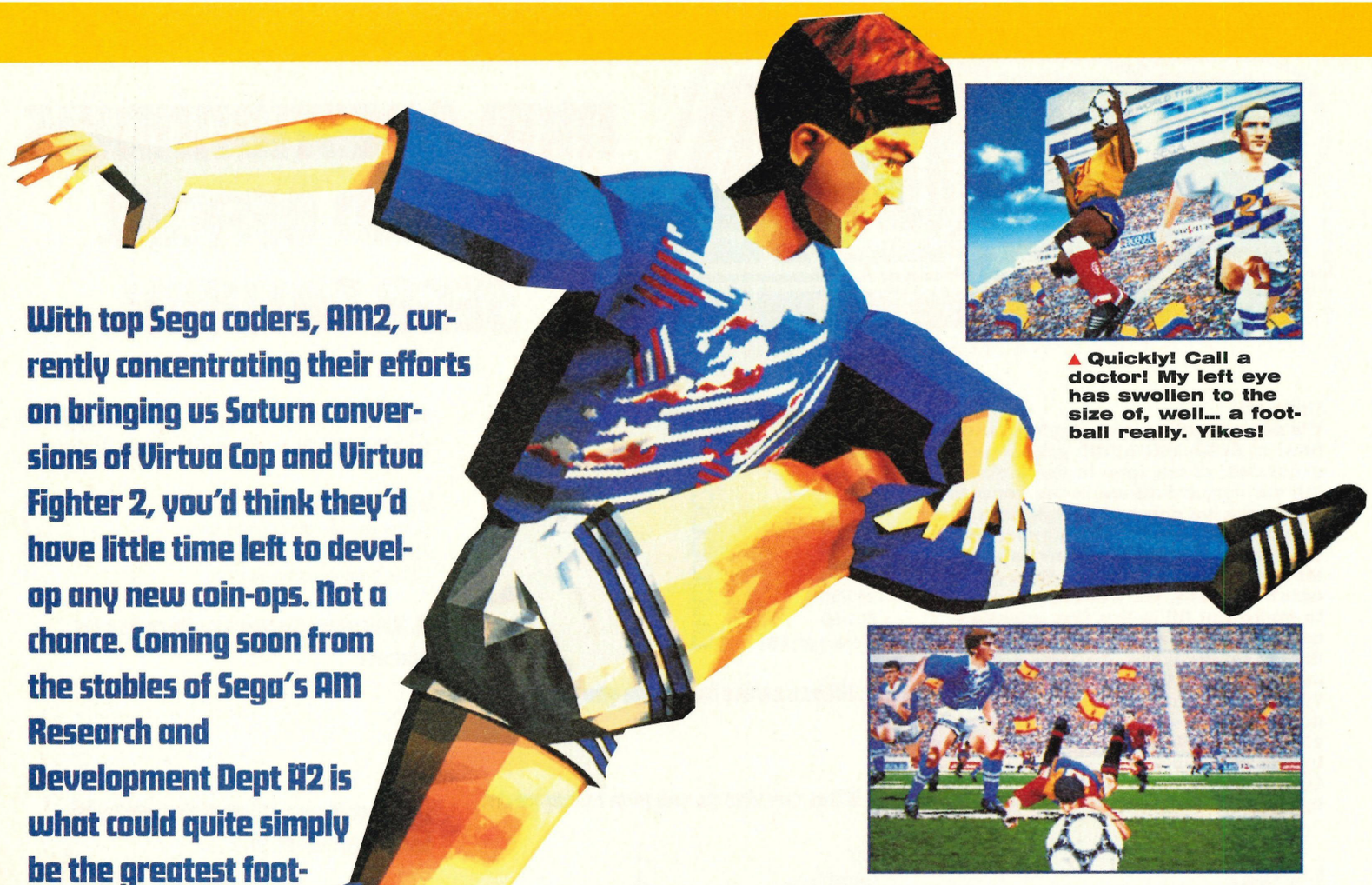
	Better	Same	Worse
32X	❑	❑	❑
Sony PlayStation	❑	❑	❑
Atari Jaguar	❑	❑	❑
3DO	❑	❑	❑
PC	❑	❑	❑
PC CD-ROM	❑	❑	❑

14. What three Saturn games are you looking forward to the most?

1.
2.
3.

15. If you feel you can't afford a Saturn yet, what price would it have to be for you to afford it?

Right, that's it. Put your complete form into an envelope and send it to:
SATURN AND NEXT GEN QUESTIONNAIRE, SEGA MAGAZINE, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU
Who knows, a Saturn could be yours (normal compo rules apply)...



▲ Quickly! Call a doctor! My left eye has swollen to the size of, well... a football really. Yikes!

With top Sega coders, AM2, currently concentrating their efforts on bringing us Saturn conversions of Virtua Cop and Virtua Fighter 2, you'd think they'd have little time left to develop any new coin-ops. Not a chance. Coming soon from the stables of Sega's AM Research and Development Dept #2 is what could quite simply be the greatest football game yet seen – Virtua Striker!

PITCH

The combination of football and the prestigious Virtua monicker says it all really, doesn't it? Yep, the fifth title in the Virtua series brings the awesome power of Sega's Model 2 arcade board to the funny old game of soccer, and the result is truly amazing. With fully texture-mapped polygon players running around a massive 3D stadium, this is easily the most impressive looking football game ever. What you can't see from the pictures, though, is the awesome movement. As you'd expect from an AM2 product, the players all move with incredible realism. This might seem like nothing special in these post-VF2 days, but let's not forget, this is a football game with some 22 players on-screen!

WE WANT YOU TO LOOK AT HOW THE GAME PLAYS RATHER THAN ITS GRAPHICS!

Of course, when it comes to football games, playability is all-important. But hey, this is AM2 we're talking about. These boys are the masters of good gameplay. And, in fact, it's the playability that AM2 are more concerned people take an interest in, as the producer, Mr Mifune, stresses. "Really, I'd like you to look at the dribbles. I myself have played and always been interested in soccer, but that I couldn't dribble the ball really annoyed me. I just couldn't achieve control to the extent of making the ball stick to my feet while running around with it. So firstly we wanted to make a proper game. We wanted to control the ball properly with the feet, and change the movements of the body with the ball firmly held by the feet."

As with the Virtua Fighter series though, this highly skillful gameplay doesn't come at the cost of a complex control system. Virtua Striker uses just three buttons – one for short passes and sliding tackles, one for long passes, and one for shooting. The result is a fast-paced footie game specifically designed for the arcades. "We hoped to make the movements as fluid as possible," explains Mr Mifune, "so, to a certain extent, we made up situations that could be judged by the computer. Therefore, the lever directions and positions can all be done by the computer, and when the ball is in mid-air, press the button and you can head it or trap it – all this is done automatically. Even the goalkeeper is almost entirely automatic." In other words, the more inept a player is, the more the computer compensates for them by performing its own moves!

IS IT COMING TO THE SATURN?

Virtua Striker is set to hit the arcades within the next month or so, but will it, like previous AM2 products, make it onto the Saturn? Mr Mifune doesn't think so. "If it were done, we'd have to add some extra features. For example, generally soccer games don't usually have an offside ruling — we'd like to include this. If there were an offside and a replay feature, the players would be agreeable. We'd like to put in these elements for the consumer." For now at least then, it seems the fast-paced super-realistic football action of Virtua Striker is solely coin-op territory. We'll just have to wait and see. And wonder.

SEGA

▲ There are 18 international teams in Virtua Striker, each one with its own distinctive attack patterns. However, no one team is better than another as Mr Mifune explains. Oh dear. "If there is a certain country which is stronger, then only that one will be favoured for play. [laughs]" Ah-ha. Right you are.

▲ Virtua Striker pushes the power of the Model 2 board to the limit with its spectacular graphics. In fact, the spectators even wield polygon flags. "We also tried to make the spectators move," explains Mr Mifune, "but the different angles made this look very strange, so, unfortunately, we've passed on this." Indeed, if you look in some of the screen shots, the crowd look distinctly, well... flat!

● Although Virtua Striker features some thrilling replays, the actual in-game action is only viewed from one angle. This is because AM2 thought that a 3D viewpoint of the action would give the attacking side an unfair advantage, thus spoiling the other teams enjoyment. What thoughtful chaps they truly are.

INVASION!

▲ If you look very closely, you'll see two players snogging up the back on the left. Oiy! Stop that!

VIRTUA STRIKER

▲ Never mind your £7.5M, this bloke costs 1p!

▲ Free beer? Where?

LET THE LIGHT!

Puzzles eh? Everyone loves 'em. After all, puzzle books are very popular among pensioners and shows like the Crystal Maze draw in the old-age viewers. Well, now the Megadrive is about to recieve a game packed with brain-teasing conundrums. TOM GUISE prepares to take a look. Just as soon as he's worked out how to tie his laces.

Have you ever wanted to do one of those Bird Brain of Britain tests? You know the ones. Where a clever bird has to open a door to release some bird seed. Only, to release the door they have to work out how to activate a complicated mechanism. So the idea has never tempted you then? No me neither. But then, birdseed isn't a very tempting incentive really. If the reward was lots of money though, that'd be more like it. Of course, it wouldn't be very hard getting the door open. I mean I'd hardly spend my time trying to lift the door with my beak like a bird. Nor would I use my nose come to that. Nah, I'd just rip the birdseed container (the one with all the money in it) off the tree and smash it on the floor. So, for the test to be any good the contraption would have to be human-sized. Now that's more like it - a human-sized Bird Brain of Britain test with money as the prize. Tempted now? Well go on the Crystal Maze then SUCKER! Or, for the more discerning among you, there's always Light Crusader, the all-new Megadrive game.

FOLLOW ME CONTESTANTS

Let's be honest though, we'd all like to tackle some of those puzzles on the Crystal Maze, especially the ones those dweeby contestants can't do. But the prospect of running around in a brightly-coloured jumpsuit, followed by a baggy-eyed Richard O'Brien replacement, all on national TV is a little too much to bear. That's where Light Crusader comes in. You see, this game is filled with room upon room of Crystal Maze-style challenges. All of which you can tackle in the privacy of your own home. And the prizes? Untold riches, of course! Not real untold riches though, this IS just a Megadrive game.

A LIGHT LUNCH

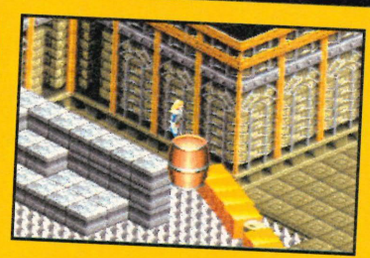
Goodness knows what kind of fertiliser they use in Green Row, but the local food has the amazing ability to replenish energy INSTANTLY! What's more, Light Crusader must have the widest range of food seen in any RPG. Alongside customary RPG staple of steak and chicken are more unusual delicacies such as eggs, corn cobs and even tomatoes. Must be the programmers' way of telling us to eat a balanced diet.

REBE

Light Crusader

SHOWCASE

▲ The puzzles in Light Crusader are very physical.



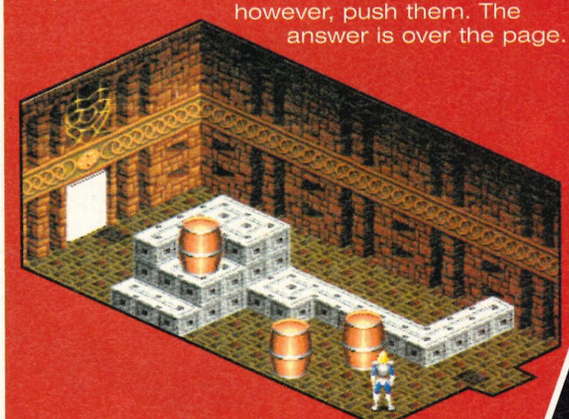
▲ Breaking ice, moving barrels and suchlike.

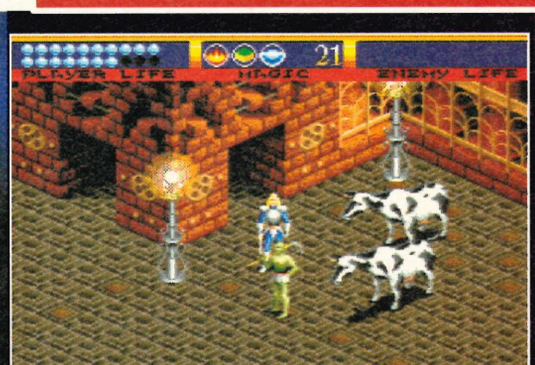
▲ A bit too much like hard work, don't you think?

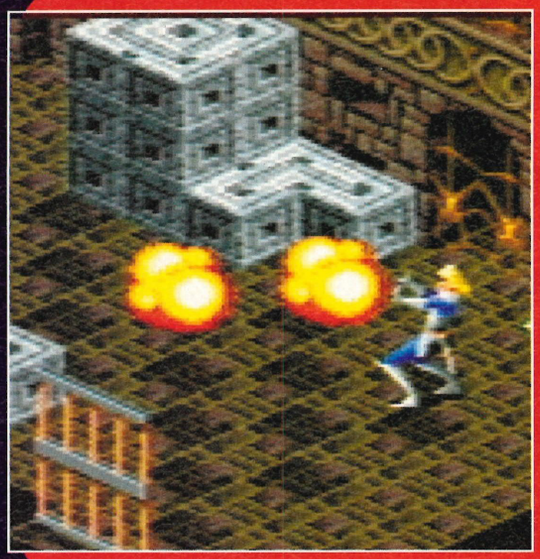
So, you reckon you could handle those challenges on the Crystal Maze, eh? Well, if you think you're so smart, see if you can work out how to do these sample puzzles from Light Crusader. This way, contestants.

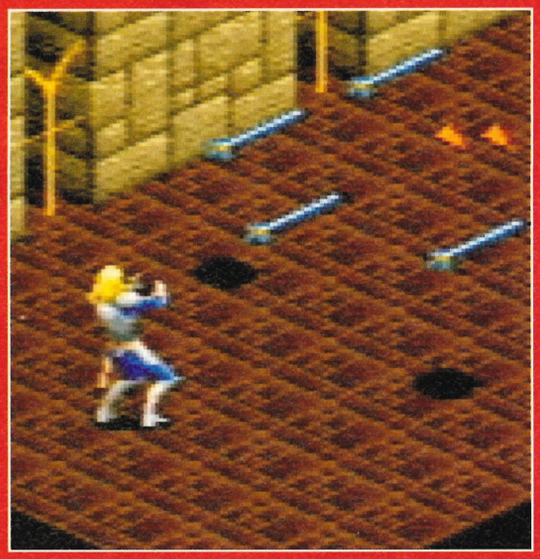
BRAINIAC OF BRITAIN TEST NO. 1

Okay, a nice simple puzzle to start with. Each of the barrels contains enough explosive to open the door at the far end. The only problem is getting one of the barrels there. You can't lift any of the barrels over the wall. You can however, push them. The answer is over the page.







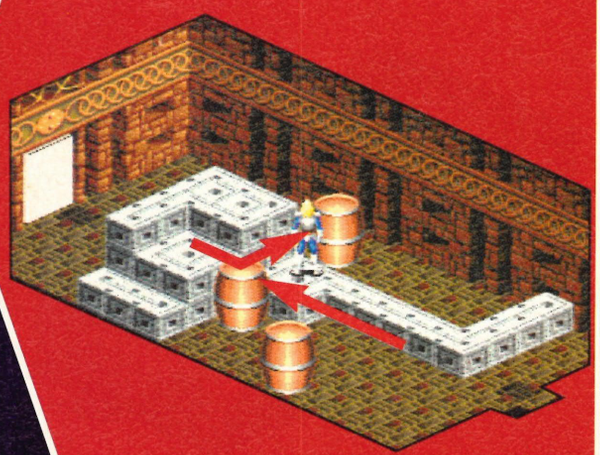


NICE PAIR OF ORBS

Just like the Crystal Maze, Light Crusader allows you to find crystals. The difference is, these crystals don't give you an extra five seconds in the Crystal Dome. Instead, they're used for concocting magic. Coming in four fruit flavours – Earth, Air, Water and Fire – they can be combined to create up to 15 different spells, ranging from simple healing and fireball attacks to devastating meteors and earthquakes.

SOLUTION 1

It's easy. By pushing one of the barrels on the floor forward, it can be used as a support to move the higher barrel around top section of wall.



▲ When the game opens, the locals are all worried about the recent spate of kidnappings.

▲ The trail leads to a graveyard...

▲ ...and a dungeon full of locals. Who's behind this?

Light Crusader

SHOWCASE

▲ These fountains give you full health.

▲ And these discs save your current position.

▲ These rooms allow you to teleport to any level.

I DON'T KNOW WHAT TO DO!

Now I know what you're thinking. "Surely this can't just be a game full of goddarn Crystal Maze puzzles?" Well of course it isn't. If you want one of those you'll have to search out one of those sappy Crystal Maze pub machines. Nope, this is yet another thrill-packed Megadrive RPG! Meet Sir David, an up and coming young swashbucker, just twitching for some hard-core dungeoneering adventure. And boy has he got some coming to him. You see, the residents of the peaceful town of Green Row have been mysteriously vanishing and good King Frederick has called on Dave to save the day. " Save the day, good fellow!" he blubbers. So off Dave goes, hunting for clues around Green Row. "Look in the graveyard." suggest the people at the local inn. So he goes to a nearby weapons shop. "Try the graveyard." offers the storekeeper. Still short on clues, he asks some old people in the street. "The graveyard is your best bet." croaks one before collapsing. In fact, it's only when Sir David searches in the graveyard, that he finds a trapdoor leading to a subterranean catacomb. It's always the last place you look, eh?

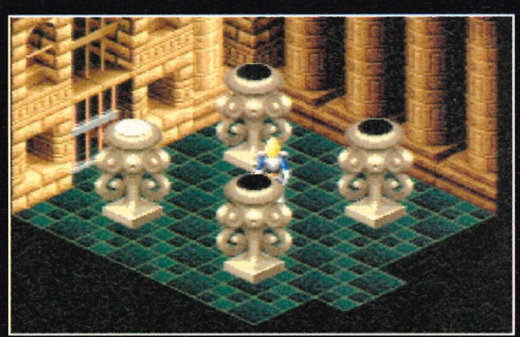
BRAINIAC OF BRITAIN TEST NO. 2

The bomb has to be used to detonate the door. However, getting the bomb to the door is trickier than it seems. Work out the route the bomb has to take, remembering that to push the bomb in any direction, you have to be able to get behind it. It might help you to know that the three grey blocks can be pushed around. However the order in which you move them is important. Answer overleaf.

I'LL HAVE A P PLEASE, BOB

And it's in this catacomb that you can find room upon room of Crystal Maze-style puzzles. Six levels of them to be precise. Viewed from an isometric angle, these puzzles take all manner of forms. Some require you to solve a perplexing visual riddle, others are filled with an assortment of

=>

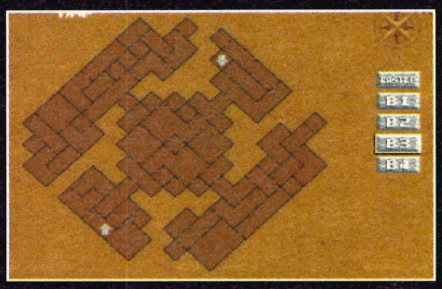


▲ So, the locals were kidnapped by... goblins!

▲ They're using the humans as slave labour.

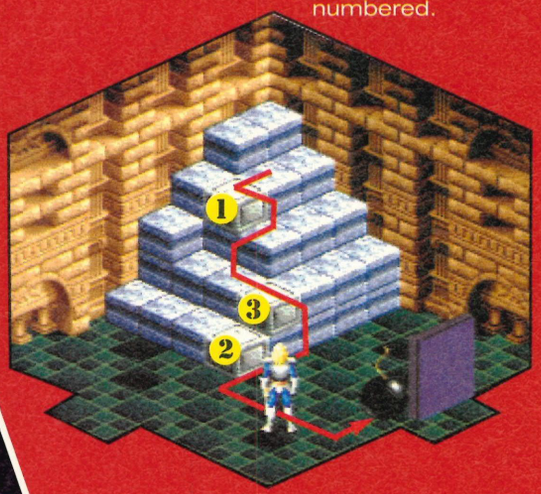
▲ But why are the humans digging a hole?

▲ And who is the mysterious Lord Bloodroke?



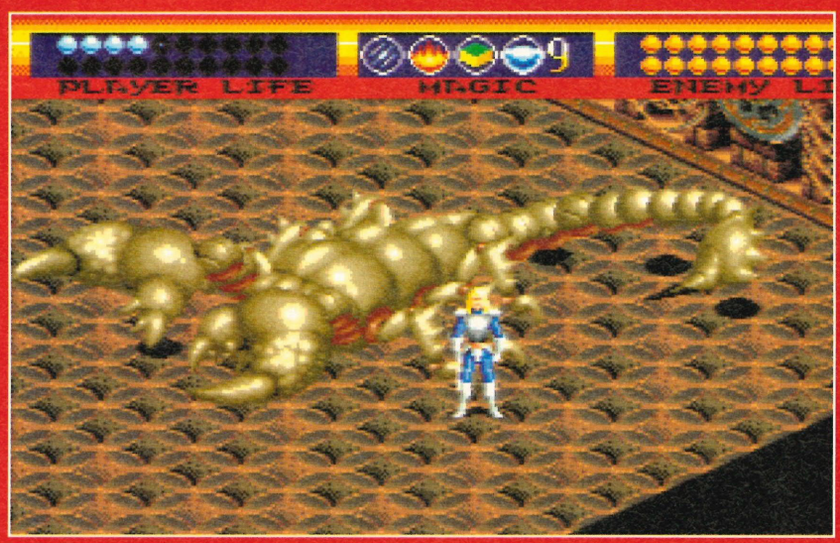
SOLUTION 2

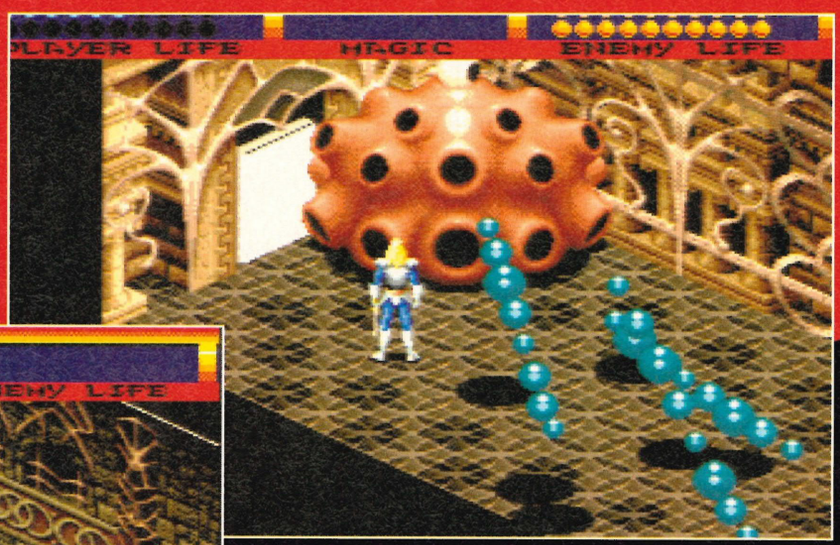
The bomb has to take the path shown. However, this can only be done providing you moved the blocks into the correct position, and in the order they're numbered.



PHYSICAL CHALLENGE

All puzzles and no mighty sword battles make Richard O'Brien a dull slaphead. Or so the saying goes. Fortunately, Light Crusader has more than its fair share of death-dealing swordplay. What's more, as you'd expect from a Treasure game, there are some pretty fearsome bosses. Just look at these.





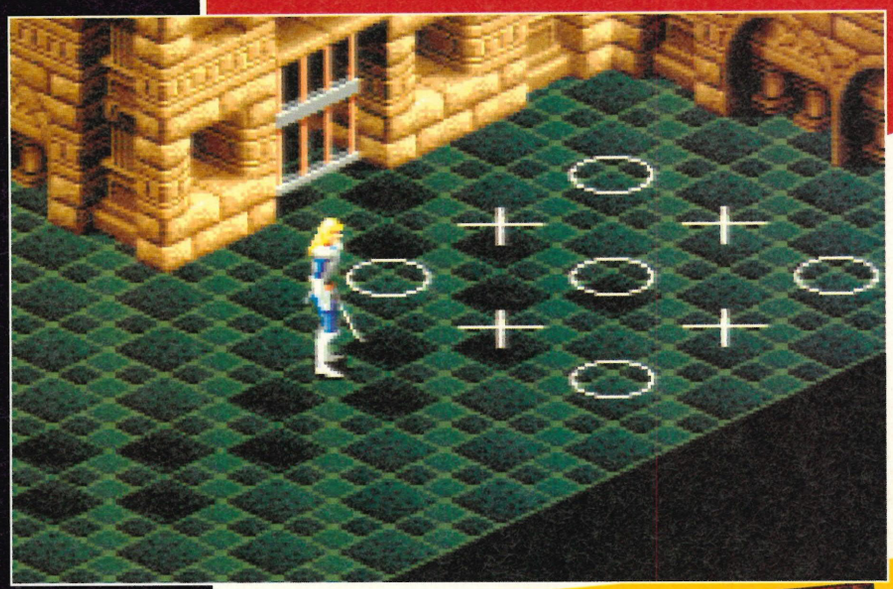
objects which must be used in a certain way. The result of solving the task though, is normally that a door opens at the other end of the room, allowing you to journey to the next chamber and face another puzzle. Being an RPG though, Light Crusader isn't just filled with puzzles. All the other traits of your common-or-garden RPG can be found in here. There's plenty of baddies to fight, from goblins and wizards to those weird blobs you always find in Japanese RPGs. Huge boss monsters also lurk on each level, and, naturally, there are rooms where you can refresh your energy and save your position to back-up memory.

NOW, TO THE CRYSTAL DOME!

Sounds like any other RPG really, doesn't it? Well, the truth is, Light Crusader is like any other RPG. However, this game has been done by none other than Treasure, famed producers of such awesome titles as Gunstar Heroes and Dynamite Headdy. And, as with those aforementioned titles, they've taken a game from a well-worn genre and put a new slant on it. Puzzles have always been a big part of RPGs, but placing so much emphasise on the tricky conundrums in Light Crusader harks back to the days of computer classics like Knightlore and Alien 8. And the result is an extremely satisfying maze game.

BRAINIAC OF BRITAIN TEST NO. 3

Now this one really is hard! By standing on any symbol you change it and any adjacent symbols (excluding diagonals) into an opposite symbol. So, if you stand on a nought it turns into cross, and vice versa. Can you turn all the symbols into noughts and open the door? It can be done in six moves. Answer at the bottom of the page.

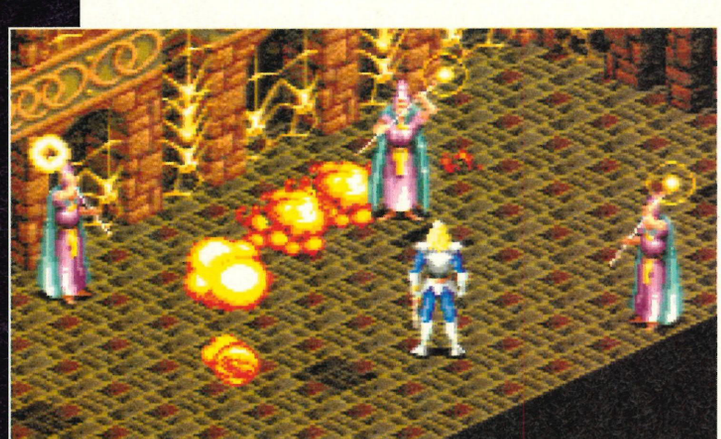


▲ After disguising himself as a goblin...

▲ ...David finds out that the goblins are just people.

▲ And they're just as frightened of the humans.

▲ There's a darker force behind these foul deeds.



Seems like we really like the game, doesn't it? Ah, but do we? Well the solution to this perplexing puzzle can be found in the review on page 82.

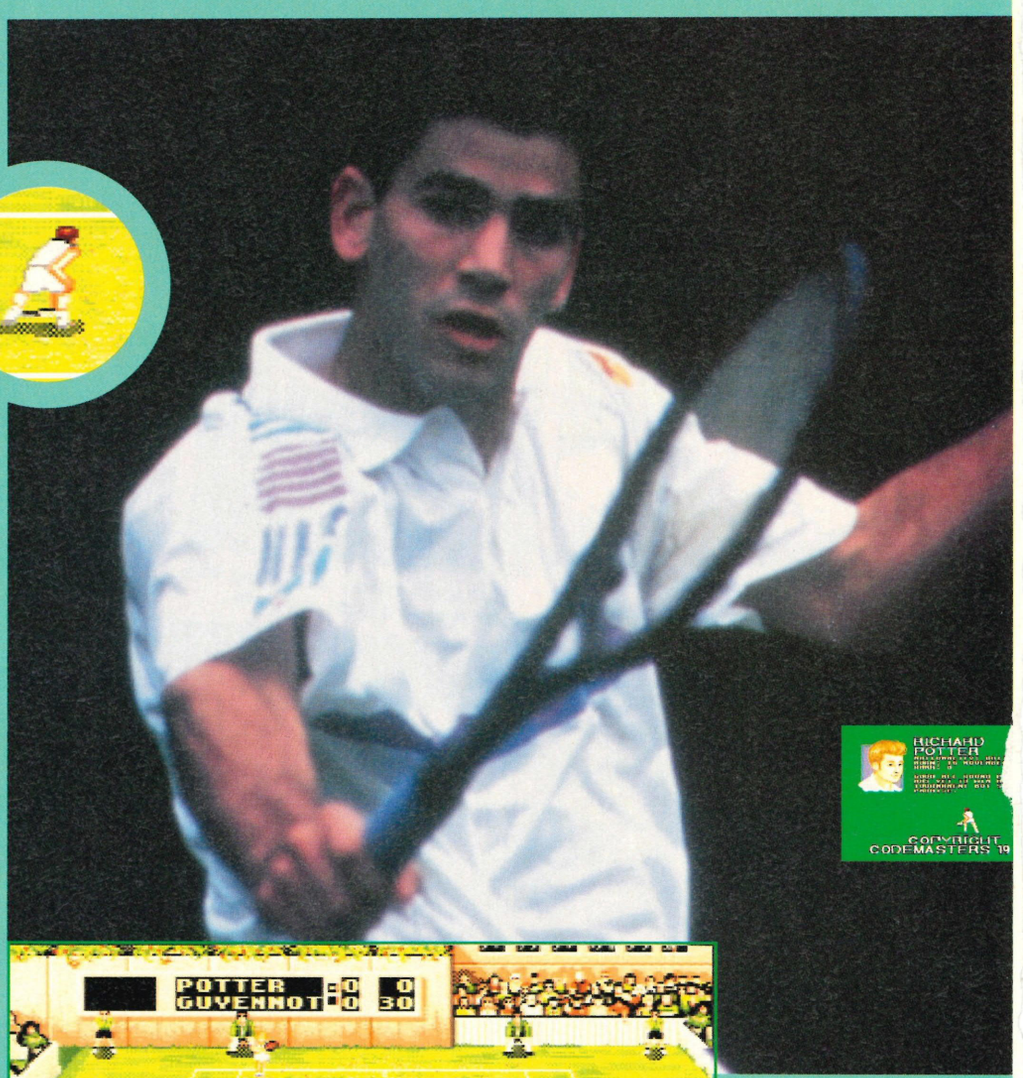
SOLUTION 3:

By using the points of the compass as a guide, this is the order in which you stand on the symbols. West, North-West, North-East, South-East, South-West, West.

NEW BALLS PLEASE

SHOWCASE

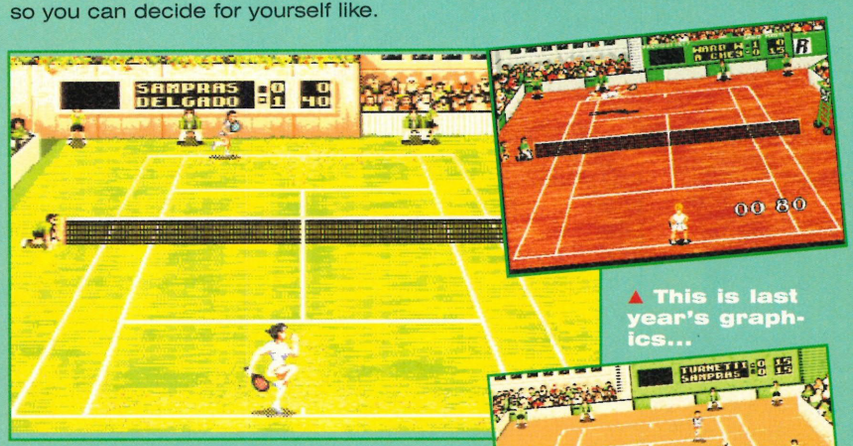
Who'd have thought that one of the most popular, best selling games of 1994 would be a tennis game? Yep, usually confined to the cupboard set aside for such gaming misses as Flicky and Speedy Gonzales, the once-boring tennis sim is now breaking out of obscurity and into the top of the gaming charts. And, after a huge success with Pete Sampras '95, Codemasters are back this year with yet another onslaught for the Megadrive – Sampras '96.



● Ooh look! He's having a tantrum! He's throwing his racket on the floor and everything! Hardly gentlemanly conduct, is it?

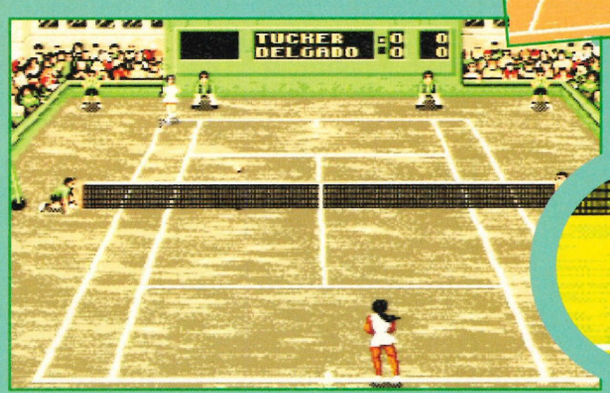
Unfortunately, this could be slightly bad timing. You see, Petey boy hasn't had much luck lately. He's still world champion of course, but he came fifth (beaten by Lendl) in a recent tournament, and it doesn't look definite that he'll win Wimbledon again either. So really, putting Pete Sampras' name to a tennis game could be like putting George Foreman's name to a boxing game (alright so he's still the world champion, but he's definitely seen better days). But, let's pretend for now that Pete's going to win everything again and his $5 million yearly earnings are going to increase tenfold by September. Hey! In that case things are looking up for Codemasters – straight to the top of the charts for you young Peter and no moving until Christmas!

Still, I expect quite a lot of you bought the 1994 version of Pete Sampras tennis (for some reason entitled Pete Sampras '95). So does that mean you'll be rushing out in July to buy your copy of the updated game? Or will you just be content to play the original version? Well, seeing as we're feeling all kind this month, we've decided to put together all the new features in Sampras '96 so you can decide for yourself like.



▲ This is last year's graphics...

▲ And her! Look at her! She's making rude gestures at the opposition. I dunno, she'll be wanting to wear one of those all-in-one things next.



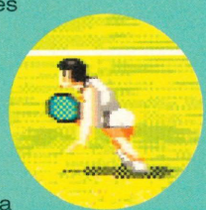
▲ ...And this is the updated version. Okay so it's not that much different from the original, but it does look a bit slicker. You'll have to see it in action to appreciate it properly.

BIGGER!

The original version of Sampras had three courts, but the 95 update has an extra one thrown in for good measure. This time, you'll not only be able to battle it out on grass, hard and clay courts, but you'll have the choice of indoor courts too.

BETTER!

All the players have had their graphics overhauled, and the animation has has a bit of an update too. Of course, the update in animation is something that's quite difficult to show in a screenshot, but take our word for it, the sprites are now much, much smoother than before. However, it has to be said that the players don't actually look that much different from the original version. The courts do look a bit more detailed though. Probably the most significant change aesthetics-wise is the sound. Gone are the days of crackly, robotic-sounding commentaries, replaced instead with crystal clear speech and crowd effects. Honestly, even the speech samples on the 32X aren't as good as this.



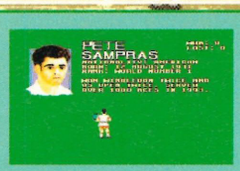
FASTER!

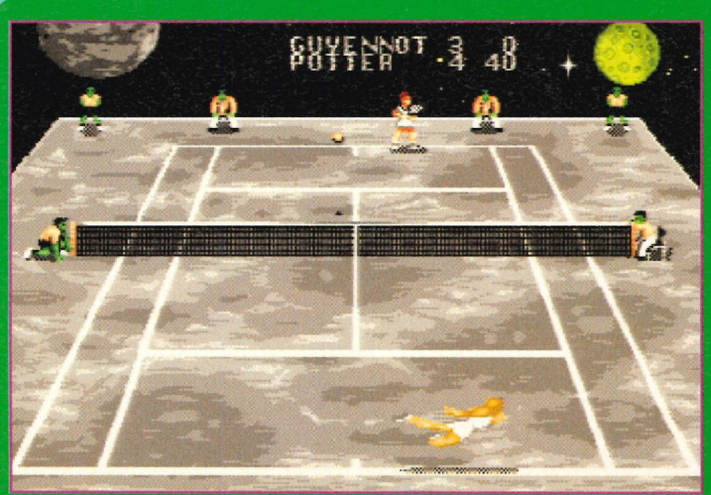
Along with extra courts, updated graphics and better sound, there's also a host of new moves, thus enabling you to play a faster, more skilful game. In addition to the usual returns, lobs and forearm smashes, there's jump shots, super serves, top spins and loads of hidden power shots to master. Plus, instead of turning around to run after the ball, the players run backwards, just like they would in a real game. In addition, instead of breaking up the game every time the ball flies off the screen the camera angles vary, moving with the ball and the players.

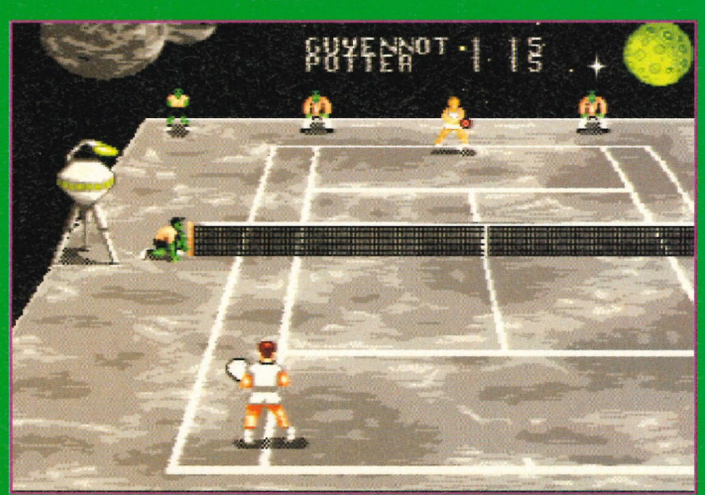
MORE!

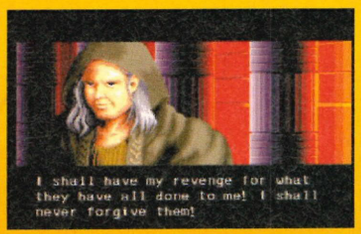
Although the game remains the same size, there is a hidden mode to be found. Space Tennis has robot umpires, alien ball boys and is played in another dimension. And it's really dark too, and the sun never shines. Plus, if you don't return the ball, it'll fall right off the edge of the planet. Honestly, I know this sounds like a bit of a lie, but it really does exist. What's that? You want to know how to access it? Well, sorry game chums, but we can't tell you that until next issue. It would spoil the enjoyment of the game or something you see. Sorry 'bout that.

PETE SAMPRAS '96 IS REVIEWED ON PAGE 80 AND DID REALLY RATHER WELL.









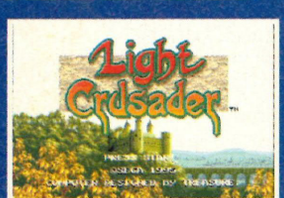
▲ And verily they did sit and eat much spam.

COMMENT — RICH LEADBETTER

Treasure's games are consistently superlative (in fact, we probably under-rated Alien Soldier) and Light Crusader continues this proud tradition of gaming excellence. I'm not sure if it's up there with the classic Landstalker, but I am convinced that this an example of superlative RPG gaming. In fact, it's not really fair to call it an RPG. It's very similar in gaming style to the classic Spectrum game Knight Lore, albeit with a far greater depth and better story. As you can see in this month's showcase, the game is packed with some pretty taxing puzzles - a lot of them calling upon your gaming skills as well as your mental powers. It must be said that the control mode is frustrating at times, but otherwise there's no denying that this is a great game.

Light Crus

INFO



MEGA DRIVE

BY: SEGA

PRICE: £TBA

RELEASE: SEPT

STYLE: RPG

PLAYERS: 1

CONTROLS: JOYPAD

CONTINUES: BATTERY SAVE

Role-playing games. They might be some of the most innovative, atmospheric, and long-lasting video games around, but they still prove to be one of the less popular game types around. Of course, there is a reason for this is — lack of action. There's no mindless shooting, no frantic platform leaping, no fist-fighting shenanigans. Nope, more often than not, it's just a case of wandering around the countryside meeting frightened townsfolk and searching for a mysterious artefact. Well, now Treasure have entered the RPG arena with their latest title, Light Crusader. That's right — Treasure! They who gave us Gunstar Heroes, Dynamite Headdy, and Alien Soldier. Surely with these masters of the action game genre behind the wheel, the game is bound to be a riot of action. Right?

We-ell, no. As it happens, Light Crusader is quite a departure from anything Treasure have done before, and that includes the action stakes too. Most noticeably, the game lacks that cutesy, madcap Japanese cartoon look that previous Treasure titles (not to mention most Japanese RPGs) possess, opting for a more Olde English look. Taking on an isometric view, the aim of the game is to lead Sir David (very British) around a series of dungeon mazes, battling evil goblins and searching for keys to new sections. Although obviously not in the same league as Gunstar Heroes in the action stakes, that's not to say the game lacks action. In fact, there's a fair bit of swashbuckling combat, and plenty of projectile-orientated spells to give the game a shoot-'em-up flavour too. Plus, as you'd expect from any Treasure game, each level has its own special brand of nightmarishly big boss monsters.

For the most part though, Light Crusader is packed with mind-bending puzzles. Anyone who's played those ancient computer games, Knightlore and Alien 8, will find the layout of Light Crusader strangely familiar. Reaching the door on the opposite side of each room requires all manner of Crystal Maze-esque puzzle solving. Moving huge boulders over floor-switches, pointing lasers at light-sensitive doors, guiding floating panels by using static electricity poles - all these and more techniques are required to beat each room.

The result is an extremely challenging and mentally stimulating game. Thankfully none of the puzzles are unfairly hard, and together with the sword-and-sorcery action, the pace of the game chugs along pleasantly. That said though, the puzzley nature of the game is still bound to put some people off. For action-based RPG fans though, this is a great game.

SEGA

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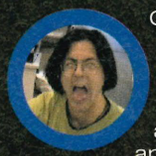
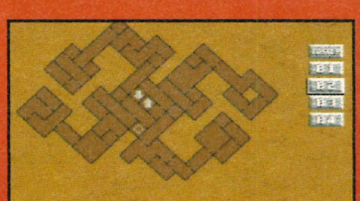
COMMENT — TOM GUISE



Considering the wacky Japanese flavour of all Treasure's previous titles, it's quite amazing how 'ordinary' Light Crusader looks. That's not to say it plays in a bland, ordinary way though. The puzzles are all highly ingenious and the combat is entertaining. What's most amazing though, is the sheer size of the whole environment. Even when you're on level four, you can still wander back to level one. Every bit of the game can be returned to at any time. Personally though, I think it's a shame Treasure didn't put a bit more of their character into the game. It's not that the graphics aren't good, but more dynamic-looking characters and more luminous backdrops would have given the game that zany slant that normally makes Treasure games so fascinating. Nonetheless, it's a clever, highly playable RPG, but the strong puzzley nature means it might not appeal to everyone's tastes.

▲ **"A human form" you say. Hmm, come to think of it, that Foxy Coxy wasn't in his room last night. A coincidence?**



David was about to get the ice machine working, when the egg boxes struck in a pincer movement!

RATINGS

82 — Presentation: An amusing, but not particularly impressive intro and, er... not much else. The game is of an overall high-quality though.

85 — Graphics: The isometric backdrops look great, and the sprites are pretty impressive too. The animation, though, is a bit wooden.

82 — Sound: Good sound effects throughout, with the soundtracks ranging from highly atmospheric to downright awful.

89 — Playability: The diagonal control system can prove infuriating, but on the whole, the actual gameplay is highly engrossing.

84 — Challenge: The difficulty of the game remains at a challenging, but not over-tough, level throughout the game.

82 — Lastabilty: It's certainly big enough to give you value for money, but expert gamers should have it clocked in around a month.

89 — Overall: A ingenious and highly absorbing role playing outing for the more 'thinking' gamers among us.

SPi

French cartoon characters. Boy, they sure are popular. Er... in France. Like Asterix, for instance. Aha ha, what a character, eh? Mais oui. Then of course there's good old Tin Tin. Il est un fantastique! And let's not forget the Smurfs now. J'aime beaucoup un Schtroumpfs. And what about Spirou eh? You know Spirou. Well, to be frank we don't either.

But rumour has it, he IS a French cartoon character. Sort of like Tin Tln, but from the look of things, not as good. Why, he even has a little squirrel sidekick called Spip. And, again, just like Tin Tin, he has a professor pal, this chap being Count Champignac. In fact, it's this professor pal that's caused all the trouble in the game. You see, Count Champignac was due to unveil his new inventions at the Scientific Video Research Symposium (obviously a popular event in France) when he was kidnapped by the evil female robot Cyanida, who intends to overrun the world with robot women. So without further ado, Spirou and Spip set off in hot pursuit.

No doubt this kind of gripping plot is just what makes Spirou such a smash-hit amongst the French cartoon-watching fraternity. To us though, it's a blatant load of old rollocks. Still, all that wouldn't really matter if the game was any good. Ah, but it isn't. Spirou has to be one of the most unoriginal and dull platform games to surface in a long time. Basically, our Gallic chum has to wander through a series of levels ranging from the streets of New York to a toy shop (after he has been miniaturised) to a factory, and eventually on to the evil Cyanida's base. On the way he has to collect Spirou hats and shoot baddies with his vapourising gun. And if it sounds just like any other mediocre platformer, that's because, er... it is! There isn't anything here you wouldn't have expected to see in a Megadrive platformer two years ago, and even then it would have been unoriginal. Worse still, it doesn't even play well. The amount of lives you lose through the feeble control system turns what could have just a dull platformer into a genuinely annoying one. All in all, there's nothing in this game that qualifies purchasing it. And that's that.

INFO

MEGA DRIVE

BY: INFOGRAMES

PRICE: £TBA

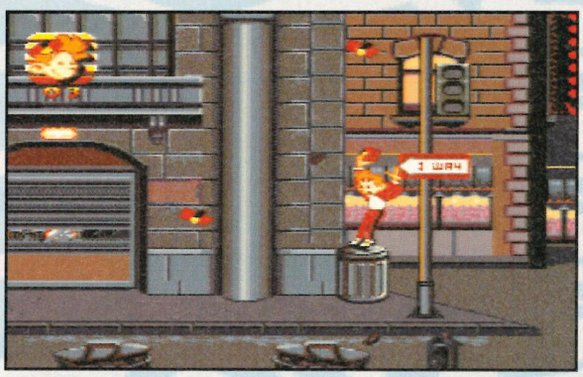
RELEASE: AUGUST

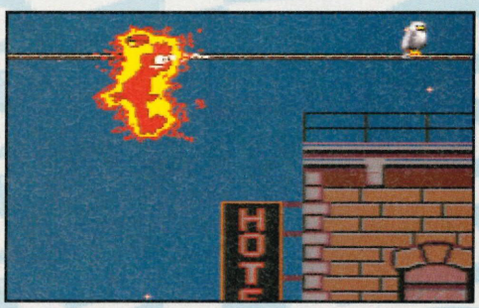
STYLE: PLATFORM

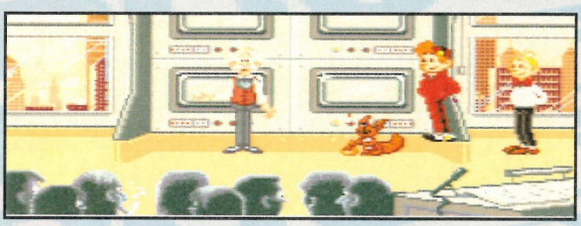
PLAYERS: 1

CONTROLS: JOYPAD

CONTINUES: PASSWORDS





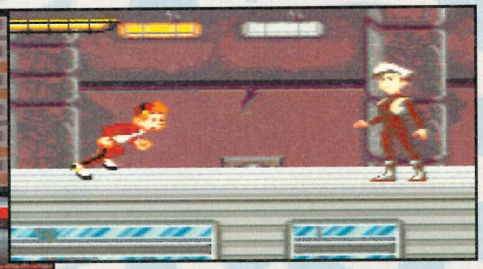


▲ **Je voudrais un kilo de ananas! I think.**

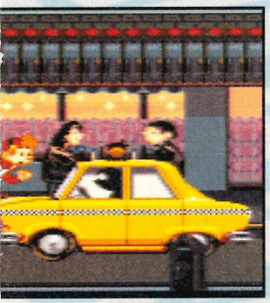
COMMENT — TOM GUISE

Games licensed from cartoon characters tend to be quite poor at the best of times, but generally sell on the appeal of the character. Unfortunately, with a character as unknown and uncharismatic as Spirou, this license really has nothing going for it — especially when you consider that purely on its merits as a game, Spirou has to be one of the most tedious, unoriginal platformers I've seen in a long time. This game is best described as featuring incredibly uninspiringly themed levels, layed-out in the most boring fashion, and filled with cretinous baddies like bulldogs and wind-up dentures. And, even better, you have to collect hats too. HATS!! Satan — give me strength. In France Spirou might be a popular cartoon character, but in Britain he'll be better known (if at all) as the rather feeble hero of one of the dullest platformers around.

ROU



▲ I'm not putting my head in that!

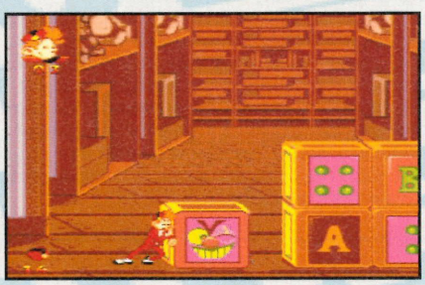


▼ Well, where to begin? Just so much happening!

COMMENT — RICH LEADBETTER

Well, I doubt I'd be in the minority if I said that I'd never even heard of this Spirou character before this game came along, which makes me wonder why it's being released over here. It's most certainly not down to the quality of the software, because this is easily one of the most unappealing platformers I've played for quite some time. The graphics might well capture the spirit of the original cartoon, but they just look extremely dull and poorly defined when compared to the likes of Earthworm Jim and the good old Sonic series.

Gameplay-wise, I found Spirou to be average at best. When you compare this title to one of the premiere 16-bit platformers like Dynamite Headdy, it's clear to see that the gameplay dynamics are years behind the best - and in this day and age, that's just not good enough. Pish and tish, I say.



RATINGS

70 Presentation: Absolutely chock-a-block with dull, text-heavy plot scenes — if you like that sort of thing. Which we don't. Of course.

71 Graphics: Bright and colourful with reasonably animated sprites, but overall a tad 'unstylish'. Sad but true.

73 Sound: The music sounds a bit like Star Wars for some reason, while the sound-effects come under the heading of 'okay'.

58 Playability: Even a brain in a jar would get bored with the tedious activities in this game. Still, at least it wouldn't have to experience the annoying controls. Or eat, for that matter.

70 Challenge: Pretty tough, but like chewing an old steak with dentures (even wind-up ones.) In other words, not enjoyably so.

52 Lastabilty: Unless you have no other games to play, or you're a masochist, or you're stupid, you won't stick with this for long. At all.

56 Overall: A poor license turned into a dull, unoriginal platformer. It's not good. Oh no. Not at all.

JUSTICE LEAGUE TASK FORCE

INFO

MEGA DRIVE

BY: ACCLAIM

PRICE: £TBA

RELEASE: OUT NOW

STYLE: BEAT 'EM UP

PLAYERS: 1-2

CONTROLS: JOYPAD

CONTINUES: LOADS

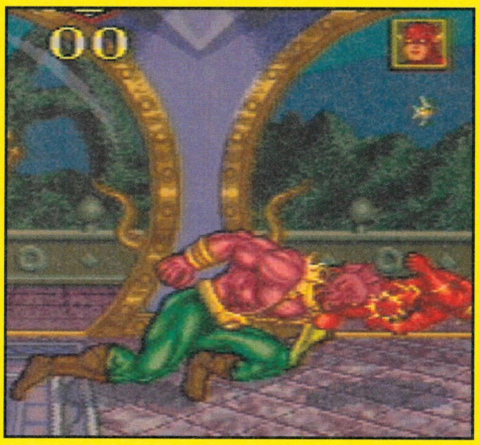
At first the scraps were put down to tension at the DC Superhero offices. As anyone living in a close community knows, fights happen. Wonder Woman would wander around looking for her golden circlets, only to find The Flash was using them to keep his sleeves rolled up. Similarly, there was also the incident where Batman and Superman got their tights mixed up and were laughed out of Gotham and Metropolis respectively for such a glaring fashion faux pas.

But, no, as ever there was a darker menace behind the scraps. As in bad episodes of 'The Avengers', ol' metal fizzog, Dark Seid, was splitting the super heroes up and pitting them against robotic duplicates. As such, whilst wandering through the park, Wonder Woman would find herself attacked by Superman or The Flash.

This unlikely scenario opens up Acclaim's latest addition to the seemingly never-ending line of one-on-one beat 'em ups. Controlling one of the DC heroes on offer, the player is left to battle it out through a series of three-bout rounds, with their final scrap against Dark Seid himself.

It's certainly an interesting concept - one which has been hyped quite well in the American ad campaign you can see in all the top-selling comics (even Marvel ones). All those disputes over who is the "hardest" superhero can now be played out with the aid of your trusty Megadrive.

Justice League plays as either a one or two-player game. In solo mode the player chooses their hero and battles through each of their DC mates until they get to the feline, cat-type things and large robots which reign alongside Dark Seid. In between bouts, the story gradually unfolds via a series of Daily Planet-type newspaper headlines. In the two-player mode, though, it's a pitched battle between any of the characters within the game with the players selecting the combatants and the backdrop they fight against.

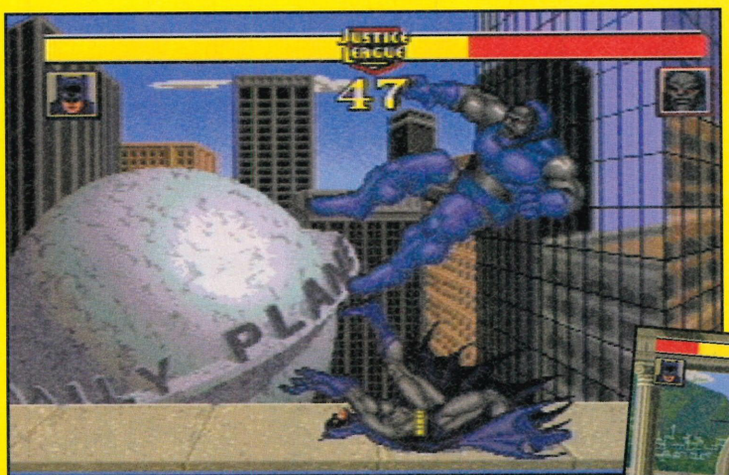


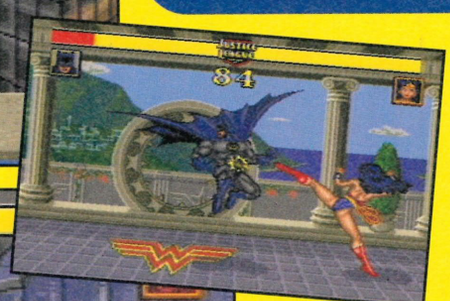
▲ **A walk in the park turns deadly for the caped crusader...**

COMMENT TOM GUISE

It's certainly a marvellous idea, but the execution of Justice League is just not good enough. The heroes are represented really badly - for example, Superman is capable of anything - but instead he's limited to performing moves no more powerful than Batman's of the Flash's. It might make for a more balanced game, I suppose, but it's still a fearful abuse of the characters. Capcom's X-Men coin-op got away with it because the characters are evenly matched in the comics. It could be forgiven if the gameplay was any good, but the lack of new ideas and any difficulty whatsoever in solo-player mode severely dampens my enthusiasm for this particular title. It's not as if anything else about the game is particularly astounding - the audio/visuals are dull and uninspired - a judgement that sums up the entire game perfectly.

Let's face it, in these days of MKII and SSF, a beat 'em up without special moves stands as much chance as succeeding as Stevie Wonder does getting his driver's licence. Needless to say, Wonder Woman et al bring a selection of button-contorting projectiles and kicks tot he Megadrive. Anyone familiar with the fireball move from the aforementioned SSF will have no problem mastering Justice League's special attacks — because every character has a move which uses the good old 'down, down-left, left, A, B or C button' combo. Following this easy-to-use procedure sees Wonder Woman fire off a golden circlet at her foe, Batman throwing a Batarang, and Superman emitting red liquorice from his eyes. Actually, that could be laser vision. You get the idea - basically it all comes down to a lack of imagination.

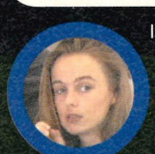




▲ **Wonder Woman socks it to a rather ineffectual Batman.**

▲ **A couple of battle action shots occurring outside the offices of The Daily Planet.**

COMMENT — SAM HICKMAN



It's an idea which holds such potential it's unbelievable: what about a MKII-style game which pits super heroes against each other with all their special moves available for use... However, whereas X-Men: Children Of The Atom handled the idea perfectly, Justice League is so under-developed even a course of fat injections and intensive pie-eating couldn't save it. This 24-meg toady features the most stilted action imaginable, with solid but sparsely animated sprites going through the motions in an untaxing and unoriginal beat 'em up. There's very little skill involved and whilst combo hits are possible, there's no feeling of achievement when an opponent is stuck in the corner and loads of punches and kicks hit home. Similarly, the special moves are a joke, as all are just a variant of the SSF fireball move — my, what variety. Oh, and just to add insult to injury, it's ridiculously easy, too. In short, this is a complete travesty. The super heroes have had no justice (groan) done to them at all, and all we are left with is a game leaving a worse taste in the mouth than if you were to suck Superman's tights after a hard day's adventuring.

RATINGS

67 — Presentation: The usual options — two-player mode, etc. Very few intro thrills when you consider it's a 24-meg cart.

70 — Graphics: The sprites look great until they move. The detail and size of the characters is wasted as they lurch around as if someone's starched their costumes.

52 — Sound: Pithy effects and forgettable music. I sense a trend here...

46 — Playability: There aren't exactly a wealth of moves, and although combos are on offer the lack of speed means they never really come into play.

26 — Challenge: Easier than falling off a bucking horse.

50 — Lastability: Very little. The two-player mode may offer a little extra for your money. But we doubt it.

46 — Overall: Awful. A superb idea has its hands tied by a game so dated it should be wrapped in the Turin Shroud. Avoid at all costs.

EARTHWORM JIM

A year after his first Megadrive excursion, and timed to coincide with EWJ II, Shiny Entertainment's suit-wearing worm has made a surprise appearance — this time to the relatively humble Game Gear. In a crime so dastardly it defies belief, Psycrow has shrunken Jim from a 24MEG whopper down to a 4MEG, 8bit sprite. Yearning for revenge, Jim finds himself wandering through familiar-looking levels previously thought impossible on Sega's battery-chomping handheld. Yes, somehow — and don't ask us how — EWJ has been translated over to the Game Gear with very little going missing in the transition. Hurrah.

The plot's the same, with Psycrow stealing Jim's fair lady and whisking her away in an attempt to woo her. The baddies and levels which made the Megadrive game so interesting have returned — including Chuck (the guy with the crane and the fish-lobbing habit), the fiery Heck level, and the 3D 'Andy Asteroids' stage — and Jim's whip-cracking, leaping and running skills haven't diminished one bit. Blimey, all this on a Game Gear. Gosh!

INFO

GAME GEAR

BY: VIRGIN

PRICE: £TBA

RELEASE: TBA

STYLE: PLATFORM

PLAYERS: 1

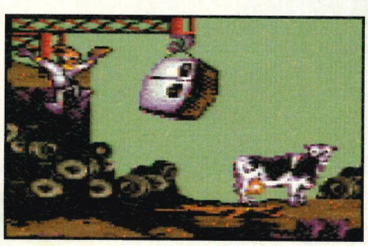
CONTROL: JOYPAD

CONTINUES: 3

now in 3D

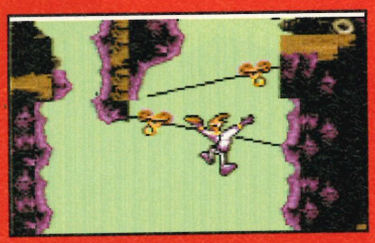
If we expected one aspect to be missing from the Game Gear version of EWJ, it was the 3D 'Andy Asteroids' stage. A chase to the death with Psycrow, Jim is placed on a jet-bike and must follow his eternally-evil adversary through a tunnel lined with asteroids and bonuses — with Jim attempting to avoid the former whilst gathering as many of the latter as possible. Other ideas surviving the transition from the Megadrive game include the huge conveyor belt, deathslides, deep tunnels, and rogue hamsters. Everything we remember from the Megadrive game, in fact. The only difference being that the level design has been tweaked slightly, and they cover less space than before.

▲ **Travel with us now, as we explore the wonders of... Richard Leadbetter's intestines!**

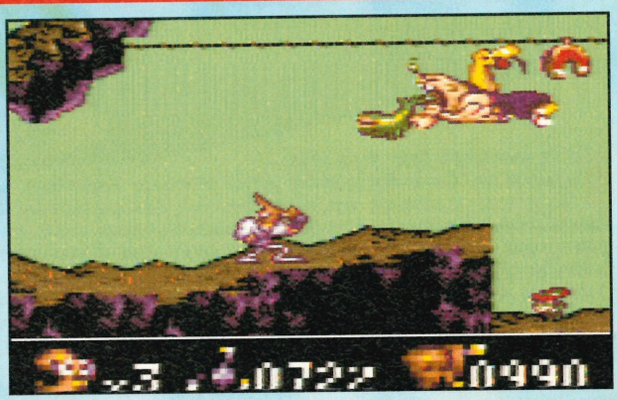


▲ I can't believe it's not butter. Don't ask me why, because it obviously isn't. I just enjoy saying it.

▲ Similarly un-buttery, this picture does, however, feature some poultry. And very nice it is too.



▲ Can you believe how good Jim looks? Even in Incredibly-small-O-vision! He's one hell of a guy.



COMMENT — TOM GUISE

Wow! What an excellent conversion! I'd always dismissed EWJ for the Game Gear as an impossible dream, but Eurocom have taken Shiny's code and somehow crammed the best bits of the levels into this stunning cart. Graphically, it's excellent, with the Jim sprite swinging, running and clinging onto ledges with all the grace of the Megadrive sprite. In terms of gameplay, it's equally cool, and the new level layouts effectively offer a remixed version of the original — with Heck deserving special praise. Basically, this is one of the best Game Gear titles I've seen in ages, and shows that, with genuine programming skill, the gap between Megadrive and Game Gear isn't quite as big as previously thought. Oh no. Groovy, as the wormy one would say.

COMMENT — RICARDO LEADBETTER

I first saw an early version of this game in January at the last CES Show and I was impressed by the hand-held versions then. Now the final version is in my possession and I'm both surprised and delighted by what the conversion-smiths at Eurocom have been able to achieve. The game features just about everything from the original game — all of the humour and the playability are present, and although the animation has been compromised for the small screen, it still looks sensational. Yes, it's better than GG Headdy and Sonic — GET THIS GAME!

RATINGS

68 — Presentation: Very little in the way of options. But, then again, this is the Game Gear...

92 — Graphics: Excellent considering this is an 8bit machine. The Jim sprite and the backdrops are immediately recognisable from their 16bit cousins. A remarkable feat.

69 — Sound: A little puny, but assorted whip effects and shooting noises.

92 — Playability: More moves than most handheld platform heroes, and the diverse controls and level formats create a game which soon draws you in.

91 — Challenge: A real toughie, with the later levels requiring a lot of skill and patience.

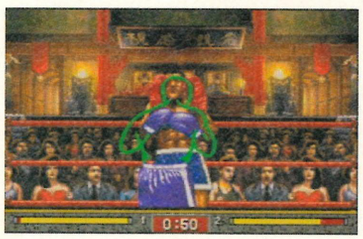
90 — Lastability: Getting to Psycrow will take ages — and chances are your batteries will run out long before you do!

91 — Overall: A stunning conversion of a brilliant game. Easily the best Game Gear platformer to date.

TOUGHM CONTES

If it wasn't for the E3 show in Los Angeles and Virtua Fighter, we'd be getting very upset indeed about Megadrive 32X. Remember when Mega-CD came out and everyone just dumped all their Megadrive games onto the new format with a couple of "enhancements". Well, it looks as though even mighty software houses like Acclaim and now Electronic Arts are just looking at the upgrade as a Megadrive with more colours and slightly better sound. Bad news eh readers?

There's nothing really wrong or obscene with Toughman Contest. Not at all. The game looks quite nice and plays pretty well (although the controls, which weren't great on the 16-bit original, aren't much better on this game). But the fact is that Toughman is just the Megadrive version with more colours and slightly better sound. There's little doubt that a machine that can handle a close conversion of Virtua Fighter is capable of much better things than that.



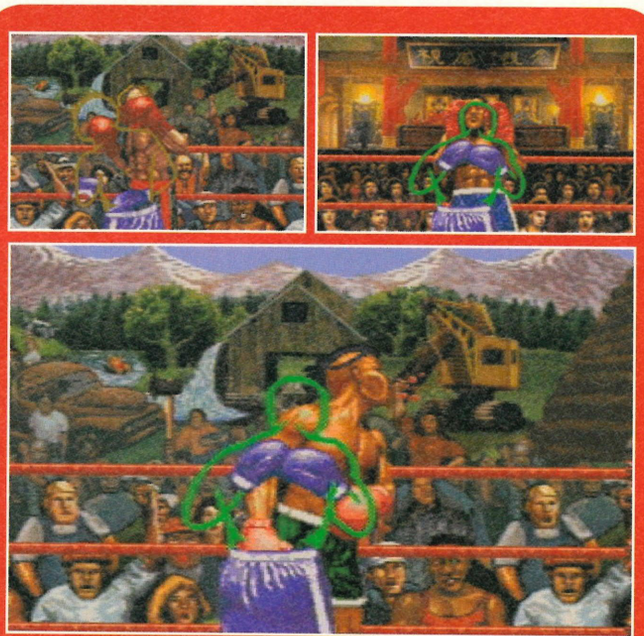
It certainly looks as though Sega and a couple of third parties are the only companies who recognise 32X as a format in its own right. When you compare the forthcoming Virtua Fighter to this, it's clear that 32X's lack of success isn't down to technical limitations on the machine's behalf - it's down to lack of support and investment from the big companies.

But enough ranting - on to the game itself. Toughman Contest is a third-person perspective 3D boxing game in the style of the (very) ancient Punchout! by Nintendo, beefed up with the usual array of EA Sports options and even special moves executed very much in the style of Street Fighter II (only not half as intuitive). There are well over 20 different boxers you can take control of (or fight against) in a number of options including different tournaments and exhibition matches.

Gameplay-wise, control remains a problem (one of the main gripes with the Megadrive version) and despite all the super-enhancements and added realism, there's just no disguising the fact that it's very, very close indeed to Super Punchout! on the Super NES. But not half as playable.

Let's hope that EA can fully get to grips with what 32X is really capable of in time for the release of FIFA '96 on the upgrade.

▲ **Well, as you can see, some serious "glove to glove" action here. I'm betting on the see-through bloke with the solid gloves.**



Graphics are extremely important in a sports title and EA Sports have done a pretty good job with Toughman Contest. A pleasing range of graphical effects are in evidence whenever a top punch connects with your opponent. The wireframe player image isn't that great though.

INFO

MEGADRIVE 32X

BY: EA

PRICE: TBA

RELEASE: OUT NOW

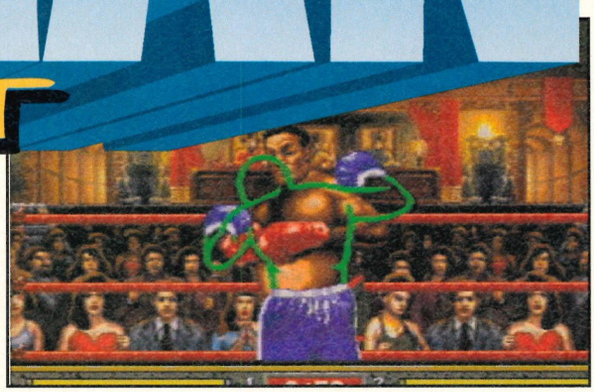
STYLE: SPORTS

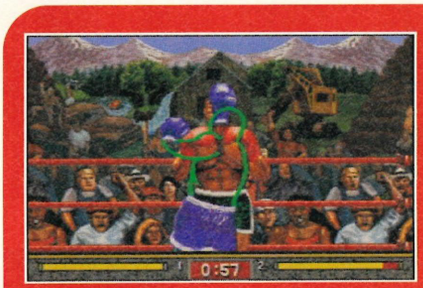
PLAYERS: 1-2

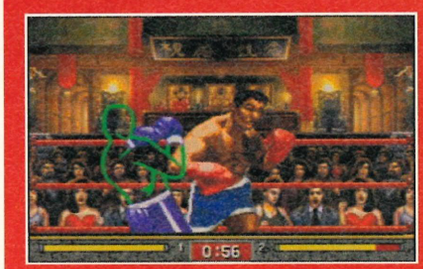
CONTROL: JOYPAD

CONTINUES: N/A

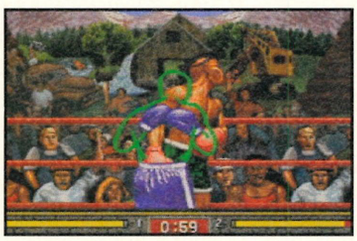
MAN T

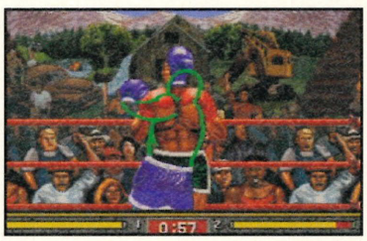


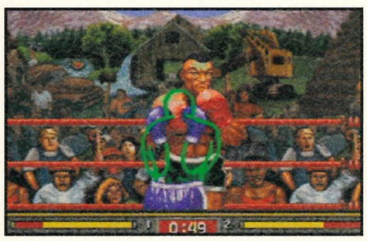


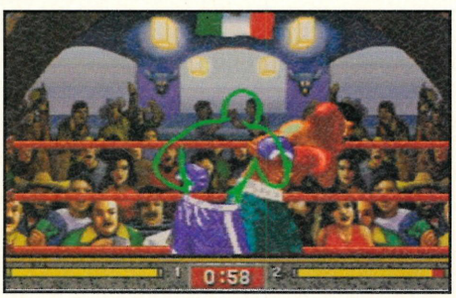


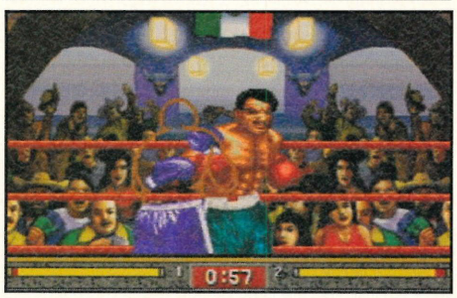
The graphics might not look all that different from static screenshots (and indeed it must be said that the ring itself is something of a disappointment), but there are in fact a range of fairly impressive backdrops that change from character to character. Different animations accompany each. What is quite disappointing is that there isn't really that much room to move around in - your movements are very limited. The amount of space given to the play area on the actual screen is limited as well.

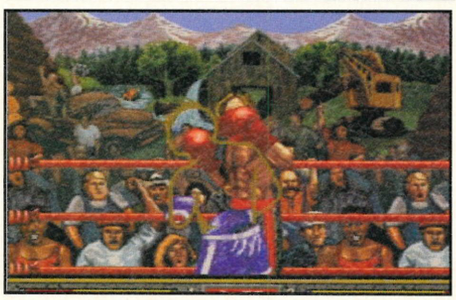












▲ **A bunch of Toughman Contest screenshots, showing the full fury of the in-game brawling.**

COMMENT RICHARD LEADBETTER

Despite dual RISC processors running at 40MIPS, the only additions made to the original Megadrive Toughman are purely cosmetic. And in fact, it has to said that this game looks no better than many Super NES titles. Whilst I despair at this total lack of respect for the 32X hardware, I did kind of enjoy playing Toughman for a short while. The graphics and movement are initially quite pleasing, but even with the special moves I got bored of what the game offered very quickly. The two-player mode extends the game's lastability a tad, but the simple fact is that I didn't really get too much fun out of this game. I did expect more from EA to be honest.

COMMENT TOM GUISE

Can't software houses realise that the failure of Mega-CD was down to most of the games being simple port-overs of the original Megadrive software? I'd hate to see this happen to Megadrive 32X, but after MK2, NBA Jam, and now Toughman Contest, my most horrible nightmares seem likely to come true. It's not that Toughman is a crap game as such - it's clear that the programmers have put plenty of effort into the boxing techniques and special moves, and the sheer range of opponents (each with their own distinctive look) is a credit to the game, but like Rich, I just wasn't that impressed with the gameplay. Hopefully EA will take the plunge and invest more time, money and effort into FIFA 32X.

RATINGS

77 Presentation:
As usual for an EA Sports product, there are plenty of options - including replays and suchlike. Overall, quite pleasing.

74 Graphics:
This looks very much like a Super NES game with its 256 colour graphics. But it's not that much better than the original Megadrive game overall.

74 Sound:
The samples and in-game bits are in Q-Sound - pseudo-surround, really, but the music is very, very Megadrive.

63 Playability:
The controls are a tad unresponsive and you don't seem able to get the right punch in at the right time...

77 Challenge
You really do need to spend plenty of time getting around the control problems to beat the super-swift and undeniably tough, er, toughmen.

74 Lastability:
With all those boxers and special moves, this does offer some lastability - but only if you really love the game, which we didn't really.

70 Overall:
:A waste of 32X technology, but still a reasonably enjoyable boxing simulation. Not great at all, but just about passable.

MIDNIGHT RAIDERS

Remember how full-motion video was going bring a new type of game to the masses: the interactive movie? Remember Night Trap and how god-awful it was? Well, it must be said that things have moved on a tad since then and although the genre is still pretty limited, game-smiths have been able to at least introduce some small measure of interactivity into the proceedings.

The interactivity has basically been to turn the "interactive" movie into the background for a shooting gallery - a ruse that worked with some small success with Tomcat Alley - last year's FMV Top Gun inspired number. Well if Tomcat was Top Gun, Midnight Raiders is Wings of the Apache. Once again you take the role the gunner of an airborne fortress (in this case an AH64 Apache helicopter gunship) and your job is basically to shoot the helicopters and tanks that cross your path. That is about it, but there is some variety in the proceedings when you have to rescue/ kidnap people on the ground.

You either like full-motion video games or dislike them - a lot. We're probably more in the latter camp than the former, but we must admit that for a short while, Midnight Raiders did provide some form of entertainment. Not much mind - certainly not forty quid's worth, but if you enjoyed Tomcat Alley and its ilk, you're bound to like this.

INFO

MEGA-CD

BY: SEGA

PRICE: TBA

RELEASE: TBA

STYLE: FMV

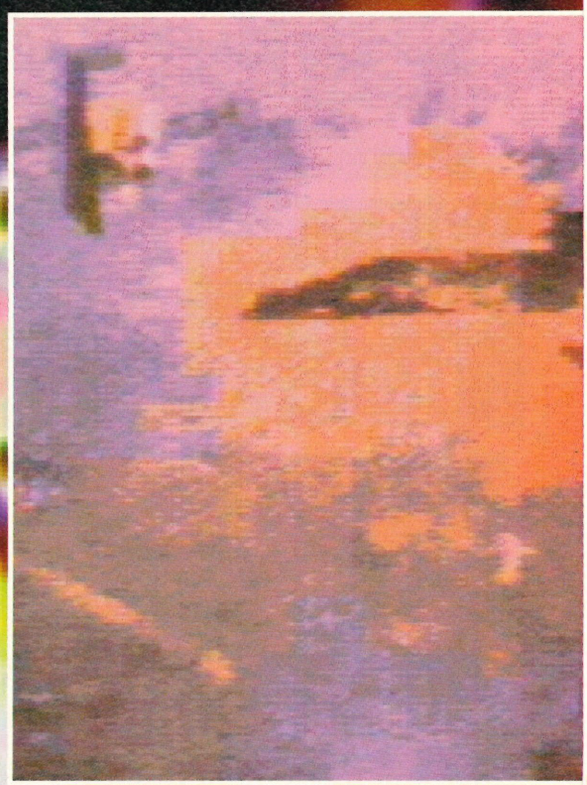
PLAYERS: 1

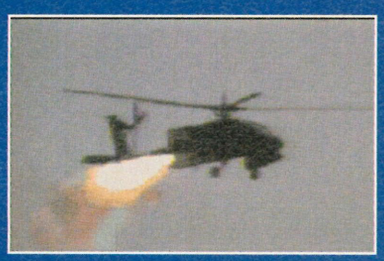
CONTROL: PAD DE JOY

CONTINUES: N/A

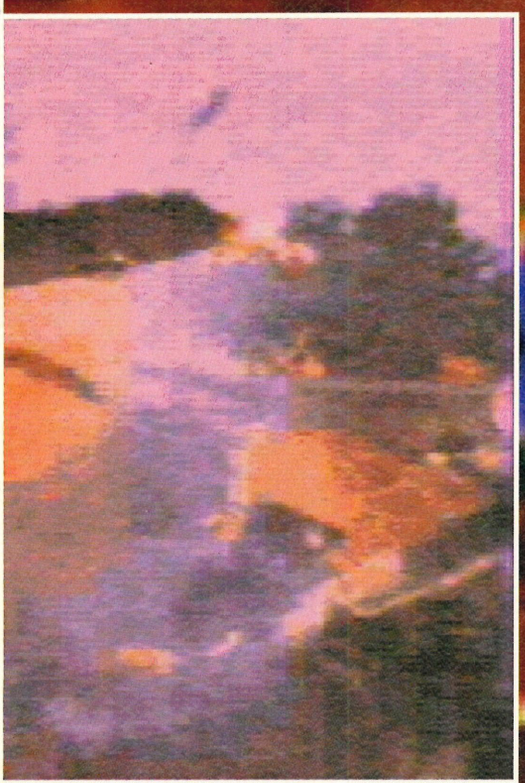
▲ This lady seems to compliment you or "diss" you how ever well you perform.

▲ Your sights stay on-screen even in the cut-scenes. Odd that.

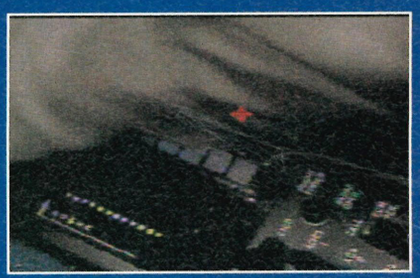




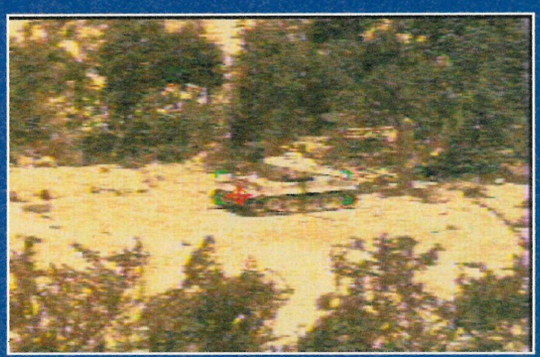
CHT ERS



▲ Boom! The tanks are ridiculously easy to destroy. They don't tend to actually move much as such. But they do shoot. Eventually.

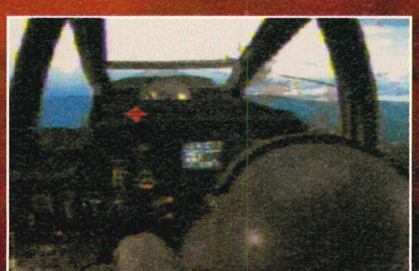


▲ This appears when the CD is accessing.



▲ Here's another tank - simple cannon fodder for your top helicopter gunship. Blast it! Destroy! Kill! Er, now!

▲ Oh dear, looks like it's the end of the road.



COMMENT RICHARD LEADBETTER

I can't say that I would go out to buy a game like this - all of these full-motion video titles are lacking in gameplay and even the clever ones are not a patch on conventional games as we know them. Midnight Raiders is very similar indeed to Tomcat Alley, albeit with slightly more to do, but I must admit that my success in shooting down HIND helicopters seemed to be reliant on what FMV clip I got - some were easy, but there's one where the enemy flies all over the place and there's little chance of hitting it. Yes it's limited and not that lastable, but if you liked the others (and some people obviously do since the genre consistently sells), you might enjoy this. But personally, no, I didn't really.

COMMENT SAM HICKMAN

I remember reading ACE magazine years ago telling us how "interactive movies" were going to change gaming as we know it. Curious then that the archaic titles they were reviewing them are far more complex than the average FMV title we have to put up with these days. As with all of these titles, the charm is in the video - but it's very shortlived. What it basically boils down to is doing the same thing over and over again, shoot this chopper, shoot that tank - oh look, there's another helicopter. Midnight Raiders is one for the FMV brigade, but one that everyone else should leave well alone.

RATINGS

53 Presentation:
Not exactly great. As you might imagine, there's an FMV intro, but little else.

71 Graphics:
The FMV is pretty grainy and jerky, but it does the job well, although perhaps it's too jerky for some of the shooting bits.

66 Sound:
A continuous barrage of FMV-quality sampling as the video progresses, with curious blasting sounds issuing forth from the Megadrive sound chip.

72 Playability
Okay, although the repetition in the video becomes apparent quite quickly, which isn't so great.

72 Challenge:
It depends very much on the FMV clip you're given - some are very easy, whilst others are very rock.

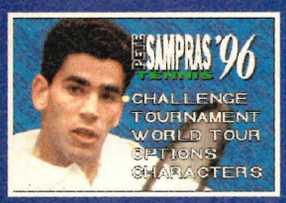
62 Lastability:
The game loses its appeal quite quickly, most of the interest-loss is due to the repetitive video.

70 Overall:
Midnight Raiders is basically more fodder for the FMV-loving brigade, but a waste of money for everyone else.

Pete Sampras TENNIS '96

▲ **Oh look! It's our trusty editor, Richard Leadbetter!**

INFO



MEGA DRIVE

BY: CODEMASTERS

PRICE: £TBA

RELEASE: JULY

STYLE: TENNIS SIM

PLAYERS: 1-8

CONTROLS: JOYPAD

CONTINUES: PASSWORD

Although tennis on the Megadrive isn't by and large the kind of thing to turn on the drool taps of gamers up and down the country, Pete Sampras '95 was surprisingly successful. in fact, a quick look at the gaming charts shows that it's still in the top 40, which can't be bad. But what does that mean for the 1996 update? Well...

The unfortunate thing with most sports game updates is that bar a couple of extra players and a 'new' game engine, there's never much that distinguishes them from their predecessors. But thankfully, Sampras '96 isn't like that. The programmers have spent a year taking the game to pieces then gradually building it back up again, and what's more, you can actually tell the difference. For a start, all the graphics have been completely redrawn – redrawn to look almost the same as before mind – but they do look a bit more fluid in action. There's a couple of new courts too, plus overhauled sound and some new spin shots. Which admittedly, doesn't give the game many more features than the old version, but it does make for an altogether slicker game than before.

So that's all the update stuff out of the way. If, by some strange chance, you've never played Sampras before, you'll be wanting to know a bit more about the game in general. Sampras was arguably one of the top titles of 1994, combining the not completely interesting concept of tennis with in-depth gameplay. In fact, the result was surprisingly playable, even managing to make the concept of playing tennis good fun. Oh, and it had the infamous J-Cart option too, so you could have four players without using a four player adaptor. Anyway, all these features meant that the game had loads of playability and in multi player mode, infinite lastability. It still stands up pretty well to its shapelier, more fashionable and younger update, but given the choice, I'd rather have the most up-to-date version of the game. Similarly, if I already had the '94 version of events, a bit more graphical excellence and boosted sound isn't going to make much difference. So use your common sense, eh?

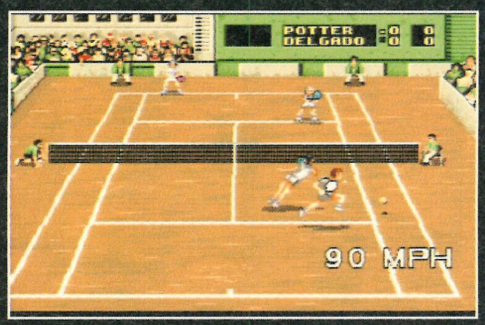
SEGA

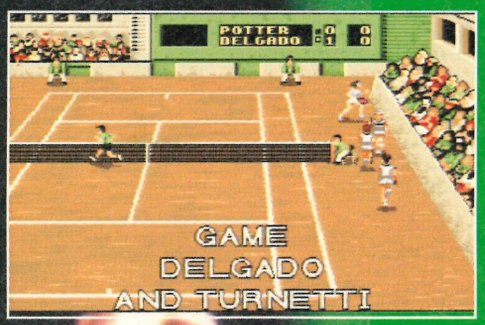
COMMENT — TOM GUISE

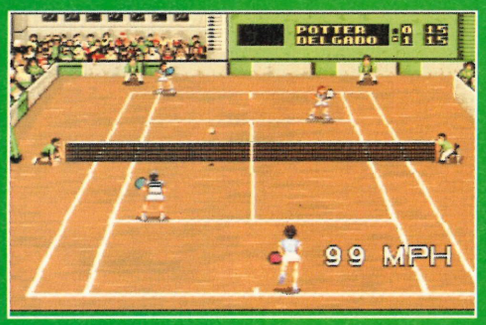
The problem with tennis games in general, is that they rarely manage to convey the excitement of the sport to the video game. However, that's exactly what the original Pete Sampras game did. This sequel doesn't really add a great deal to the old formula, but that's not such a bad thing considering how good the old game was. The action is as fast and exciting as it ever was, and the well-designed control system makes it excellent fun to play. Plus the 4-player J-Cart facility really does make this on of the best multi-player games around. Perhaps the biggest improvement Sampras '96 has over its predecessor, is better sound with more impressive thwacking noises and speech, increasing the atmosphere no end. If you didn't get the first Sampras game, you should definitely seek this out.

COMMENT — SAM HICKMAN

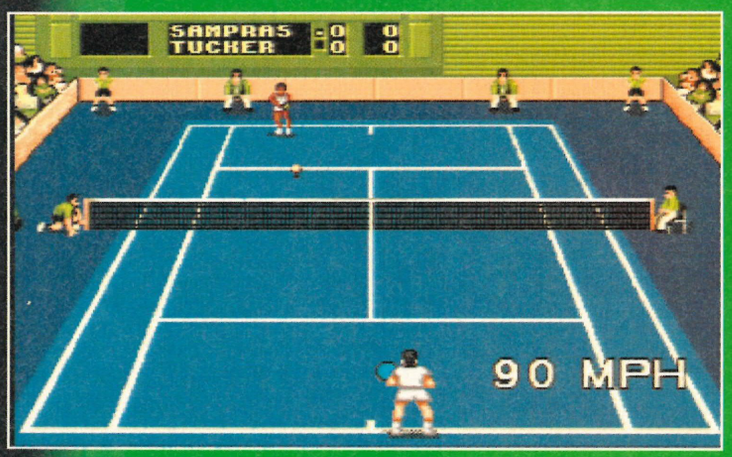
The thing is about these sorts of games is that they're not much fun to play in one player mode, but bung them on with a couple of mates and you've got something that is capable of entertaining for hours on end. Sampras is easily one of the most enjoyable multi-player experiences simply because the controls are so easy to get to grips with and you can tell immediately what's going on with the game. Similarly, it has less stop-start action than most tennis sims, which is something that's put me off tennis games in the past. Obviously, if you already own Sampras '95, there's not much use in having this version too, but it's definitely a game that any sports fan will want in their collection.



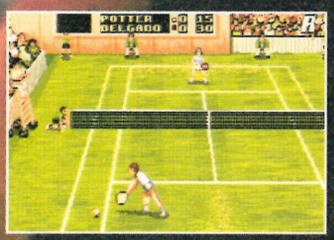


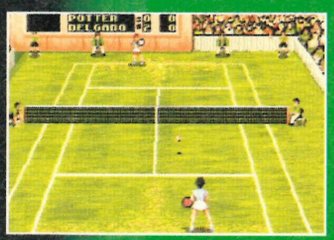


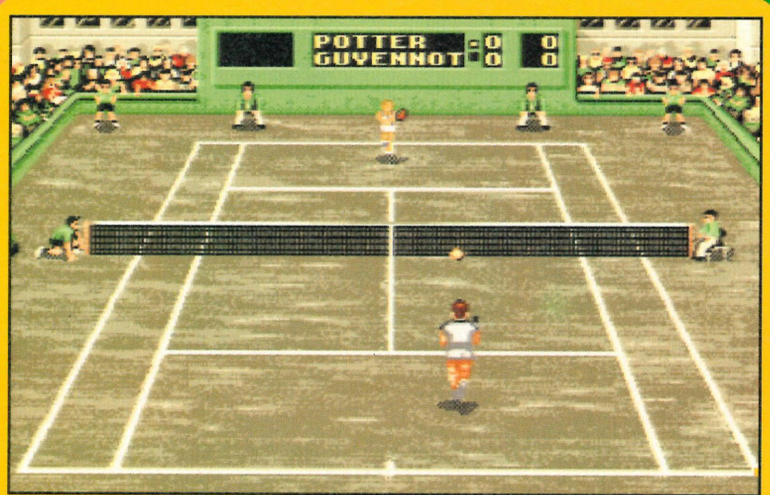
▲ Oof! That's a bit cheeky!



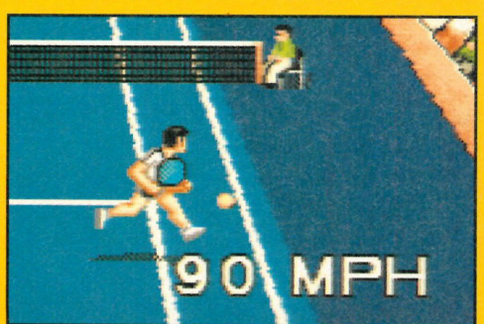
▼ Come on! This is tennis, not croquet!







▲ Rather than turning their backs on the action to catch up with the ball, the players in the updated Pete Sampras run backwards. Just like the real thing!



● Although this version of the game remains largely the same as the original, there are a few more moves included. In this version, you can top spin, jump shot, super serve and hard smash your way to victory. Also, there's a variety of camera angles to be utilised, ensuring that you get the most accurate view of the action.

RATINGS

92 Presentation: Brilliant. Everything you could want to see in a tennis sim has been included, and the clear sound coupled with millions of options makes for top presentation.

88 Graphics: Codemasters reckon that the graphics have been completely overhauled, but, they don't look that different. They were great in the first place though.

91 Sound: Easily the best sound on any tennis game. You can hear exactly what the umpire is saying, and the soundtrack is very Queen-esque.

89 Playability: A bit boring in one player mode, but brilliant fun in multi-player mode.

87 Challenge: Because there's a fair amount of moves, it's quite difficult to beat some of the computer opponents.

91 Lastability: As in all these multi-player sporty type things, the words "infinitely lastable" spring to mind.

90 Overall: Not a million miles away from its predecessor, but easily outclasses its opponents.

SURG STRI

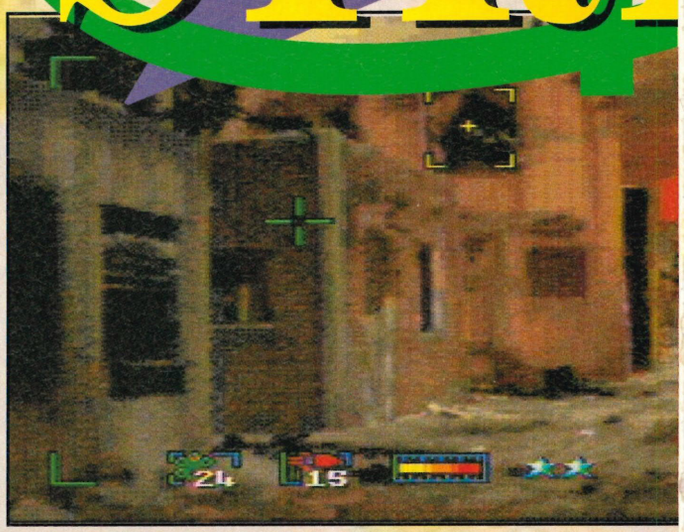
Of the three new full-motion video games (Fahrenheit, Surgical Strike and Midnight Raiders), this title is easily the most impressive. The premise of the title is remarkably simple. You've been given a hovercraft of doom, packed-out with cannons and rockets, and it's your job to enter a war-ravaged town and blast everything that blasts you, whilst seeking out specific targets.

Pressing START gives you an overhead map of the city you've entered. It's then your job to navigate through the city, turning at the right corners to keep you going in the right direction. Fail to do so and you might drive through a wall, a tank, or into a dancing girl (whose gun-toting 'boyf' doesn't like you much).

Yes, even though it's very sophisticated for a full-motion video game, it's still pretty repetitive and, like Midnight Raiders, you do get to see too much of the same video within a short space of time. However, unlike MR, the blasting in Surgical Strike is easily much, much more fun. The explosions are quite impressive and the game also has a sick sense of humour — you'll see screaming bodies flying out of the screen at regular intervals. Also, there's a genuine progression through the game, so, as you get further into it, there are more hazards to overcome — and these do actually test your skills.

SEGA MAGAZINE is not particularly keen on these full-motion video epics. Whilst at one time they may have had some kind of strange appeal, these days they look dated and dull. It must still be said, though, that Surgical Strike is perhaps the best example of FMV blasting you're ever likely to see on the Mega-CD. It's certainly not a classic release by any stretch of the imagination and yet it does seem to have a strange, bizarre form of appeal.

▲ **Hello, and welcome to Catford. Please leave all valuables with our rep in the alley.**



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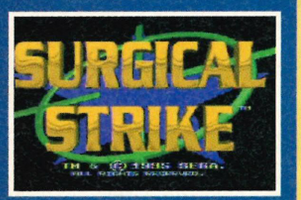


MEGA-CD

BY: SEGA

PRICE: TBA

RELEASE: TBA

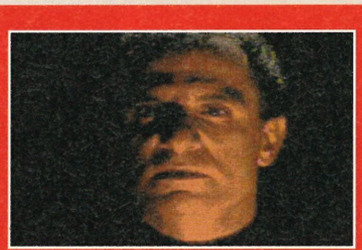
STYLE: FMV

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: N/A

▲ **Hello! What a lovely explosion. Gosh, etc.**



▲ **And look — an out of work actor. Ah, bless.**

▲ **And the latest in space tumble-dryers. Er... nice.**

COMMENT RICHARD LEADBETTER

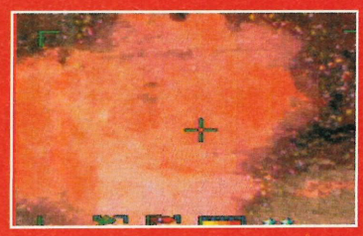
Having just reviewed Midnight Raiders I can't particularly say that I was overly looking forward to this slice of full-motion video action. Yet, I came away pleasantly surprised. The format of the gameplay does try to detract somewhat from the limitations of FMV, and although it's quite similar to Sewer Shark, there is far greater variety in the overall mission — although the dreaded FMV repetition does crop up perhaps a bit too often. I've yet to see an FMV game that I truly, deeply like, but Surgical Strike is definitely the closest I've come to having fun with one of these types of games.

COMMENT TOM GUISE

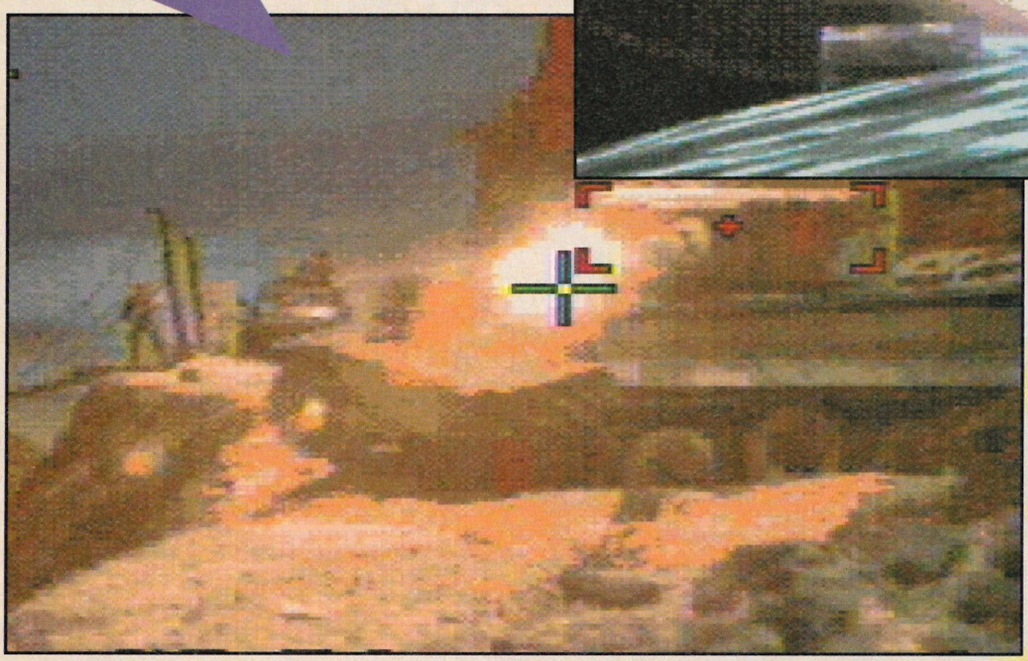
These 'TruVideo' games look a bit old and decrepit in these days of Daytona USA and Virtua Fighter, and makes me think that these so-called 'interactive movies' have had their day. Having said that, there's no doubt that Surgical Strike does have some merits. As Rich says, the range of opposition does increase the more you get into the game, and I do like the almost constant barrage of explosions and people flying across the screen. Also, the navigation idea almost makes you think you have more control over the game than you actually do have. This is probably the best FMV game around, but I think that it's probably still too limited to actually be worth the amount of money you have to lay out to buy it.

ICAL IKE

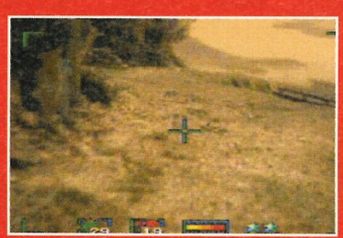
▲ Open up little pigs, or I'll huff, and I'll puff...



▲ And, rather unsurprisingly, you'll explode!



▲ RUN! The brown stuff's here — and attacking!



▲ My god! No the light brown stuff's here too!

▲ Fortunately, it was just a dream. A brown one.

RATINGS

78 Presentation:
Quite a large options screen for a full-motion video game. The obligatory FMV intro is quite entertaining as well.

80 Graphics:
The usual full-screen CinePak job, but the visuals are a tad slicker than the usual FMV fare.

80 Sound:
Plenty of raucous explosions and suchlike acc...e FMV soundtrack.

82 Playability
Very easy to get into and quite enjoyable to begin with — what with all the explosions and flying corpses. Luvverly.

77 Challenge:
The point 'n' shoot action seems absurdly simple, but it does pick up after the first mini-mission.

73 Lastability:
Once you've seen it all, there's little (make that nothing) new to see that would make you go back and play the thing again.

76 Overall:
Certainly not a classic game, but Surgical Strike is probably the best FMV game on Mega-CD. Make of that what you will.

NEXT MONTH

Let there be no doubt: SEGA MAGAZINE is the greatest tome of consoles knowledge money can buy! Next month's edition could well prove to be the best edition of the magazine yet, such is the wealth of incredible stories lined up.

We'll have the exclusive review of Megadrive biggie Comix Zone along with a massive showcase, plus we'll get the first looks at some of the biggest Megadrive games of the year! Did we mention VectorMan? Hmmmm. Interesting...

Plus you'll find all the top-notch news, previews, reviews and showcases that you'd expect.

PLUS, IN SEGA SATURN MAGAZINE...

We continue the good work in bringing you the hottest Sega Saturn stories first! You want exclusive updates on Virtua Fighter 2 and Virtua Cop? Well, be here in 30 for the latest, incredible pictures and more background info. Also, we'll be reviewing the official versions of Panzer Dragoon, Pebble Beach Golf and Myst - and we might come up with a surprise or two that could amaze you. We'll also be officially launching our brilliant Daytona Time Attack compo, with huuuuuge prizes up for grabs.

Is there no end to all of the great gear in next month's issue? In a word: NO. Well, maybe. But the point is, there'll be lots of it. Oh yes.

SEGA MAGAZINE

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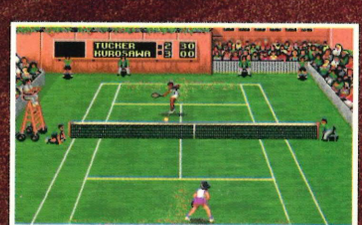

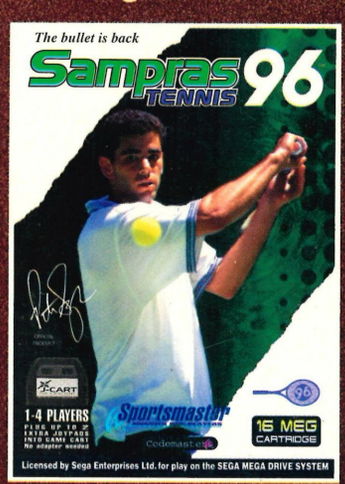

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