

Saturn

Preview

Rebel

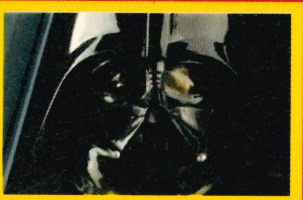
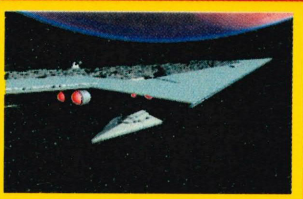
The *Star Wars* universe recently exploded into life again with an avalanche of merchandising and the promise of three new films. Already a PC hit,

LucasArts' latest release is Saturn bound...

Pro MOTION

Movie magic

Just like their big screen cousins the *Rebel Assault* series features rendered cut scenes that not only unfold the plot of the game but also provide *Star Wars* fans with a real sense of nostalgia. For this outing actual movie props and costumes were used to give the game a true sense of realism.



The original *Rebel Assault* succeeded in selling a staggering one million copies world-wide when it hit stores in the Winter of 1994. No mean feat when you consider how fickle PC owners can be and it's subsequent appearance on both 3DO and Mega-CD platforms has generated enough interest to convince LucasArts that a sequel would be both a viable and financial option.

Rebel Assault II follows on in the same FMV shoot-'em-up vein as its predecessor but this time features a totally original storyline. In essence, this is the first time that George Lucas has let anyone else film a live-action *Star Wars* movie, so of course expectations are running high.

The plot follows the exploits of two characters who actually appeared in the first game: Rookie One and Ru Murleen. Responding to a distress call from a crippled freighter, Rebel pilots approach an area of space called the Dreighton Nebula, long rumoured to be the galactic equivalent of the Bermuda Triangle. Many ships have vanished near the Nebula over the years but a garbled message from a Corellian smuggler has hinted that all is not as it seems. As the game progresses it becomes clear that the Empire themselves may be responsible for the disappearances and the construction of a super-weapon that could spell disaster for the Rebel Alliance.

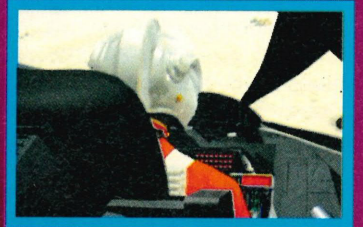
feel the Force again

Players are given the opportunity to fly familiar *Star Wars* vehicles such as B-Wings, speeder bikes and even the legendary Millennium Falcon as well as participating in shooting sequences featuring real actors filmed against a blue screen background whilst wearing actual movie costumes.

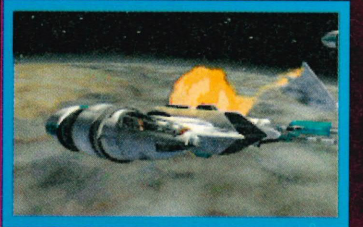
Between game segments, fantastic FMV clips tell the all-important story and even show Darth Vader as he menacingly paces the bridge of his Super Star Destroyer.

With both Saturn and PlayStation versions of *Rebel Assault II* due out in the Summer of '96, *Star Wars* fans can expect to feel the Force again real soon...

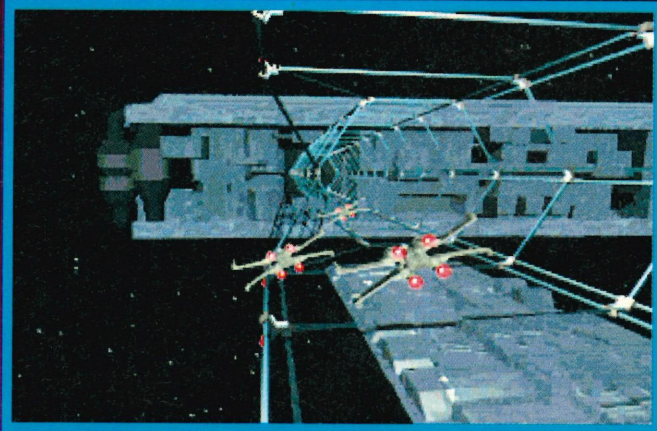
Rebel Assault II once again follows the exploits of Rookie One as he takes on the might of Darth Vader and the evil Empire.



There are live-action scenes that detail the Rebel's fight against a mysterious Imperial weapon.



Players get to fly all manner of craft including X-Wing fighters, TIE fighters, Speeder Bikes and the Millennium Falcon.



Assault

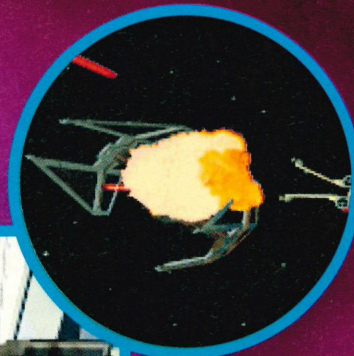
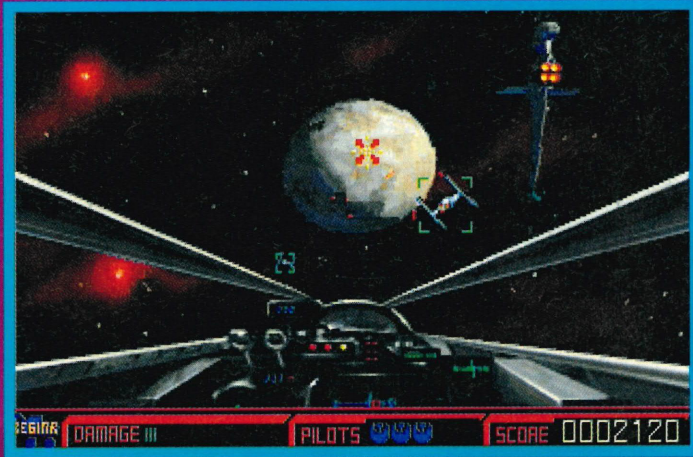
II

● LucasArts ● £TBA
● Summer '96

Completion

1st Impressions

The *Rebel Assault* series has been a big success on all formats, in fact the Mega-CD game was one of the most popular titles in the office! Now LucasArts are moving into the realms of the Saturn with a sequel to show off the power of Sega 32-bit console. We're all looking forward to continuing the Star Wars adventure, and with graphics this good it's going to be a right trooper of a game!



● Will the Rebellion live to fight another day? Only you can decide with exceptional piloting skills and the power of the force.



● Let's be honest, it's everyone's dream to fly the Millennium Falcon and now *Rebel Assault II* lets you finally live out those fantasies.



● Actual *Star Wars* movie props were utilised during the shooting of this mini-interactive movie.



● Actors were filmed against a blue screen and then placed over computer generated backgrounds.

