

**V**irtual On was recently unveiled at the ATEI arcade show held in Earls Court and attracted a fairly major crowd throughout all three days of the show. Luckily SEGA SATURN MAGAZINE was on hand to play the game to death and fortunately, we can report that the near-finished title is loads better than AM1's last coin-op effort, Cool Riders (which incidentally, was cack). In fact, most people at the show actually thought it was pretty amazing, even though it lacks the immediately obvious visual quality seen in Manx TT and Fighting Vipers.

## HOT FIGHTING SCENES REPRESENTED BY POLYGON MODELLING 3D CG!

Still that's not to say that AM1 haven't put together an arcade title that's of foremost quality. It's been a long time since Sega have brought a blast 'em up out in the arcades (Virtua Cop is a bit different) and they really have gone to town, with major explosions happening every other second. Plus, unlike blasters of the past, this is a full 3D polygon adventure where you are pitted as a robot who must run around blasting absolutely everything in sight – kind of similar to the 32X game Metalhead – only loads better.

## AS THE PLAYER GRIPS BOTH LEVERS HE VIRTUALLY BECOMES A VIRTUAROID!

There's a choice of eight robots in all and each comes equipped with three major-destruction weapons – different for each character. However, what's unique to this game is the control system. The robots and the weapons are controlled using two joysticks, one of which controls the left side movements of the robot, while the other handles the right side of the robot. To jump, both levers are pulled apart. There's also two buttons for each of the levers, and these control the weapons, and the running movements of the droid. Obviously, this may take a little time to get used to, but has been implemented purely to make the game more in-depth and fun to play.

## TARGETTED AT MANIAC PLAYERS!

Although Virtual On (or Cybertroopers as it's likely to be called in this country) can be played in one-player mode, the best entertainment will be gleaned from a head to head battle, played out in a two-player linked up cabinet. At the moment, these have yet to appear in the UK, but look out for them as they're due to arrive any day now.



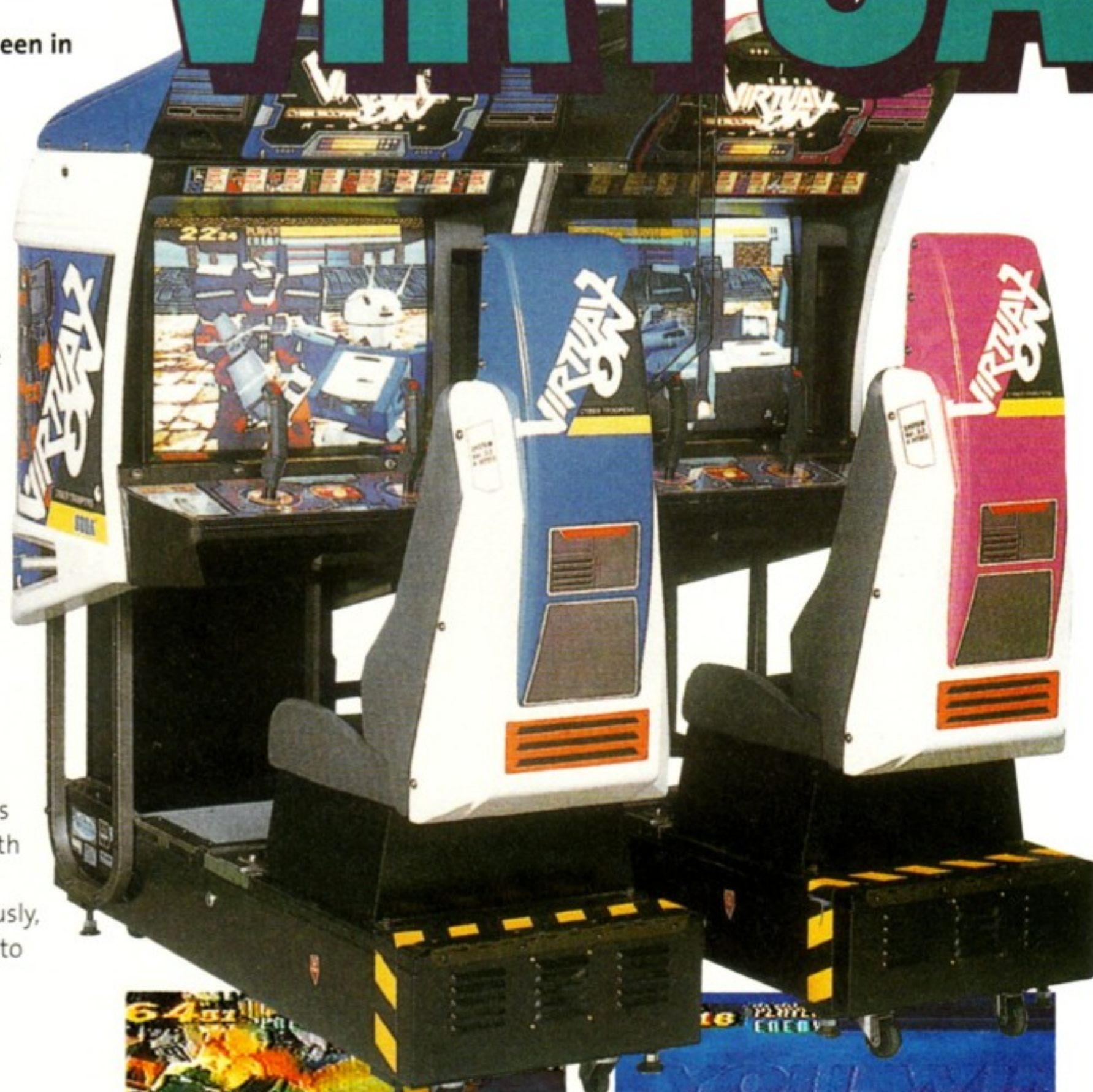
The above pictures display the wealth of blasting opportunities on offer in Virtual On, and this particular character's sword is extremely powerful, delivering crashing blows to all enemies.



Again, another level incorporating a huge array of explosions, showing off the talent of the AM1 team, who are readying themselves for a launch on the Saturn in Autumn.



# VIRTUA



Well, I guess that's a hit then, don't you? Enough destruction for you?



Once you've pasted your opponent into oblivion, the traditional You Win sign is displayed.



## A HUNCH OF CREATING A GREAT SENSATION!

Although Virtual On is still going through rigorous testing procedures in Japan, and as yet the game still isn't quite finished, AM1 have already announced that they'll be converting this title to the Saturn over the next few months. There's few details on the conversion at the moment, and AM1 are unsure of how to convert the game's unique control system, but the final result should look and play exactly the same as the arcade game. Early development shots should be available within the next three months (you can be sure that we'll be bringing you more coverage on this one) – expect to see a final version at around Christmas time.



# WAR DECLARED!



The object is to run around the area, shooting everything on screen.



Hey, it's the Virtual On title screen. And below there's an awesome explosion.

