

By now, fans of *Sega Rally around the world* should have the AM3 classic spinning constantly in their Saturns, as they try to find everything this gaming masterpiece has to offer. Once you've overcome your initial shock at how well this plays and looks, you should be getting to grips with the abundance of advanced features this game holds. Last month, *SEGA SATURN MAGAZINE* brought you all of the game's secrets, and to follow this up, **DAVID HODGSON** steers his way around the Mountain course and points out ways to improve those all-important lap times.

Such a classic game was bound to be a sweeping success, and Sega proved once again that the Saturn is capable of some stunning 3D graphics coupled with fantastic and long-lasting gameplay. Is this the finest next-generation racing game currently available? We certainly think so, and we tip our hats to Sega for making sure the PAL version was the most detailed and comprehensive of all. Getting the most out of your gaming purchases has always been important, and with this in mind we're offering you the chance to drive your rally vehicle like a true veteran. Follow this advanced driving course, and you'll be flying round those corners at speeds you never thought possible!

For the true *Sega Rally* fanatic, shaving seconds off a previous best lap time has always been an extremely satisfying experience, and now *SEGA SATURN MAGAZINE* takes you to the next level of driving prowess with an advanced course guide, detailing exactly how to take the multitude of corners. Obviously, this guide is for experts only and the choice of course picked reflects this; we've chosen to race through the twisting Mountain roads. On each corner, we'll show you the correct racing line to take, along with other useful tips such as gear changing and ideal speed. So without further ado, strap yourself in and ready yourself for the ride of your life!

BASIC CORNERING TIPS

POWERSLIDING

As any video game racing fan knows, the key to a competent (and spectacular) series of cornering manoeuvres is the utilisation of powersliding. The *Dukes of Hazard* used powersliding and it worked for them (just ask Sheriff Roscoe P Coltrane), so why not for the serious rally driver? The physics of 3D driving games have become more and more complex over the last couple of years, to such an extent that it really does matter how you take each and every corner. Therefore, once you're approaching a tight bend (or any corner where you haven't got a comprehensive line of sight) you should try turning your car slightly into the corner before letting go of the accelerator altogether and applying the brake. This allows your car to drift, and once you start to skid round the corner, wrestle with the wheel and turn to the opposite direction whilst applying a little acceleration. Your car should now start to protest with the back-end spinning round, but with a bit of continued pressure on the wheel, continued acceleration and practice, you can zoom away from a tight corner with only a minute loss of speed. It's relatively simple to enter a powerslide - the trick lies in how to drive out of one after taking a particularly troublesome corner. One final point - we've found that the external viewpoint is most useful for gauging powerslides, so use this feature to help you gain powersliding prowess.


ROAD KNOWLEDGE

For true *Sega Rally* mastery, you should know every twist and turn that all the courses have to offer. This is especially important as you have no map displayed to detail your position, and your navigator can sometimes go slightly astray with his verbal directions. Once you're heading for a corner, your road knowledge can help you gauge just how much powersliding to employ, and all this helps in your ultimate strive for the finest lap time known to humanity.

RACING LINES

We're not talking ley or double-yellowed lines here; but the advanced skill of judging where your car actually should be during a powerslide, or to put it another way; what the shortest possible distance is between the coming corner and the section of road afterwards. This is what the rest of this tips feature details; the exact racing lines required on all of the problematic corners of the Mountain course. With a little bit of powersliding practice behind you, you should now be ready to race round some blind corners with the speed of a madman!



	VETERAN ROAD KNOWLEDGE	1995
THE ARCADE AND SATURN VERSIONS		



ADVANCED DRIVING CLASS

SEGA RALLY ADVANCED DRIVING CLASS



The S bend on the Desert course is initially rather tricky to negotiate, but a little powersliding does wonders!



After the twisting S bend, the main problem bend is the final gravel roadway. Now's the time to powerslide with glee!



Earlier on, our intrepid driver corners the muddy right-hand bend with the skill and judgement of a true professional.



The fabled Lakeside course features narrow roadways and a rather pleasurable sunset sky. Powerslide with skill, please!



Enter the Lancia Stratos! This secret racing machine has rather strange cornering abilities, so watch yourself!



Powersliding round the Forest course in the Stratos is excellent fun, but remember to right yourself quickly!

MOUNTAIN COURSE



The idyllic mountain course weaves through some breathtaking scenery, but you won't have time to admire that castle or the quaint village. This is a serious rally, and there's no time for sight-seeing! As you can see, there are eight different stretches of roadway that present some sort of problem, but with the correct tuition you'll be speeding round the course with the best of them! Let the race begin...

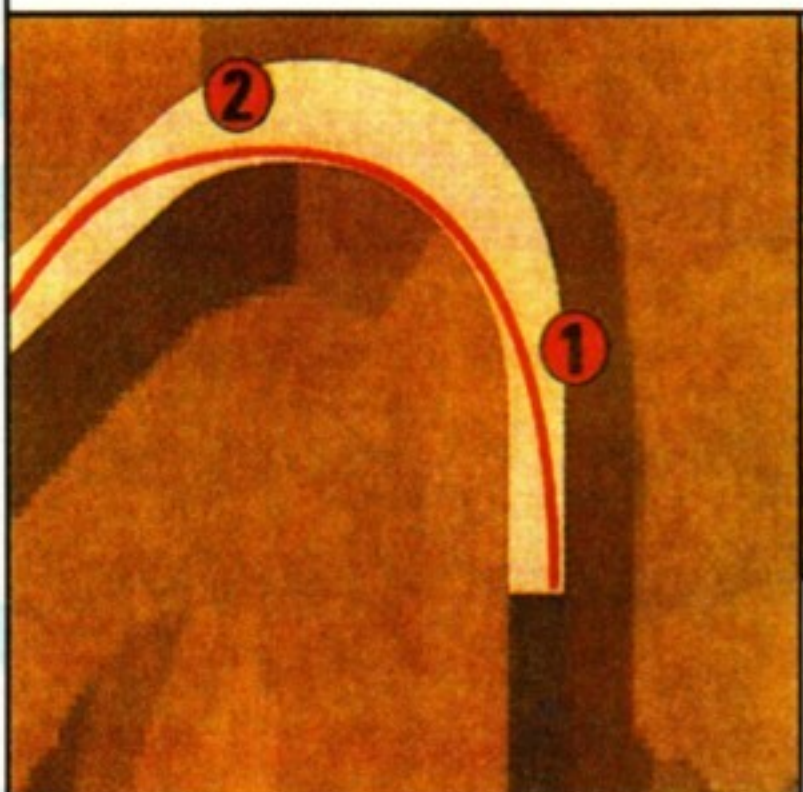


MOUNTAIN A

After a quick start, and after a brief period of speedy driving along the main highway, you suddenly begin your ascent into the hills. This is a hard left corner, and must be taken as shown in the diagram. Drop your gears to second, shift your back wheels round and hug the inside of the corner. Straighten yourself out (and shift into third gear) and ready your car from the next problem corner.



Start your side here, racer! And remember to hug the left side of the rockface!



Keep that racing line until the corner has ended, then switch up a gear, straighten up, and zoom away!

MOUNTAIN B

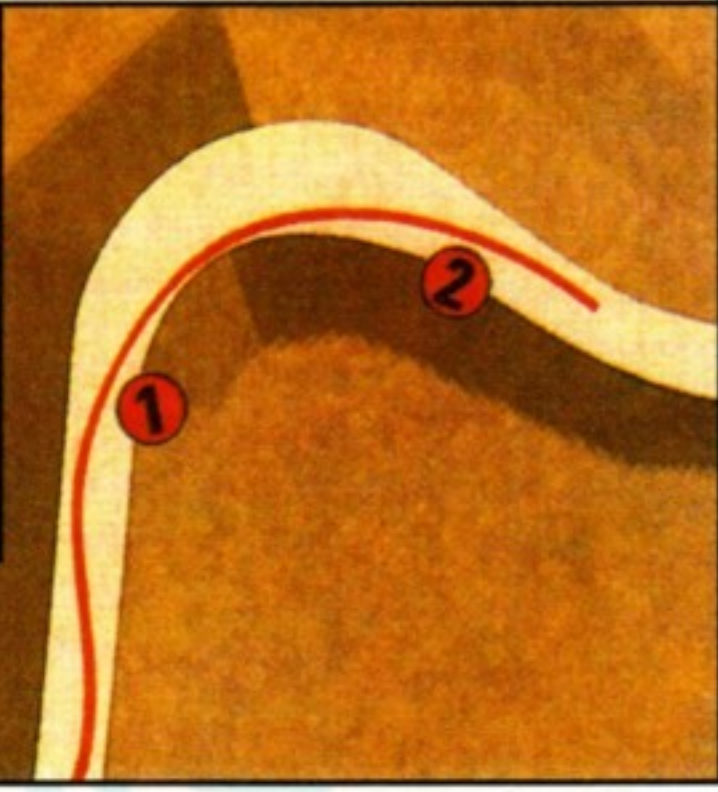
A medium right whilst still scooting round the valley is relatively simple for the Rally veteran. A quick drop down to second gear and a powerslide around the stone wall to the right should give you those valuable extra seconds needed. Change up the gears once you're out of your powerslide, and you're away! The next stop is the fabled U bend, so watch yourself!



A relatively easy right-hand bend is the least of your worries on this course. Hug that right-hand wall, though...



Ah, that's better. This gives you the ultimate racing line and immense satisfaction! Now onto that tight U bend...



MOUNTAIN C

One of the trickiest corners of the game is the U bend before the second checkpoint. With skill, you'll be able to steer round in second gear, but following the racing line is a must, or else you'll find yourself floundering along the left-hand valley walls. Remember to swing your car round so that the bonnet almost touches the right-hand stone wall. Then a long left-hand bend awaits you.

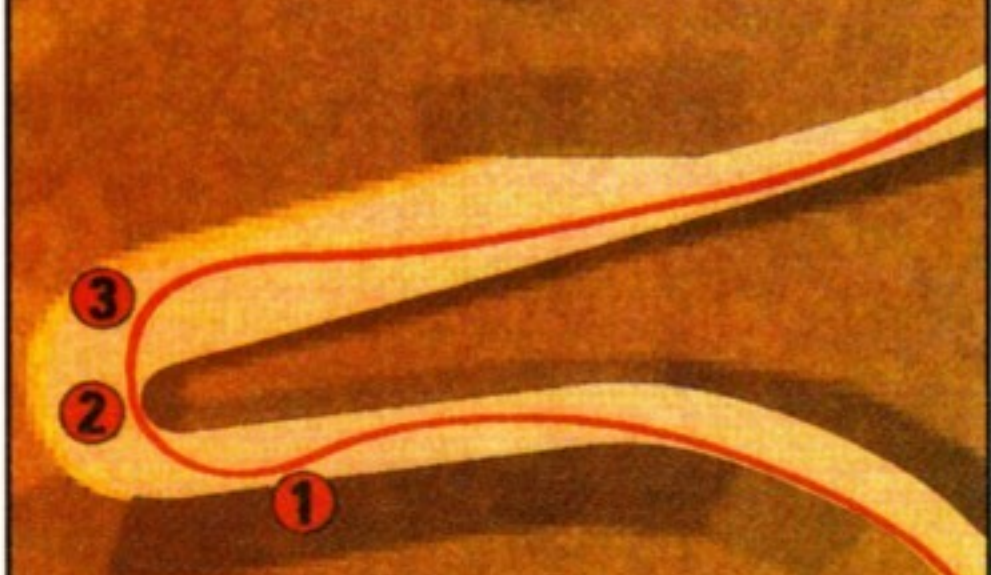


Watch this corner, as it's a really troublesome part of the track. Brake early to avoid embarrassment.



... and head for the checkpoint!

Midway round, and the car's handling like a baby. Marvellous. Now power out of that curve...



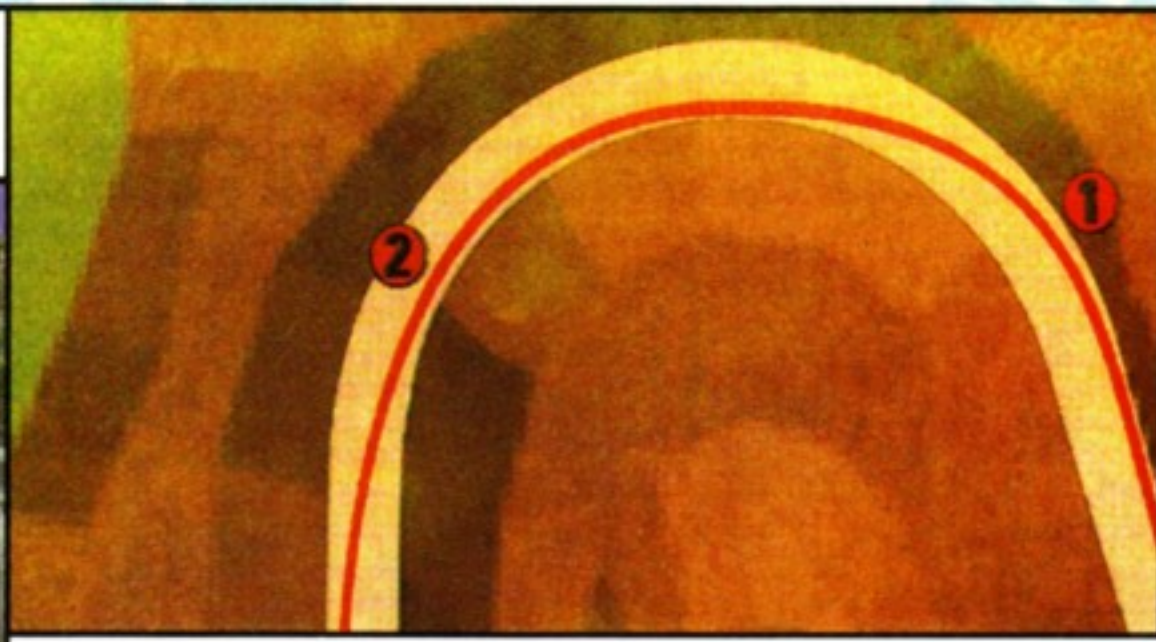
MOUNTAIN D



Bend-hugging once against proves to be a pre-requisite for this section.



Straighten yourself gently, and speed ever onwards... to victory!



A very large U bend with a narrow track is your next problem corner on this circuit. Take the initial turn rather wide, but then skid round at speed whilst hugging the left hand of the track (the large sandstone wall) throughout the turn. As you straight up, find your racing line and enter the twisting village section atop the mountain itself.

MOUNTAIN F

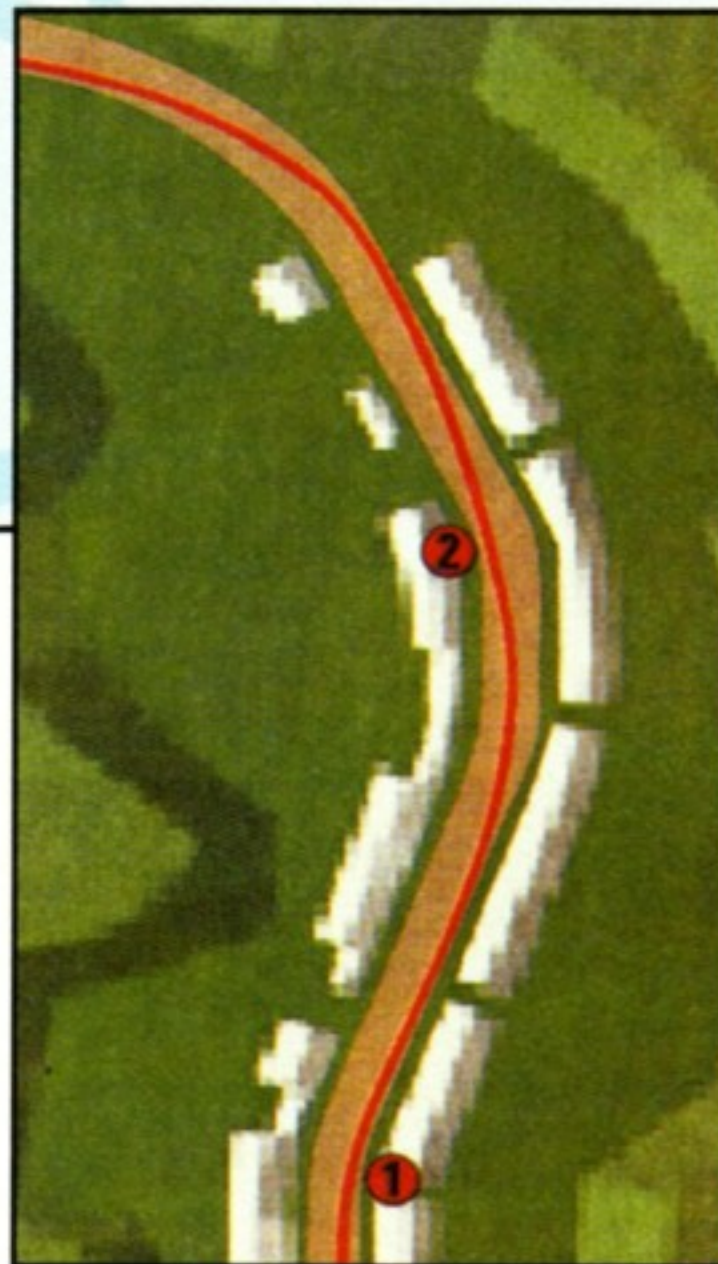
A small mexican encampment flies by the middle section of the course, and for the first part of the section, there's no need for any swerving at all. Simply shift slightly to the left and right whilst remaining in the centre of the road, before taking the final bend on the left side of the road. This point leads to the checkpoint which is midway through the village. Now the time is right for the veteran driver to speed up and fly past the final village houses.



The second part of the mountain village road, and there's a brief right turn...



...followed by a left one that speeds you out and onto the two muddy bends



MOUNTAIN E

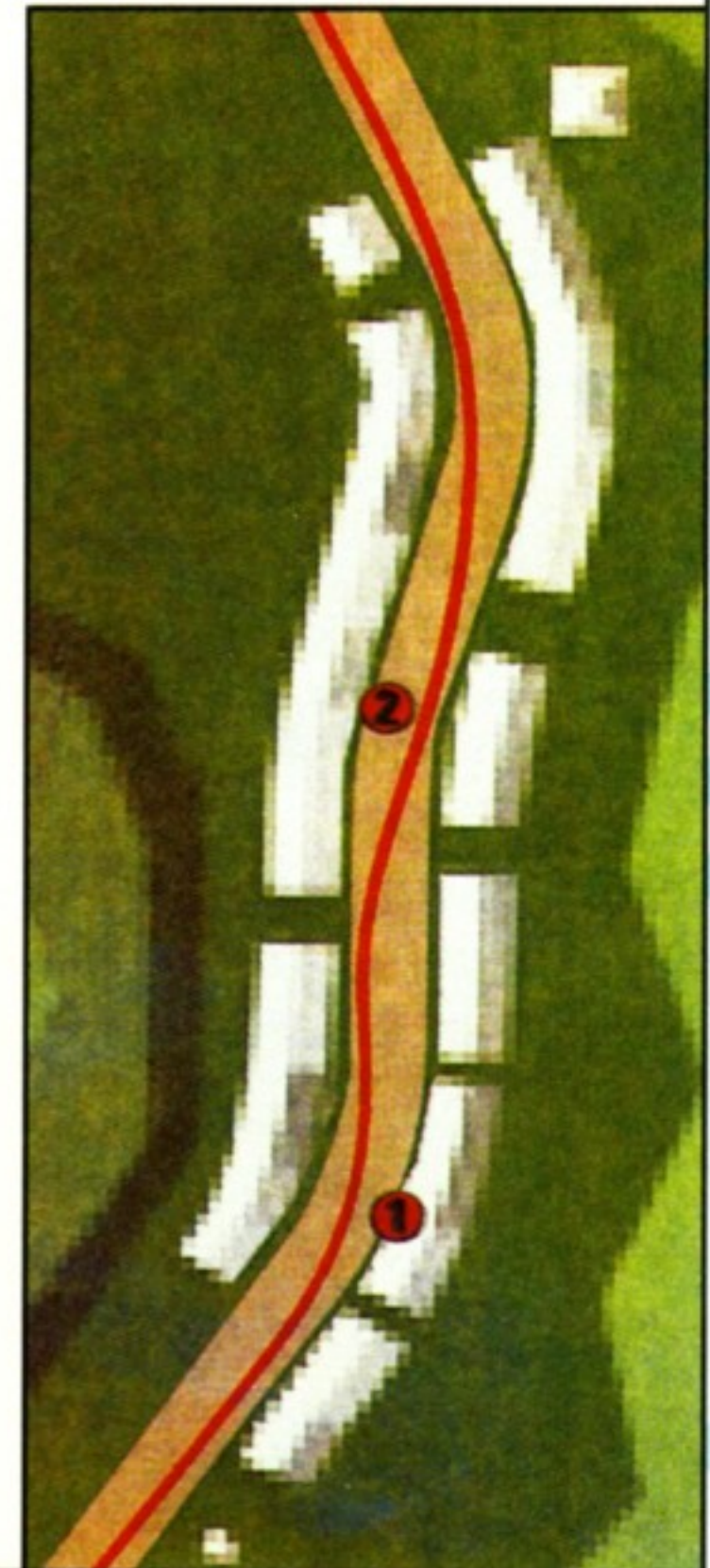
Another snaking bend where a change down to second gear is required. After this, swing round as close to the right as you can, but try not to mount the raised areas of mud as this can lead to horrible spin-outs and much gnashing of teeth. Once out of your slide, put your foot down, change up and head for the final bend. The end is in sight!



Wow, a straight bit! Now is the time to follow that racing line.



Finally, enter the checkpoint straight with a touch of powersliding.



MOUNTAIN G

A real test of driving ability is the last problem bend, and this is essentially similar to the seventh bend; only a lot tighter. Again the trick is to swerve into the corner whilst changing to second gear, before righting yourself and powering back up to speed. Then you only have the finishing straight (with a slight bend to the left) to go, and the twisting secrets of the mountain course are yours!



This is rather tricky to initially pull off; don't slide onto the bank!



Keep calm and right your car before accelerating off.

MOUNTAIN H

As you pass the checkpoint, swing to the right (whilst keeping in fourth gear) and hug this side of the road until you reach the final corner, and then position yourself to the left for a good racing line. Drift to the right before heading for the final two tricky corners.



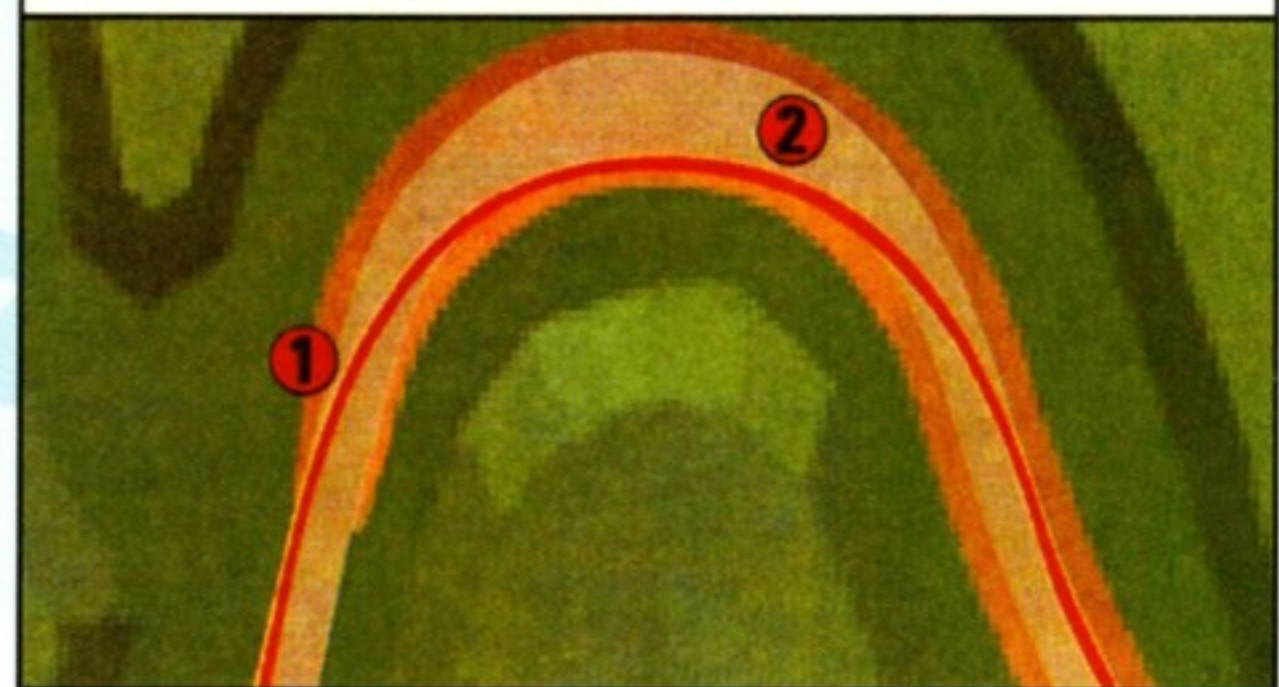
One final corner and the end's in sight!



After the navigator shouts, steer and gently side into the corner.



Once you've slithered round, accelerate to a fantastic victory!



NEXT MONTH: LAKESIDE!