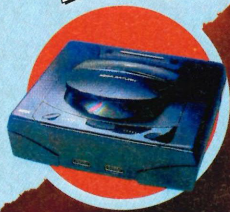


Saturn



Review

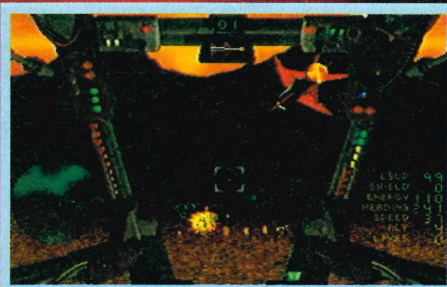
● Sega ● £59.99 ● Import Now



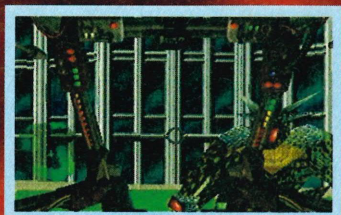
● Before each mission a breakdown of the objectives is given. Handy if you are to get anywhere in the game really!

TRAINING MISSION-VENUS

Eliminate all Ghen holograms on Venus. Learn your weapons systems. The real Ghen are harder to kill.



● This ugly bugger is one of the nasty mutants that inhabit the planet Mars. Men have walked on the Moon, but I wouldn't go any further if I were them!



● Aliens come in all shapes and sizes – some in cars!

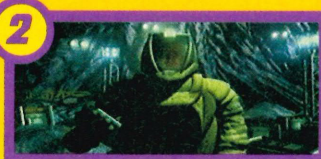
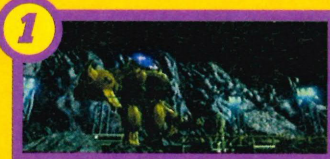
Aliens. Don't you just hate them? They just can't help meddling with us humans, poking their triangular noses in where they're not wanted. They've gone and messed up an expedition in this new Sega game now...

It all started years ago. An armada of Ghen refugees came to earth seeking temporary refuge from their bloody inter-galactic war against a super-race known as the Bo-Kyat. In exchange for providing this temporary retreat, earth's inhabitants received major advancements in science and technology including an implant device that when inserted beneath the skin, cured all forms of disease.

To assist mankind in its need to locate scarce minerals that could only be found on other worlds, the Ghen once again offered their advanced body of knowledge and helped create the Sunstar solar exploration station. Now, years after its initial launch from earth, the Sunstar and its human and Ghen exploration team has temporarily landed here, at Saturn's Titan moon.

Another wonderful intro sequence from the Sega Away Team. This time they've used actors and spliced their performances with computer generated sequences. With a set that looks like it's been

borrowed from Red Dwarf and lots of special effects thrown in, this is one of the more impressive intros we've encountered.



● At the end of each mission you're given a breakdown of your accuracy and energy levels. This will give you something to aim for next time.

Contact: The Video Game Centre on 01202 527314.

Ghen War

● Shooting aliens doesn't kill them straight away if they're tough. They just sizzle for a while.



● Once inside a building you discover another problem. How do you turn door handles from inside this suit?!



This is where the action begins, after setting the scene in a Full Motion Video introduction sequence with live actors mixed with computer generated images. These movie clips continue between each level holding the game together with the player filling in the gaps.

Alien worlds are viewed from inside a mechanoid suit, with the ability to look up, down and all around and a vast array of weapons at the ready. The first mission is a simply training affair, allowing players to get used to the controls and fine tune their aim. Once a mission is completed, a breakdown of the number of shots fired and accuracy is displayed, giving something to aim for each time the game is played.

Levels are all created in 3D, with a radar map of the surrounding area in the bottom left of the screen. Mountains, buildings and space stations scroll around smoothly with no

visible glitching. I found that I spent most of my time concentrating on the map instead of looking out at the play area though, you can move much faster this way.

Each mission has objectives to be achieved, and the cast and crew will give you a good dressing down if you fail. There are also hundreds of aliens, in all shapes and forms to be killed off with the many mean and hungry weapons.

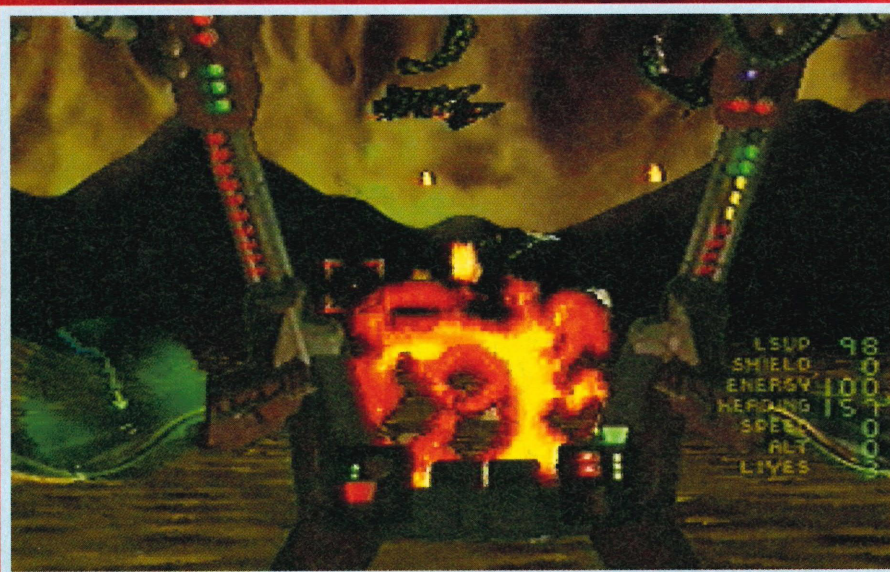
I would say the difficulty level was about right too. It took me an hour to get through the training mission and into the first proper level – but then I did accidentally reset the Saturn half-way through!

There's plenty of challenge on offer in *Ghen War* and it does look like a 32-bit game – quite a bonus when you look at some of the trash available on import now. With an official UK release coming up in 1996 this may be one to wait around for!

● Nick Roberts



● An explosion in the distance doesn't bother me – I'm inside this super-dooer mech suit. But I hope it's fire proof – does anyone have a fire extinguisher.



● Inside one of the Mars buildings you discover another problem. How do you turn door handles from inside this stupid mech-suit?!



● A problem. You want to kill a big alien, but he's hiding behind a force field. Where's the switch?



● Handy around building sites, the yellow-breasted grabber is a rare breed of bird.

Proscore

85

Not the most original game in the universe, but a good strong challenge with slick visuals.

Sega Pro 33

February 1996