Atlus • £59.99 • Import Now

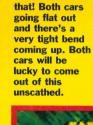
• This white (or is it silver?) beauty is probably the best car to have in the performance stakes. Good big wheel in the background as

well.





ust have a look at some of the tasty little numbers on offer here. They all handle differently and reach speeds that not even Mark Pilkington would dare attempt.



Just look at







Contact: The Video Game Centre on 01202 527314













Everyone has gone racing mad with Sega's Sega Rally out this month and some top games on import.

A smart tunnel, and I'm not going

to mention Ridge Racer or

anything... Doh!

Here's a prime example,
Atlus' High
Velocity is a real
Ridge Racer beater!

ost racing games for the next generation consoles have had major faults in the form of glitches and clipping. This means that the track ahead

does not flow as smoothly as it should do, and it's even possible to see the track being formed. Daytona on the Saturn is one that suffers this, and we never thought it could be bettered until we saw Sega Rally.

Fortunately, *High Velocity* doesn't have this problem, and it has exceeded all our expectations.

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Here we have a good view of the

bridge supports. Zzz...

A straightforward race game, High Velocity offers a wide choice of snazzy fast cars, which can be raced on a number of tracks, all of which are packed full of detail.

the tracks

and speed

are

awesome

As for the track movement, it's just brilliant. Everything flows smoothly and the cars handle perfectly. The usual viewpoints are on offer, including a pretty special freeze frame mode. After

each race, this moves the car frame by frame, showing all the bashes or swerves you made,



 This black car is a bit of a beast when it comes to speed, and it ends up skidding a lot, just like here.

and it can be viewed from all the essential angles too! This is what we like to see in a racing game.

A versus mode is available, pitting the player against a selected opposition car. One of these races takes place on a downhill track at night, with a huge city all lighted up in the background. It's these effects that make High Velocity such a great racing game. There is no glitching whatsoever, and the speed is breathtaking on the downhill tracks, not to mention those on cliff edges! The lighted tunnels from Ridge Racer are here, looking just as good. The car's engine also echoes as it goes through the tunne for added effectl.

Complaints? Well, a lack of other cars to race against does make it seem boring, but the tracks and speed are awesome – you'll be too gob smacked to notice you're on your own. Fingers crossed that this gets an official release. It's not too well known at the moment, but it soon will be. A brilliant game, and the nearest we'll get to having *Ridge Racer* or *Need For Speed* on the Saturn (for the moment)!

Steve Hardy





• Yes, it's a checkpoint, or some sort of toll booth. Whatever, it presents an obstacle and you have to slow down a bit.



• Below: A sample of what the replay sequence does. Control each race frame by frame!





High Velocity is a responsive and visually stunning racer, which gives the competition a run for its money.

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