

Saturn



Review

• Atlus • £59.99 • Import Now

High Velocity

• 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.



Sexy Motors!

Just 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.

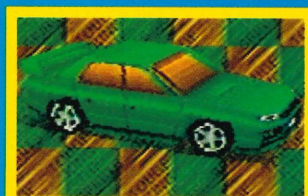
• Just look at that! Both cars going flat out and there's a very tight bend coming up. Both cars will be lucky to come out of this unscathed.



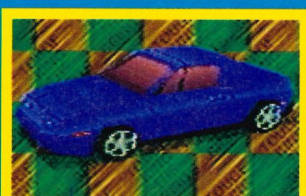
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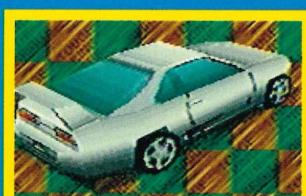
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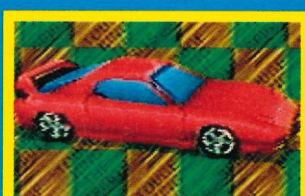
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Type E



Type F

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.

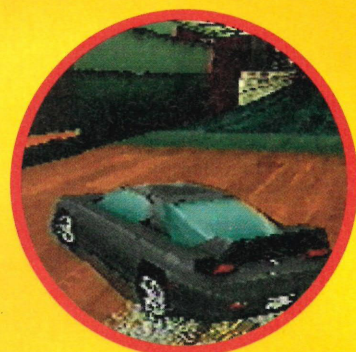
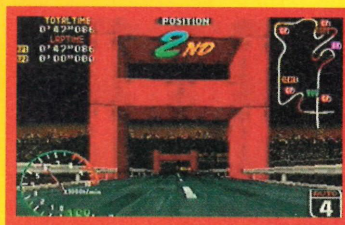
Here's a prime example, Atlus' *High Velocity* is a real *Ridge Racer* beater!

city



● A smart tunnel, and I'm not going to mention *Ridge Racer* or anything... Doh!

● Here we have a good view of the bridge supports. Zzz...



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

Most 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.

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.

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,

**the tracks
and speed
are
awesome**

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● 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!



ProScore 80

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

Sega Pro 67

February 1996