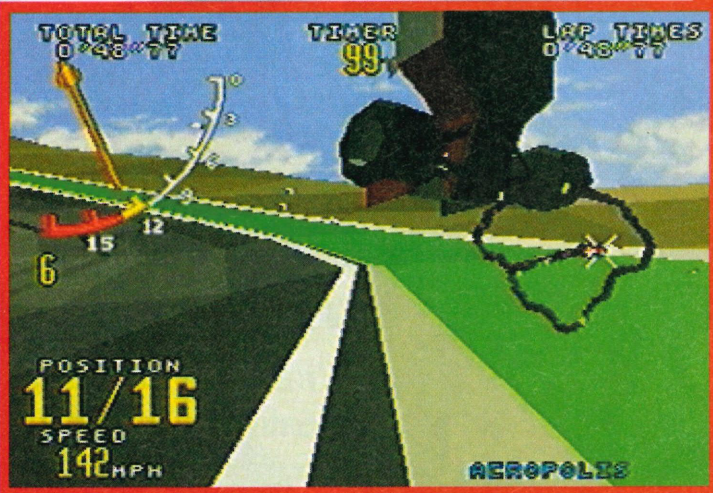


Virtua



• Nice polygons Time Warner! It's just a pity *Sega Rally's* have a few textures and some gameplay thrown in too!



• *Virtua Racing* gives players all the action of the original arcade classic with the added bonus of extra tracks as well as bonus cars.

Right on track

There are ten courses to select from in *Virtua Racing* with each track having its fair share of twisty turny bits, assorted weather conditions and other contestants hogging the road. Remember that practice makes perfect!



• After the disappointment of *Daytona USA*, it's surprising to see that Time Warner have produced a perfect conversion of an even older racing game.



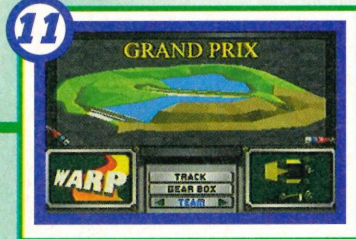
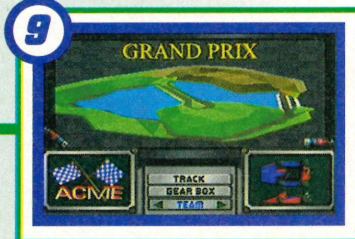
• Check out the go-karts in the Grand Prix mode. They're super fast!

Ever wanted to own your own arcade machine? Course you have and Time Warner are giving you the chance to do just that with a pixel-perfect *Virtua Racing...*

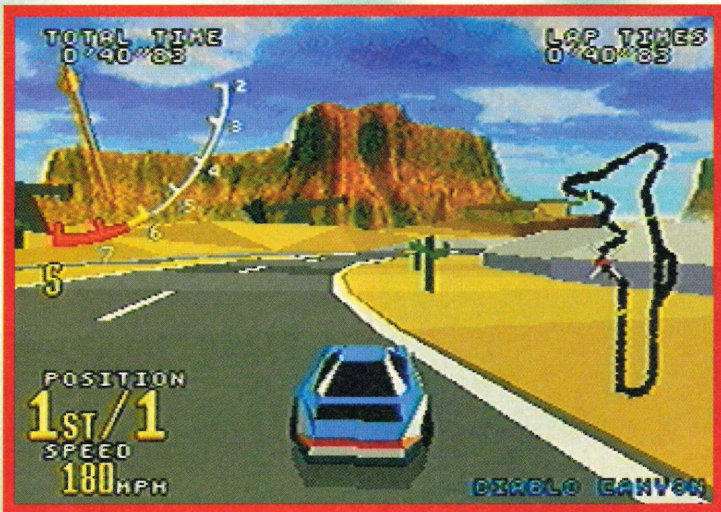
Nowadays most people forget that before the superb technical achievements of *Daytona USA* and *Sega Rally*, arcades all over the world were blessed with AM3's first major coin-op triumph: *Virtua Racing*.

Screeching into arcades in early '93, VR wowed players with its realistic road handling, smooth speed and, above all, incredible polygon graphics that paved the way for future titles such as *Virtua Fighter*.

After appearing on the Mega Drive (albeit with the aid of the SVP chip) and on the 32X as the souped up *VR Deluxe*, *Virtua Racing* has finally arrived on the Saturn courtesy of Time Warner Interactive. This version however not only contains the original arcade game but also many other features to give longevity to a product that's over three years old.



Racing



For a start an extra seven tracks have been added to the existing three with new terrain ranging from the slippery Alpine level to the dusty Diablo Canyon. One or two players may take part in a race with no slowdown evident in split-screen mode and there's even a Watch Mode included giving demonstrations of various levels. Other options enable players to select various cars (including the VR Deluxe prototype), team colours and automatic or manual gears.

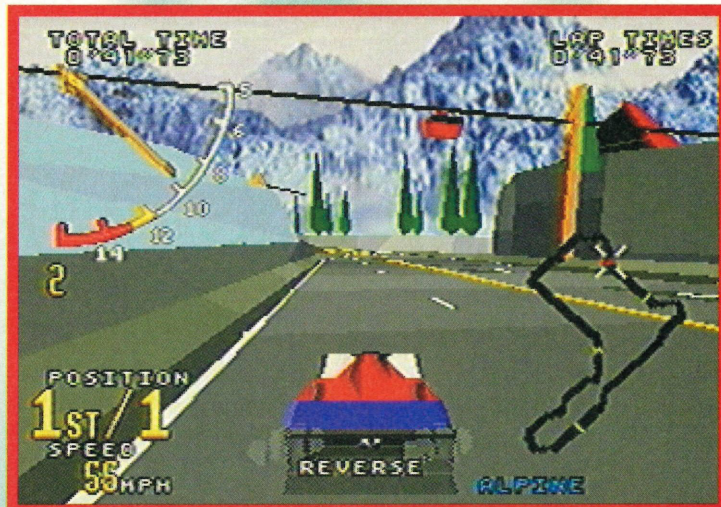
The Championship Mode is easily the most fun with drivers having to guide mini motorised go-karts around the standard tracks at high speed. Unfortunately this, and the other modes, are let down by poor

stuck on the starting grid

sound effects such as the unbelievably pathetic whine of every vehicle's engine. Some of these cars are supposed to be world class motor vehicles yet they drone on like a fly stuck in double glazing.

Don't get me wrong, *Virtua Racing* isn't a bad game it's just that after all the waiting and the hype you can't help but think how outdated this polygonised driving experience really is. Sure, VR was great in the arcades but times have changed and gamers are demanding better visuals and even more realistic gameplay. Even with a wealth of options *Virtua Racing* is likely to be stuck on the starting grid when *Sega Rally* is released.

● Mat Yeo



● In Practice Mode select from many other cars including the prototype.



Proscore

80

Okay, it's an arcade perfect conversion of Sega's hit coin-op, but why? The Saturn is capable of much more than this.