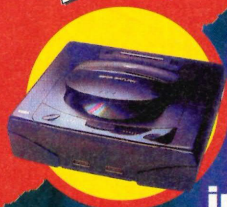


Saturn

# Review

● Sega ● £49.99 for game, £59.99 pack with gun



Sega's polygon shoot-'em-up of epic proportions is in the shops now on the Saturn! Being one of the big three Sega releases, it can't go wrong - can it?

**V**irtua Cop was the best target shooting game to appear last year, astounding everyone with its polygon graphics, and simple yet frantic target 'n' shoot gameplay. It must have been difficult to convert this to the Saturn, but Sega have got almost everything spot on, creating a decent conversion to the 32-bit machine.

A joystick can be used to control the cursor, but this is difficult and slow, so AM2 have created a light gun, called the Stunner, which is far more accurate and gives more of an arcade feel to the gameplay. It has to be said that Virtua Cop looks and sounds amazing. The polygon characters move well and react realistically. For example, the crooks reel back when shot,

holding their stomachs or heads in pain as they fall. Sometimes, you might hit a crook just once, and he holds his arm in pain, and he has to be shot a few more times to finish the bouncer off. It really is killing on a huge scale, so be warned that Virtua Cop is not for the soft or the squeamish!

The targeting system is brilliant - a cursor locks on and focuses on each criminal, and then you just let 'em have it.

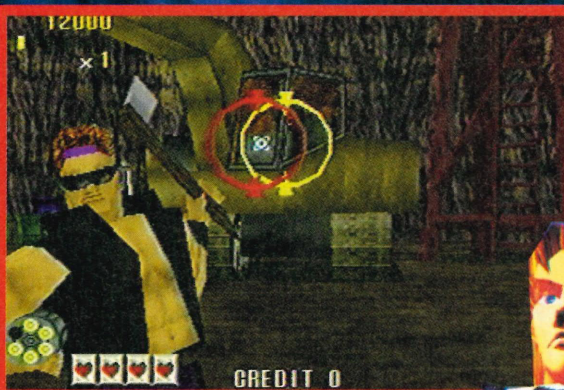
**top cop shooting action**

The screen moves automatically, and it feels just like playing the arcade original - the action never lets up for a minute. On the later stages, which take place in a quarry and the Corporate Headquarters of the criminal company named EVL, more and more bad guys appear. The old wrist really begins to ache, but it's just great fun all the way. There's also a boss character who appears at the end of each level. This tough boy will take more than just a few bullets to polish off. Can you defeat them all and defeat this evil corporation? It takes a steady hand and good aim.

# Virtua Cop



● Not all of the opponents have guns, grenades and missile launchers. Some of them have axes and they're a bit faster too. It's a shame about that beard though.



● Another axe wielding maniac, but that crane poses a problem as well. Shoot the driver to take it out.

## Bang, bang, you're dead!

**T**here's a brilliant intro sequence to the game, just like a top TV cop show! The two bobbies race along in their car, chasing a bad old villain. They knock over a crate, sending a copy of Virtua Cop flying out onto the tarmac! Then they have a shoot-out with the cad. Nice stuff!



● The underground car park must be tackled before you face the massive skyscraper of the Mega Corporation, EVL.



n, £24.99 for single gun • Out now!

# A Cop

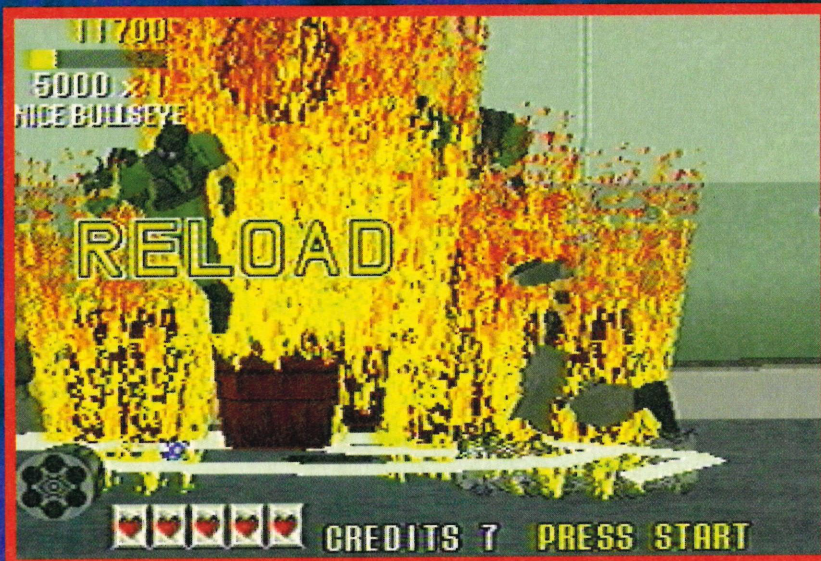
## Practice Makes Perfect

As well as the main shooting action, there is a special training option available which gives you target practice and enables you to get the hang of the targetting

system. It gets very difficult because the targets don't stay up for long, and the red targets have to be avoided. Our designer Nick was a bit too good at this!



• Don't shoot that guy! If you hit any hostages you lose a life and if you just shoot anything in sight you'll soon be making excuses to the Chief of Police.



• Don't just aim for the blokes, but shoot at the fuel drums as well. Some of them will explode and they take out lots of bad guys in one go. It's clever tactics like this that score lots of points.



• For showing off the Saturn's graphical capabilities, you can't beat the quarry level on *Virtua Cop*. At this point, the screen pans over the edge and then drops down into a pit. It's brilliant!



Saturn

# Review *Virtua Cop*

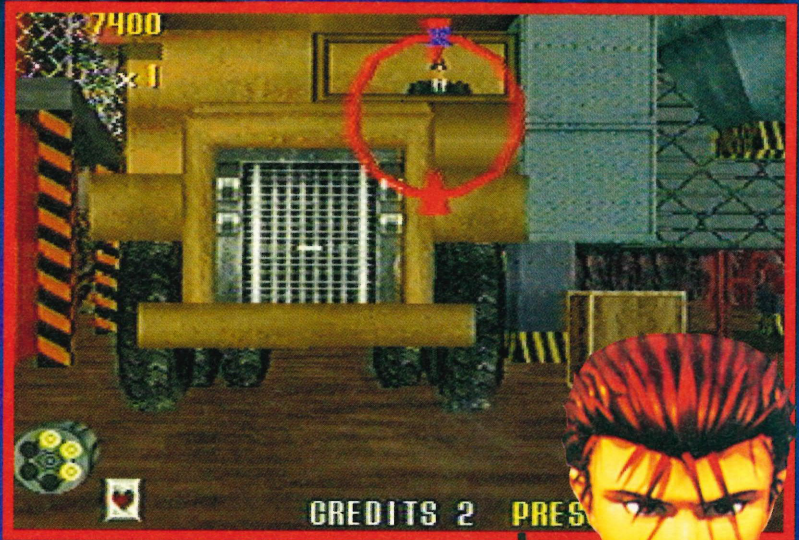


● The cursor is green so you can fire at will. Always reload after firing three or four times and those bullets will never run out. Sound easy? It flippin' isn't!



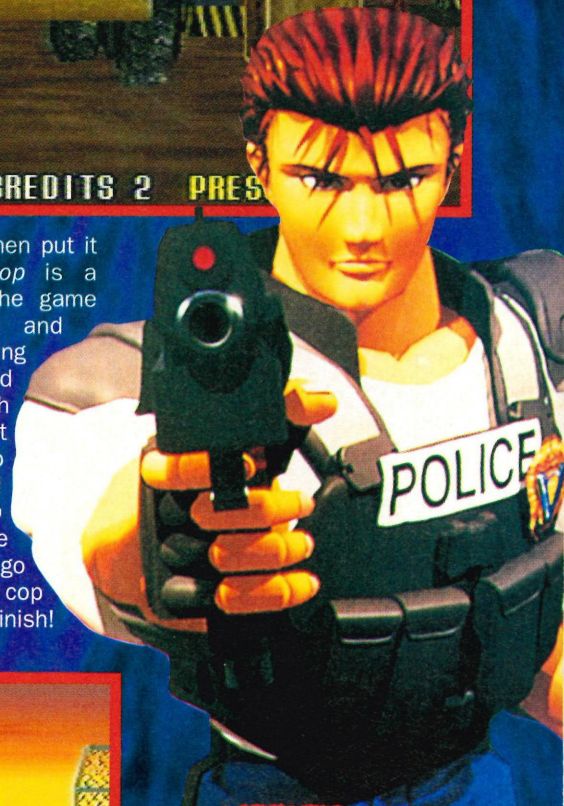
● Right: This dump truck will cause you maximum damage if it keeps hitting you. Take out the driver as soon as the target focuses on him.

Left: Shoot the blokes who peer over objects and always be prepared to fire upwards, that's how you get ambushed.



▶ If you're still stuck, then put it this way – *Virtua Cop* is a fantastic conversion. The game conveys all the feel and realism of the coin-op, losing hardly any of the speed and none of the gameplay. With more games of this quality, it seems the Saturn is going to do very well in the future, and while we all wait for *Virtua Cop 2*, rumoured to be on the Saturn for Christmas '96, go check this out – it's top cop shooting action from start to finish!

● Steve Hardy



● Things get heated in the reception area. Shoot these guys but avoid the receptionists – the poor loves.



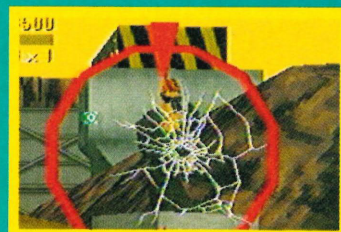
● The Virtua Cops take out yet more criminals with their black guns. The ones we're going to get with the Saturn will be blue apparently.

# Proscore 93

## On Target

This tracking system changes colour – it goes yellow when tracking a criminal and goes green when you can fire.

If it goes red, then a crook is about to fire – rapid reactions are essential!



A top game that loses nothing from the arcade. *Virtua Cop* is the nearest you'll get to a coin-op in your living room, and comes highly recommended.