

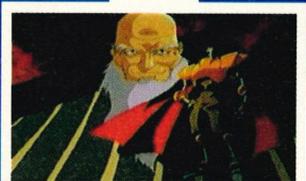


# Guardian Heroes

**Pro** MOTION

## Story time with old uncle Mat

As with most Saturn games *Guardian Heroes* comes complete with a free of charge FMV intro providing a rich backdrop against which players will unleash spectacular magic and learn the price of failure.



In a far off world, a group of muscle-bound warriors prepares yet again to take on the forces of tyranny. Just another day at Sega Pro or an awesome new RPG? Mat Yeo begins his quest...



● *Guardian Heroes* features amazing spell effects and loads of on-screen action.



● Up to four adventurers may take part in a group battle against the forces of evil.

Although previously known for their top platform based games such as *Gunstar Heroes* and *Dynamite Heady*, hotshot Japanese developers Treasure have been a bit quiet for the last year. The reason for this? Well, they've decided to leave the decrepit world of 16-bit consoles and head for Saturn.



● Do these visuals look familiar? They should do as Treasure have also programmed the ace *Gunstar Heroes* and *Dynamite Heady*.



# Guardian Heroes

● Sega ● £TBA  
● January

Completion

## 1st Impressions

After the spectacular visuals and Technicolor splendour of Treasure's previous games, it's great to see they're back on top form with a 32-bit title that simply demands to be played. *Guardian Heroes* takes a unique look into the world of RPGs and will prove to be one of the most impressive Saturn titles to be released in '96. With just a few more gameplay tweaks and a final polish to go, this title proves that Sega's next generation console still has plenty to be proud of.

Their first next-generation offering is to be the fantasy based RPG, *Guardian Heroes*. Set to debut early in '96, this title bears all the trappings of a typical Treasure game: large, colourful sprites, intense on-screen action and cute well-defined characters. Set in that mystical never-never land that all RPGs seem to take place in, *Guardian Heroes* initially focuses on the exploits of four adventurers whose mission is to defeat the dark forces that have invaded their world. Sounds easy enough? Think again buster! The forces of light are overwhelmed and it'll take skill, magical powers and a bit of luck to save the day.

For their first RPG, Treasure have taken a few lessons from genre giants Squaresoft and produced a unique combat system that allows players to combine spells to devastating effect. Beginners will get to grips with this system

in no time and experienced dungeon masters will find plenty of scope for exploration and experimentation. In fact up to six characters can perform attacks at once!

Players can also move across various playing fields to avoid attacks and interact with background items. Although combat is intensive there's a vast, challenging fantasy world to explore from creepy forests to the cobbled streets of local villages.

Treasure are obviously taking a gamble by branching out into a new genre but that's the only way they're going to keep their products fresh and interesting. Unlike their Capcom counterparts, this is one company that isn't afraid to take a chance when it comes to being inventive. Their efforts will be rewarded when *Guardian Heroes* hits the shelves in January. You'd be a fool not to get a copy.

**combat is intensive**



● The Saturn struts its 2D stuff with loads of smooth line scrolling and plenty of explosive effects.



● Hahn Samuel uses his enchanted blade to teach his enemies a lesson in medieval pain.

## Fantastic Four

As with most RPGs, *Guardian Heroes* offers players a selection of characters each of whom has their own mystical attributes, weapon skills and detailed storyline.



● Treasure have ensured that the combat system remains fun and intuitive. Attacking then defending is a simple task even novice players can pick up.



● As in most fighting games *Guardian Heroes* registers the number of hits inflicted on an enemy during a battle round.



### Nicola Neill

A plucky young girl who specialises in defensive magic and uses her healing abilities to restore the health of her colleagues.



### Randy M Green

A bit of a strange one this. Randy (what a name) is the truly mystical character in the group and armed with devastating mystical attacks.



### Ibushi Ginjiro

This elusive ninja fighter uses his lethal sword in combination attacks and can also call upon many mysterious ninjitsu techniques.



### Hahn Samuel

The classic fantasy hero. Blonde hair, blue eyes, thick as two short planks. Hahn carries a long sword and is a skilled warrior.