

holding out for a hero



You might **think** we gave away **everything** you'd ever want to know about Guardian heroes in our ace Showcase within Issue 3. **Well we didn't.** So just to **spoil the surprise** even more, here's a special SEGA SATURN MAGAZINE Update...

guardian heroes is the first game to really show off the phenomenal sprite-handling capabilities of Cpt. Sega's favourite cabin boy. And whilst we bust our guts to bring you as much info as possible on Treasure's 32-BIT tour de violence a couple of months ago, there were still a number of tweaks to be made to the final game. Luckily we're great, so we thought we'd add to our already lavish coverage of this later-day classic with a horizon-expanding Update. If this isn't enough for you, keep your peepers peeled for next month's issue, when we'll be printing a full interview with the cheeky chappies behind this monumental feast of death.



CHOOSE YOUR OWN ADVENTURE

Guardian Heroes differs from most action games in that your progress is heavily plot-centric. Usually it doesn't really matter what you do in game, the idea is to reach, confront and destroy the very final boss. But Guardian Heroes allows the player to decide which adventuring road their characters travel. At the end of each stage you're presented with a number of follow-up options, each of which heralds a new twist in the story. You can quest for magic weapons, aid a peasant revolt, or fight a big plant monster. And each of the possible final stages has its own ending. So you've got to complete the game at least six times to see everything. Hooray for such longevity-extending foresight.



Blazing doom! destroy all!
everything! HA HA!

CHOOSE YOUR RABBIT

We've already told you about the six-player battle mode. But we haven't told you about the characters available for your fighting delectation. Well, bub, get yer laughing gear around this – every character in the Story Mode is player selectable, once you've completed the game enough times and defeated everyone to access the hidden boxes. That means there's a choice of FORTY-FIVE possible protagonists. Some of them, like Elderly Citizen, are crap. Others, such as Mythical Winged Mumm-Ra of Compton, are exceptionally rock hard.



NO PREVIOUS EXPERIENCE REQUIRED

Although you'd never accuse Guardian Heroes of being an RPG, the beat 'em up purist that you are, it does borrow certain elements from the popular adventuring format. Chief amongst these is the experience system which improves the performance of your character. Each enemy slain adds experience to your total, and once you've amounted enough points your character scoots up a level (indicated by an on-screen Level Up flash). At the end of each game level your character's energy bar is beefed up according to your new level, and you're given the chance to boost characteristics such as strength, magical ability and so on, with one Status Point awarded per new level gained. What a fab idea.



AND IT'S IN ENGLISH TOO!

Obviously one of the best things about the new English version is its lovely new English text. This means the story will soon be legible to those of us not blessed with Oriental language skillology. And, in fact, so will all the stats and other bits of writing. The translation is currently being undertaken by a team of crack elite language specialists – like the SAS of the intercultural communications world – and should be almost complete by the time you read this.



CITIZEN CANED

Oh Guardian Heroes may look jolly and bright and cartoon-esque and warm-hearted, but it has its dark side. As well as the usual round of horn-ed beasts, undead and demon knights wandering around the show, the GH environment is also populated by innocent villagers and regular citizens. Not very evil sounding, admittedly, but these feeble non-heroes are especially vulnerable to a chop in the neck from a sword. And should you, supposed protector of the good, whack too many of the defenceless you're branded a villain and, if you complete the game, you receive one of the Dark Endings on offer. Ooh, you scary beast.

