



Virtua Death

Expect to see one of those 'corruption of the young' storms heading this way soon. Why? Because in America (where else) John Lin, a business student, shot his wife's divorce lawyer dead, injured a policeman in the process and then shot himself. The reason? Well, apparently Lin was a regular at a Boston arcade where he was a big fan of Virtua Cop. Police found hundreds of arcade tokens in his car as proof of the fact that he was addicted to the game, and they claim that his gaming expertise had much to do with his formidable aim. Criminologist James Fox, commenting on the problem of desensitization said, "Shooting people can become very similar to shooting objects in a game". Oh dear. In the desperate struggle to apportion blame, it looks like the fundamentals are yet again likely to be lost beneath a welter of high moralising and apocalyptic finger pointing. Our bet is that the divorce lawyer had something to do with it. Or even that John Lin had a decidedly slender grip on reality. A far fetched hypothesis maybe, but then we're no detectives. As for Sega, how does the saying go, 'any publicity is good publicity'?



MANGA HITS CD!

Manga have long been at the forefront of Japanese cartoons and their video sell unbelievably well, especially classics like Akira and Street Fighter II. Now, in keeping with their close relations to the video game market, Manga have released a range of titles on to CD so you can play it on your Saturn. Although there isn't the same number of titles available as there is currently on video, Manga plan to convert them all to CD, so you can rack them up next to your games!



ON THE MOVE!

A new version of the Saturn went on sale in the early part of December in Japan. Created in conjunction with Hitachi, the "Game and Navi Hi-Saturn" is a smaller Saturn with a car navigation function. Standard software from car navigation companies in Japan can be used with the system and the machine is expected to be a great success. No plans for a UK release, but then that's not surprising really, is it?

PANZER DRAGON 2

With this game as our cover story and a lengthy Showcase in this issue (pages 30 - 37) there's basically only one thing left that you'll want to know about Panzer Dragoon 2 and that's when it's going to be released. There's no specific date as yet, but Sega have informed us that it's going to be in the shops by May. Okay?



IT'S NICE TO INQUIRE!

Flicking through this issue you may come to wonder what it is we do when we're not busy working our way through the complexities of the latest game or typing furiously at our keyboards. The answer for the most part is take phone calls from readers desperately stuck on a game. There they are, blubbing away, the sound of crockery breaking in the background, begging for us to help them out. And if only we could, but if we spent all our time doing that, then this illustrious magazine of ours would never get written. But there is light at the end of the proverbial lell! Now that Sega are all happily settled in to their new offices they've finally got round to setting up a hotline. So, if you've got any problems with one of your Saturn favourites, give them a call on 0891-787810. Ahhh, peace at last!



Cheeky but effective, John takes a short cut across the grass saving him valuable time.



Who cares if you hit the cones, so long as that motor keeps turning over at speed.



Again, John shows some real vision by committing himself to a handbrake turn.



Hugging the corner as he comes out of the turn, all that's left now is the quick finish!