



Well thanks for that hot snippet of news there, John, but I'm afraid the nation saw a full colour picture of Bug on the front cover of SEGA MAGAZINE issue 21. Next time you're hoping to break a story, could you possibly send it in a couple of months earlier?

CONVOLUTED LIE HERE

DEAR SEGA MAG,

To finance my gaming habit I get a mate to film me (with a purloined camera, of course) walking nonchalantly along the top of a handy cliff, when suddenly I "trip" and fall 60ft. To the jagged rocks below which I have taken the precaution of sprinkling with such crowd-pleasing items as nails, razor blades and broken glass shards, which always look good together. After a quick trip to casualty and a slightly longer stay in intensive care, we send the tape of this hilarious incident to Jeremy Beadle where it usually appears with family incidents such as grandad falling off his deckchair or grandma losing her false teeth at dinner. We then split the cheque, wipe the video and repeat the whole process with me wearing a cunning disguise, such as sunglasses or a false moustache.

There's room for endless hilarity and variations like falling on sharpened spikes instead of glass, or if you want to be really exotic, you could try falling into a nest of vipers (which sadly are unavailable here). The possibilities are endless.

Geoffrey Gray, Churchtown, Dublin 16.

Thanks for replying to our request for how our readers get the money to play games when most teenagers can't even afford to take up smoking. That's a pretty good one, and if I'd thought of that myself I probably wouldn't be stuck working here. Incidentally, Tom G saw Jeremy Beadle in the pub once, and scared him off. It's TRUE, I was THERE.

I WILL CONFESS

DEAR SEGA MAG,

May I begin by congratulating you on the quality and affordability of your publication. I am a relative newcomer to this area of entertainment and am a firm believer in first impressions counting. Towards the end of August '95 until mid-September I must have purchased 90% of all games magazines on the market. None impressed me as yours did and subsequently you now have a loyal customer.

Congratulations aside, permit me to come to the reason for this letter. I have one question to ask and would be grateful if someone could answer the following query about Panzer Dragoon for the Saturn. This to my mind is an undeniably well made game but my area of concern is this. On first playing it my jaw literally dropped on seeing the Silicon Graphics introduction [Sounds like an area of concern to us - SM]. However, I will confess to a following sense of slight disappointment upon realising the game play levels were not of the same quality. My question is simplicity itself. Why? Surely if they were this game would have been an epic in a class of its own.

My thanks for your time and keep up the good work.

Yours faithfully,

Peter Davies, Rhyl, Clwyd, N Wales



Peter Davies thinks that Panzer Dragoon's graphics aren't very good. Poor chap.



You certainly are a newcomer to our mag, because you're all nice and polite and genial. Give it a couple of months and you'll be writing in saying "Oi Tosh, if you don't answer my questions I'm going to come down there burn down your offices you bunch of SLAGS!". Anyway, just because you're nice we'll answer your question. Whilst the Saturn is easily capable of handling a Silicon Graphics intro the calculations required to actually render these as interactive sprites, move them around the screen and scroll the play area about to the players whims are beyond the reach of any home machine as yet. It's like the difference between a movie and a... er, a game.

CAN I RIP OFF YOUR READERS?

DEAR SM,

I'm thinking about selling my Sega Megadrive and buying a Sega Saturn for Christmas. Could you tell me if a Megadrive, carry case, two joypads and eight games (Micro Machines 2, All Sonic games, Earthworm Jim, Dynamite Headdy) is worth £170 and if anyone will buy it. But if you think it is too much what price would you recommend and if more people will buy it. By the way your mag is the best I've read so keep up the good work.

David Wilson, Freckleton, Preston, Lancs.

Hey Dave, the world's full of suckers, know what I mean? There's one born every minute, and if you reckon you can flog that gear for £170 then that's fine. You'll probably be alright, actually, because your game collection is ace. Try tagging "Or Nearest Offer" on the end of your advert to make sure you shift it, though.

PLEASE TALK TO ME

LISTEN UP SEGA MAGAZINE,

I am getting really miffed off that you are not replying to my letters. You seem happy to print my cheats but you won't answer a couple of simple short letters. I am beginning to think you make up the letters!! Please don't have made me waste this lovely collectors postcard [Tony the Tiger if you're interested - SM] for nothing. It was meant to try and catch your attention!!! I only have one question which someone else tried to ask which got printed but not answered!!

Anyway, here it is: In SEGA MAGAZINE issue 7, look at pages 48-55. All, and I mean ALL of the Saturn showcases look better than their final product (maybe except for Panzer). You said you saw them and they were very smooth and sharp. Virtua Racing looks ARCADE PERFECT and Daytona has NO CLIPPING AND BETTER GRAPHICS. Please explain?? If you don't know the answers PLEASE MAKE ENQUIRIES. I feel the answers are very important.

Thanks tons (I hope).

Adily, London

Listen up Adily - multiple exclamation marks and WRITING THINGS ALL IN CAPITALS are the sure signs of someone who DOESN'T PAY ATTENTION IN THEIR ENGLISH CLASSES AND WON'T GET THE BEST OF THEIR EDUCATION. Anyway, to answer your question (which should have been addressed to Q&A). The versions of the games in issue 7 were rather early, and sadly some sacrifices had to be made to ensure the speed/playability of the games came out right. Virtua Racing looks pretty much the same, and so does Panzer. So there you go.

