



REVIEW REPRINTED FROM

computer  
and  
**VIDEO**  
games

PLUS **BAKU BAKU**  
ANIMAL



AMAZING  
**SIX-PLAYER**  
FIGHTING  
ACTION!

# Guardian **Heroes**

**A CUT  
ABOVE  
THE REST!  
AND A HACK... AND A SLASH...**

**CVG  
HITS!**



SEGA SATURN

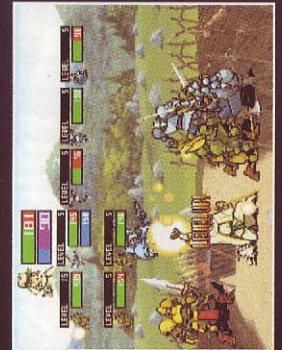
**SATURN**  
**ACTION ADVENTURE**  
**SEGA**  
 £39.99  
**OUT SOON**  
**1-6 PLAYERS**  
**NO OTHER VERSIONS PLANNED**  
**NO OTHER VERSIONS AVAILABLE**

**It's our cover and we've given it more evidence do you need, to tell you that we've been gripped by Guardian Heroes fever!**

**T**he Saturn has the most powerful sprite-handling capabilities of any games machine currently on the market. Did you know that? Well, you'd be excused if you didn't. After all, it's not a fact that's readily demonstrated by the masses of 3D polygon games available for it. In fact, short of Capcom's X-Men coin-op conversion, nearly all the Saturn's 2D sprite-based games are distinctly mediocre, to say the least. And even the upcoming Saturn *Sonic* game is rumoured to be 3D. So, is there anyone out there who's two-dimensionally sighted enough to tap into all that raw sprite potential? The answer is YES! And they're called Treasure. If that name sounds familiar – and it should – it's because this Japanese programming team is responsible for some of the greatest Mega Drive titles ever made. Games such as *Gunstar Heroes* and *Dynamite Headdy*, that pushed the concept of the sprite-based game to its very limit with huge complex bosses and incredible scaling and rotational effects. Imagine what they could do with the vast capabilities of the Saturn? Well, you don't have to, because the results can be seen over the next eight-pages as we review their first Saturn title – the long-awaited *Guardian Heroes*!

# GUARDIAN HEROES

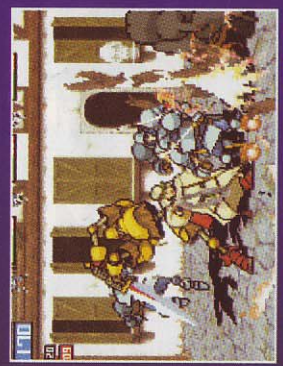
▲ The brilliant cartoon opening introduces us to the superb characters. But does it shed any light on the plot? No.



**CVG HITS!**



▲ One of the quieter moments of the game!



▲ The screen's looking pretty bare here.



▲ Only 3 hits? You can perform up to 150 at a time if you get it right!



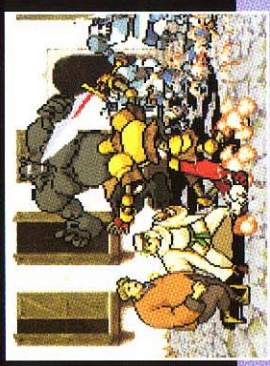
**BATTLE AGAINST FELLOW HEROES IN - VS MODE!**  
 No fighting game would be complete without a Vs Mode. *Guardian Heroes*, however, takes the concept of multi-player combat to the extreme, as you'll find out later in this review.



**TWO GAMES IN ONE!**  
 So what kind of game is this *Guardian Heroes*? Well, perhaps the best description would be a 'fighting adventure'. You see, rather than fitting into any rigid category of game type, *GH* is actually a combination of scrolling beat 'em up and, dare we say it, RPG. Confused? Well, all will soon become clear. Don't worry if you're not an RPG fan though, because *Guardian Heroes*' gameplay is definitely in the fighting game category.



**GUIDE YOUR WAY THROUGH AN EPIC QUEST IN - STORY MODE!**  
 Yep, *Guardian Heroes* isn't your average mindless scrolling beat 'em up that just leads you through loosely themed levels filled with action. This game's got a story. What's more, you get to decide how it unfolds!



▲ It's not all physical combat. You can destroy your foes with magic too!

# WHO ARE THESE GUARDIAN HEROES?

So, we've established that GH is a fighting game. Now we need some fighters. Enter the Guardian Heroes themselves. Five selectable warriors, each with their own unique talents. Understanding how to control these characters should give you a better insight into how the game is played.



**HARN SAMUEL**  
**STRENGTH: 8**  
**VITALITY: 7**  
**INTELLIGENCE: 3**  
**MENTALITY: 5**  
**AGILITY: 3**  
**LUCK: 4**

The most physical member of the team, Harn uses his massive sword to perform nearly all his devastating attacks. He is, however, quite slow... until, that is, he becomes SuperHarn!

**RANDY M GREEN**  
**STRENGTH: 3**  
**VITALITY: 2**  
**INTELLIGENCE: 9**  
**MENTALITY: 9**  
**AGILITY: 5**  
**LUCK: 2**

Although he can use his staff effectively in combat, Randy is actually a magician. He possesses a wide range of magical attacks, although to be honest they're not that powerful.



**INTRODUCING... EDWARD M COGNAC**  
 Always at Randy's side is his partner and magical accessory, a rabbit called Ed. When GUARD is held, you can control Ed to some extent. He can also be turned into a flying comet of fire!



## YOU MUST LEARN... CONTROL!



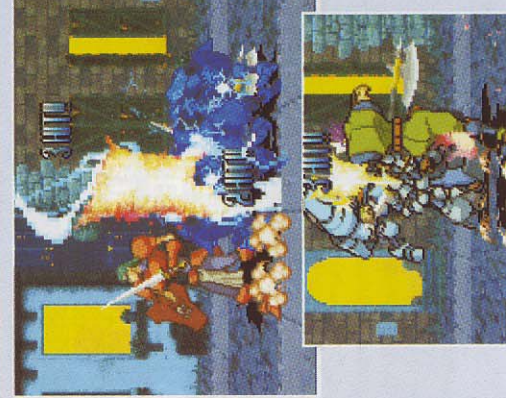
▲ A is your block button. While held, you automatically guard from any side.



▲ B and C are your normal and hard attack buttons respectively. By performing D-pad motions (ie. quarter circles) each character can perform a range of special attacks.

**IBUCHI GINJIRO**  
**STRENGTH: 2**  
**VITALITY: 3**  
**INTELLIGENCE: 5**  
**MENTALITY: 6**  
**AGILITY: 4**  
**LUCK: 10**

A ninja possessing some lethal high speed attacks. Flying roundhouses and rising uppercuts are his speciality. What's more, he's got some potent ninja magic at his disposal.



**NICHOLA NEIL**  
**STRENGTH: 4**  
**VITALITY: 4**  
**INTELLIGENCE: 4**  
**MENTALITY: 8**  
**AGILITY: 6**  
**LUCK: 4**

Perhaps the game's weakest offensive character, this priestess possesses a wide range of magic, although it's mainly used for healing and shielding. She's most effective with another player at her side.



**SELENA CORSAIR**  
**STRENGTH: 5**  
**VITALITY: 5**  
**INTELLIGENCE: 5**  
**MENTALITY: 5**  
**AGILITY: 5**  
**LUCK: 5**

Appearing throughout the game to aid you, Selena only becomes selectable once you've completed the game. Fast and strong with some powerful magic, she's a formidable warrior.

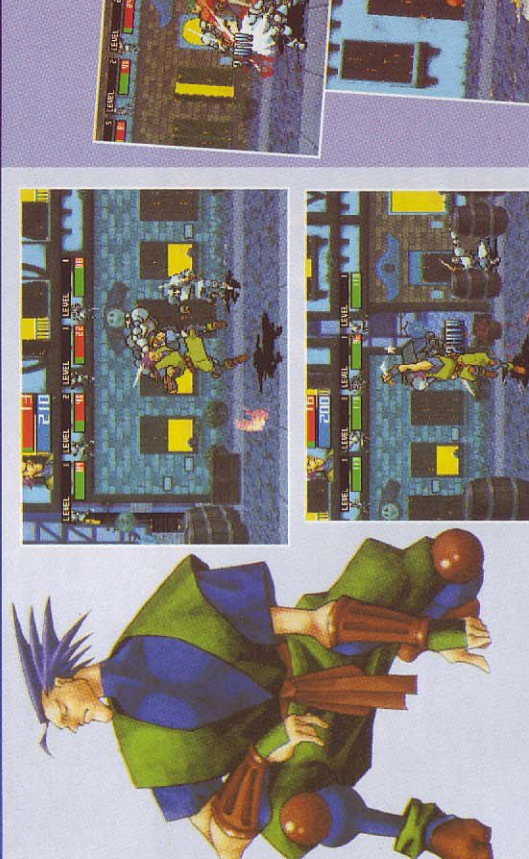


▲ Each character possesses some magic. Simply press Z and a 'think bubble' appears.



▲ You can then cycle through the different spells. Pressing Z again unleashes the attack.

▲ GH's action isn't just a left and right affair. By pressing the L and R buttons, characters can leap three distances into the screen!



**NICHOLA NEIL**  
**STRENGTH: 4**  
**VITALITY: 4**  
**INTELLIGENCE: 4**  
**MENTALITY: 8**  
**AGILITY: 6**  
**LUCK: 4**

Perhaps the game's weakest offensive character, this priestess possesses a wide range of magic, although it's mainly used for healing and shielding. She's most effective with another player at her side.



**SELENA CORSAIR**  
**STRENGTH: 5**  
**VITALITY: 5**  
**INTELLIGENCE: 5**  
**MENTALITY: 5**  
**AGILITY: 5**  
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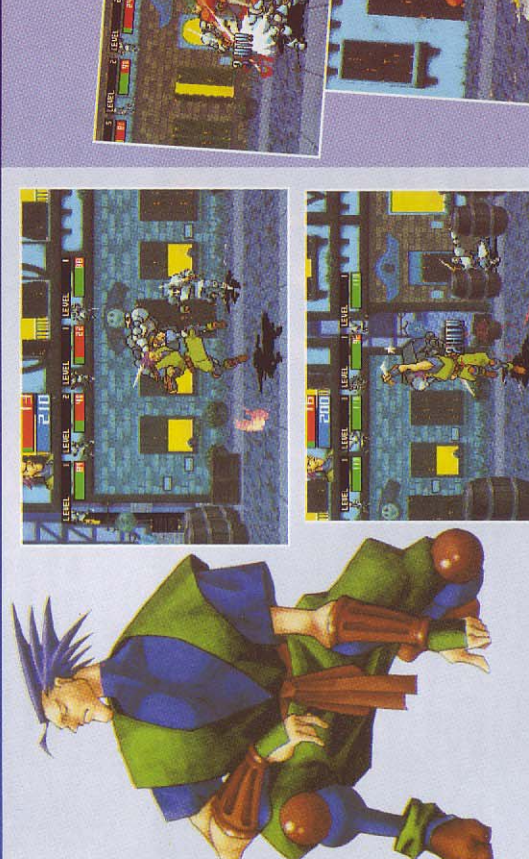


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# CHOOSE YOUR OWN ADVENTURE!

After many hours of play, we've so far found 29 levels in the Story Mode of *Guardian Heroes*. We say 'found' because playing GH isn't just a case of wading through a linear set of levels. At points throughout the game, you get to make choices about where to head to next. In turn, this dictates which level you head to and how the story unfolds. This isn't just your 'Streets Of Rage 3' occasional-multiple-routes scenario though. There's

quite a complex path of routes through the game, meaning you have to play it through a lot of times to see every level. As for the actual story. Well, it all looks very exciting, but we don't really know what the actual plot is, as we've only seen the Japanese version. Nonetheless, from what we have uncovered, here's a little taster of how Story Mode unfolds.

## STAGE 1



▲ The game opens as a secret meeting of the heroes, at a tavern, is uncovered by Kingdom soldiers. The first battle begins, causing the building to catch fire and slowly collapse in flames!



▲ The fight leads out into the streets, as more soldiers try to stop the fighters from escaping the town. Their only path out is through a graveyard.



▲ Here they encounter a seemingly indestructible robot. Harn tries to defeat it using the legendary sword in his possession. However, it's wrested from his possession as an undead creature rises from the ground to claim it!

## STAGE 4



▲ The first route leads our heroes to the Magician's Guild where they uncover their secret Magic Weapon - a horde of those giant robots!

## STAGE 5



▲ Choose the second route and our heroes encounter a village of resistance fighters in a losing battle against the evil Kingdom army.

## THE MAGIC WEAPON!



▲ Once these are destroyed, the heroes are confronted by Cannon, Head of the Guild. He unleashes his bodyguard, the android P Silver, upon them!

## FEEBLE REVOLT!



▲ With the army defeated, the heroes face an even greater terror. An Ancient Magic Weapon, worshipped by the villagers, has been turned against them!

## THE MONSTER IN THE FOREST!



▲ With Silver badly damaged, Cannon flees, leaving the heroes to decide on a new destination.

## THE GUARDIAN



▲ Once the cyclops is defeated, the heroes are free. It's here that you get your first choice of routes through the game.

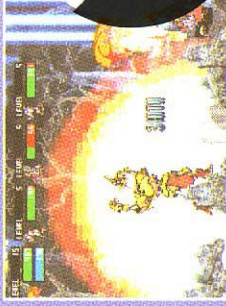
## THE GUARDIAN



▲ Once the undead hero joins the team, you can partially control him by pressing X. This brings up a think bubble similar to the magic one.



▲ By cycling through it, you can make the guardian protect you, follow you or do nothing.



▲ Alternatively you can make him go berserk, unleashing a deadly atomic blast that can destroy even the most powerful bosses!

## IT AIN'T NUFFINK LIKE AN RPG!

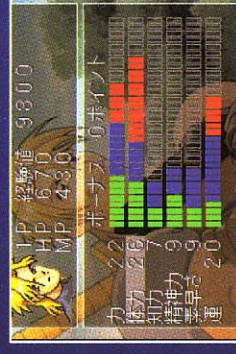
If the word RPG brings to your mind, thoughts of impossible puzzles and memorising clues in long reams of text, then don't fret, GH is nothing like an RPG. This game is purely a fighting affair. However, it does lift certain elements from RPGs, such as building up your character through experience.



▲ Pause the game and you see a profile of your character, complete with how much experience is needed to move them up to the next level.

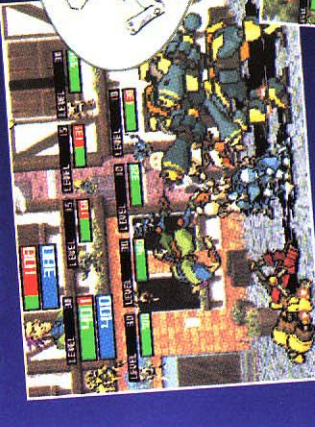


▲ Each time you hit something (enemies, enemy corpses, barrels, anything), you gain experience. Level Up flashes up when you get enough.



▲ At the end of each level, you get a bar chart of your GH's abilities. For each level you've gained, you get one extra notch to add to the bar of your choice.

## WHERE DO YOU HEAD TO NEXT?



**STAGE 12: FRONTAL BREAKOUT!**  
Where the Kingdom Magic Weapons have run riot in the town.



## STAGE 7: COUNTRY OF PRISONERS!

A city under the cruel thumb of the dreaded Kingdom.



**STAGE 11: CONFUSED DISCIPLES!**  
Harn's friend, Dead-Eye Gasher, has turned against his old buddy!

## STAGE 10: TOWN OF TRAITORS!

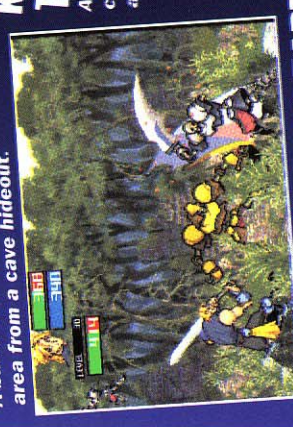
Our heroes enter a city where the people seem brainwashed by the Kingdom army.



**STAGE 9: MACHO AND HIS PLEASANT FRIENDS!**  
A band of robbers are terrorising the area from a cave hideout.

## STAGE 6: KINGDOM TRAP!

A bizarre band of latex-clad bounty hunters await the heroes.



**STAGE 8: MISERY EARTH**  
Hidden in the wilds is the grave of the One-Armed Undead - owner of the second legendary sword!





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