


Where the hell are they?

The only specialised magazines are SSM and Mean Machines Sega, and how many PlayStation mags are there? Six? Seven? Eight maybe? Most of them having demo CDs on the covers every month as well! What is going on? Is it that Sega are being tight with the thousands of pounds they get every month or is it just that they can't be bothered entertaining their loyal Saturn owners? Or maybe it's because everyone thinks there's no market for another Saturn mag? Just think, Sega would make even more money and probably gain more happy Saturn owners!

Wayne Coffin, White Post,
Betchingley, Surrey.


 Erm... I think you're missing the point here. Sega can indeed be bothered entertaining their customers, which is why they make games. We, on the other hand, being magazine publishers and not Sega, make magazines. Sega don't. Not a one. Not even this one. So it's our fault. Sorry, but we're not likely to be bothered as it means we've got the market stitched up and we make all the money. Ha ha.

IF IT'S TOO POLYGONAL, YOU'RE TOO OLD

DEAR SSM,

After years of hanging around and trying to keep patient with Nintendo's release policies regarding the UK/European market I have just bought (albeit a bit late) a Sega Saturn with Virtua Fighter and Sega Rally (and I also bought Shining Wisdom) and I must say that I am astounded with the machine. I really don't know why I didn't get the Saturn on its initial release. I have played on the N64 on a mate's machine and to be honest the Saturn is equally as good. I am looking forward to quite a few years of enjoyment from my Saturn as I did with the Megadrive. Number 11 was the first issue of your mag I read. I think that it is excellently presented and I am really looking forward to reading the next issue. Having played Landstalker on the Megadrive, which to me was one of the best games I have ever played, I was wondering if you knew of any plans to do a follow-up to the game for the Saturn. I am an RPG/adventure addict and I have been playing these games since I first played Knight Lore on the Spectrum. I also like the looks of Exhumed and also Tomb Raider sounds very exciting indeed. My wife says that at 36 I am too old to be still playing video games but I get just as much a thrill as I did when I first started playing games nearly 20 years ago. Anyway, I hope you have info regarding a follow-up to Landstalker on the Saturn and I look forward to reading many more issues of your magazine. All the best to all concerned at SSM.

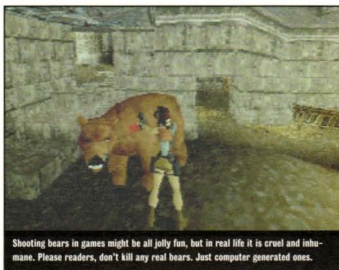
A Brooks, Sutton in Ashfield, Notts.

 You'll be glad to hear about Dark Saviour then, which is quite Landstalkerish. It'll be out in a couple of months, so look out for a Showcase. And your wife is right. At 36 you are far too old to be playing games and should be concentrating on your garden.

ANYONE FOR NEXUS?

DEAR SSM,

Sequels. What is an acceptable suffix before it all gets too monotonous. Mortal Kombat, Street Fighter, Double Dragon etc all suffered this enigma status. Now that VC2, VF3, Panzer Dragoon Zwei (hmm... I wonder what zwei means (it's German for Two - Rich)) are seemingly following the same format. What they should be doing is releasing titles like Sega Rally Nights (where you drive at night, funnily enough!) or Tokyo 2010 - featuring Virtua Cops, or Nexus - featuring the VF crew!! This, I think, would generate more interest by the presentation, packaging or storylines




Shooting bears in games might be all jolly fun, but in real life it is cruel and inhumane. Please readers, don't kill any real bears. Just computer generated ones.

(if any).

Hell, everyone knows there will be VC3, VF4, FIFA '97 etc because the licenses are just too profitable. But it's getting MAD!!!!... just MAD!!!!... MAD I say!!!!... (crash... bang)...

Ah, that's better! Phew!

Gary Jones, Hall Green, B'Ham.

 What on Earth are you going on about?

NICE TRY, WEALTHY KID


DEAR SSM,

Have you ever thought about converting your mag to CD. I think this would be a great idea. 1 Because readers would not be able to flick through the pages of your mag and think it's not so good this month and not buy it. 2 In reviews, previews, features etc you could put clips of games in action

and in interviews with programmers just record them. Please consider this, I think it would be great reading SSM via Saturn. It's also ozone friendly, and it would take up less space in my room.

"Great mag, even better on CD"

John McBride, Kirkintilloch, Glasgow.

 Great idea! Then, thanks to the expenses of CD reproduction, we could charge seven quid for every issue! And no-one could pick it up off the shelves, see something good inside and buy it. And, thanks to the extra costs incurred filming the magazine like a TV show with all the interviews, we'd have to put the price up again, to about a tanner, just so our readers could clock their eyes on some spotty mathematician telling us about his new game. Brilliant.

TRY THE READERS CHARTS

DEAR SSM,


Hi! I'm writing to agree with Scott Witham in issue 10 about how today's youth should be able to give their own opinions about computer games.

However, I have a BETTER idea. Why not have a page where all the readers have the chance to write in and vote for their top three games of that month. Then you can add up all the votes and give a result for the most favoured games of that month.

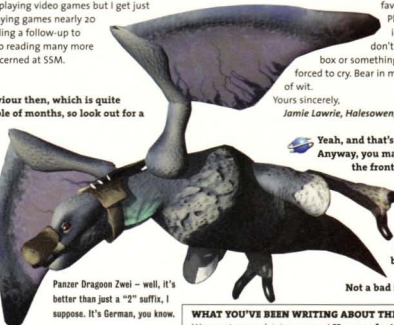
Please consider it as it is a class A1 idea because I came up with it and don't give me a crappy little comment box or something like you did to Scott or I shall be forced to cry. Bear in mind - sarcasm is the lowest form of wit.

Yours sincerely,

Jamie Lowrie, Halesowen, W.Mids.

 Yeah, and that's the lowest form of retort.

Anyway, you may not have noticed the thing at the front with the "Reader's Chart" headline above it. This is the space we allocated for our readers to send in a top ten of their favourite games. And if we print it they get a game. It's not dissimilar to your idea, but we don't have to waste three weeks adding up all the votes. Not a bad idea, Jamie, but a bit unwieldy.



Panzer Dragoon Zwei - well, it's better than just a "2" suffix, I suppose. It's German, you know.

WHAT YOU'VE BEEN WRITING ABOUT THIS MONTH

We want more driving games! How ace last month's cover CD was. How hard to get hold of last month's cover CD was. Please, no more driving games! Big up to the games massive!