



## REVIEW

Darius was once a planet much like Earth... until it suffered a massive laser bombardment from an evil race of destruction hungry aliens! However, some lucky Darians managed to make it to their space ships and escape into the cosmos, rebuilding their lives on new planets. Some of the Darians even returned to reclaim their home world generations later.

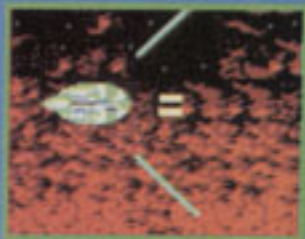
Enter two young Darians, Proco Junior (son of the legendary (?) Gio Proco no less) and Tiat Young. There they were, happily indulging their penchant for certain biological "experiments" aboard their spaceship, when they heard a distress call from the New Darians. Clambering into their combat suits and blasting off, Proco and Tiat prepare themselves for the worst.

That's just as well really, because the aliens have returned to continue their mysterious onslaught on Darius. Our heroes' job is remarkably simple - just travel through the horizontally scrolling levels of the solar system, shooting any evil aliens that cross their path. On the way, they can pick up special power-up pods to aid them on their blasting odyssey. These may provide the ship with a shield, boost score, or add a fine new weapon to the arsenal.

Unfortunately, the aliens haven't left much to chance, calling in massive fleets of battleships and incredibly large end-of-level guardians! Can you guide Proco or Tiat into battle and save Darius from photon-aided slapping at the hands of the mysterious alien menace?

## SAGAIA ORIGINS

Sagaia is converted from a vaguely successful Taito coin-op, noteworthy only for its bizarre cabinet. It was one of Taito's pioneer games, using two screens to portray the blasting action. This conversion retains just about all of the arcade's features (apart from the two screens and dual-player mode). The game also appears in a far superior form on the Megadrive, only this version is called Darius II.



▲ The vessels of Proco Jr and Tiat Young.



▲ And you thought seahorses were cute!

## COMMENT



## JULIAN

This packs all the features of the original arcade game, but suffers terribly from flickery sprites and slowdown when things get busy. There's certainly plenty of action and the game is challenging too, but to be honest the very poor graphics and severe flicker put me off after a few sessions. It gets really annoying, especially when you get hit by a bullet or baddie that's been all but invisible due to mega flicker! If you're after a blaster, check out R-Type or Powerstrike before even thinking about buying this - they both offer more challenge and better visuals.



## LOOK AT MY ARSENAL

There are a fair few weapons to bolt on to your ship in Sagaia for extra destruction-causing ability. The game gives you bombs and lasers from the beginning, but collection of power-up pods lets you boost their effectiveness. For example, power-up your bombing bays and you're allowed to fire off not one, but two at once. The ship's lasers can be boosted too, allowing for deadlier power and even vertically blasting attachments! For the defence conscious pilot, shields are also available that absorb around five hits before being vapourised.

## SAGAIA



▲ Proco and Tiat's stats of doom.



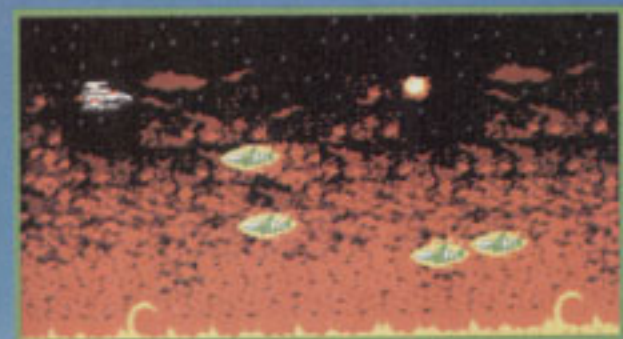
▲ More fish-related foolishness.



▲ It's the zone selection zone!

## CHOOSE YOUR ROUTE

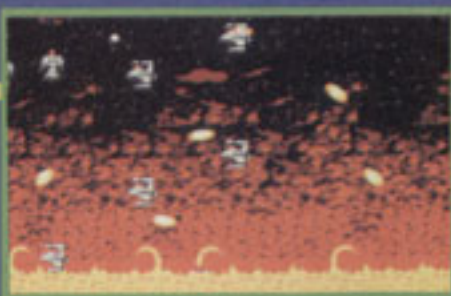
Once you've defeated one of the end-of-level guardians in Sagaia, the map screen appears. This enables you to choose your next destination. Some levels are a lot harder than others, so choose carefully!



▲ There's trouble afoot for our lad...



▲ And here it is in fish form!



## A STEAMING SACK OF SHIP

The original version of Sagaia enabled two players to take to the cosmos simultaneously. This feature is not available in the Master System version, but you are allowed to choose between the ships of Proco Junior and Tiat. Being such a hard man, Proco's decided that he doesn't really need many weapons at all, whereas Tiat has stocked up his ship with just about every power-up going! Tiat retains all his original weapons even after death, making his ship far better for beginners. Only real blasting dudes should attempt the mission with Proco's wagon.

## COMMENT



### RICH

My first reaction to this game was "Urgggghh!". The graphics in this game are atrocious, with small, boring sprites, average backgrounds and some of the worst flicker yet seen on a console game. The sound, as you might expect, is of a similar low quality. Luckily, the game itself plays fairly well. The action is plenty fast and there are loads of things to shoot (if you can see them through the unforgivable flicker). As an arcade conversion, Sagaia scores pretty highly too. Just about all of the features from the arcade original have made it into the game, including the many bosses and all the power-up weapons. The game is pretty tough too, making it quite a challenge to get through. The flickering graphics really do take a lot of the enjoyment out of the game, though. Sometimes an enemy collides with you, and since you can't see many of the sprites very well, it seems very unfair. Shoot 'em up fanatics might enjoy this, but R-Type is still miles better than this effort.

SEGA

REVIEW



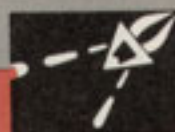
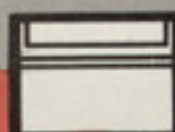
牛詩集



BY: TAITO

PRICE: £32.99

RELEASE DATE: OUT NOW  
GAME DIFFICULTY: MEDIUM  
LIVES: 3  
CONTINUES: 5  
SKILL LEVELS: 2  
RESPONSIVENESS: OKAY



PRESENTATION 73%

There's a choice of ship, difficulty level and auto-fire option.

GRAPHICS 45%

Small, weedy sprites, lacklustre graphics and eye-strain inducing flicker.

SOUND 58%

The blast frenzy isn't really successfully captured with these lacking sound effects.

PLAYABILITY 67%

If you can get over the flicker, Sagaia does have some fairly good blasting antics on offer.

LASTABILITY 73%

Loads of worlds to conquer, most of them pretty hard to crack.

OVERALL 67%

A fairly good blaster ruined by awful graphics and some shoddy programming.