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# Sega Saturn

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The Sega Saturn is a 32-bit fifth-generation home video game console that was developed by Sega and released on November 22, 1994 in Japan, May 11, 1995 in North America, and July 8, 1995 in Europe as the successor to the successful Sega Genesis/Mega Drive. The Saturn has a dual-CPU architecture and eight processors. Its games are in CD-ROM format, and its game library contains several arcade ports as well as original titles.

Released in 1988, the Genesis was Sega's entry into the fourth generation of video game consoles. In mid-1990, Sega CEO Hayao Nakayama hired Tom Kalinske as president and CEO of Sega of America. Kalinske developed a four-point plan for sales of the Genesis: lower the price of the console, create a U.S.-based team to develop games targeted at the American market, continue aggressive advertising campaigns, and sell Sonic the Hedgehog with the console. The Japanese board of directors initially disapproved of the plan, but all four points were approved by Nakayama, who told Kalinske, "I hired you to make the decisions for Europe and the Americas, so go ahead and do it." Magazines praised Sonic as one of the greatest games yet made, and Sega's console finally took off as customers who had been waiting for the SNES decided to purchase a Genesis instead. However, the release of a CD-based add-on for the Genesis, the Sega CD (Mega-CD), had been commercially disappointing.

Sega also experienced success with arcade games. In 1992 and 1993, the company's new Sega Model 1 arcade system board showcased Sega AM2's Virtua Racing and Virtua Fighter (the first 3D fighting game), which played a crucial role in popularizing 3D polygonal graphics. In particular, Virtua Fighter garnered praise for its simple three-button control scheme, with the game's strategy coming from the intuitively observed differences between characters that felt and acted differently rather than the more ornate combos of two-dimensional competitors. Despite its crude visuals—with characters composed of fewer than 1,200 polygons—Virtua Fighter's fluid animation and relatively realistic depiction of distinct fighting styles gave its combatants a lifelike presence considered impossible to replicate with sprites. The Model 1 was an expensive system board, and bringing home releases of its games to the Genesis required more than its hardware could handle. Several alternatives helped to bring Sega's newest arcade games to

the console, such as the Sega Virtua Processor chip used for Virtua Racing, and eventually the Sega 32X add-on.



*A first model Japanese Sega Saturn unit*

Development of the Saturn was supervised by Hideki Sato, Sega's director and deputy general manager of research and development. According to Sega project manager Hideki Okamura, the Saturn project started over two years before the system was showcased at the Tokyo Toy Show in June 1994. The name "Saturn" was initially the system's codename during development in Japan, but was eventually chosen as the official product name. In 1993, Sega and Japanese electronics company Hitachi formed a joint venture to develop a new CPU for the Saturn, which resulted in the creation of the "SuperH RISC Engine" (or SH-2) later that year. The Saturn was ultimately designed around a dual-SH2 configuration. According to Kazuhiro Hamada, Sega's section chief for Saturn development during the system's conception, "the SH-2 was chosen for reasons of cost and efficiency. The chip has a calculation system similar to a DSP (digital signal processor), but we realized that a single CPU would not be enough to calculate a 3D world." Although the Saturn's design was largely finished before the end of 1993, reports in early 1994 of the technical capabilities of Sony's upcoming PlayStation console prompted Sega to include another video display processor (VDP) to improve the system's 2D performance and texture-mapping. CD-ROM-based and cartridge-only versions of the Saturn hardware were considered for simultaneous release at one point during the system's development, but this idea was discarded due to concerns over the lower quality and higher price of cartridge-based games.

According to Kalinske, Sega of America "fought against the architecture of Saturn for quite some time". Seeking an alternative graphics chip for the Saturn, Kalinske attempted to broker a deal with Silicon Graphics, but Sega of Japan rejected the proposal. Silicon Graphics subsequently collaborated with



Nintendo on the Nintendo 64. Kalinske, Sony Electronic Publishing's Olaf Olafsson, and Sony America's Micky Schulhof had previously discussed development of a joint "Sega/Sony hardware system", which never came to fruition due to Sega's desire to create hardware that could accommodate both 2D and 3D visuals and Sony's competing notion of focusing entirely on 3D technology. Publicly, Kalinske defended the Saturn's design: "Our people feel that they need the multiprocessing to be able to bring to the home what we're doing next year in the arcades."

In 1993, Sega restructured its internal studios in preparation for the Saturn's launch. To ensure high-quality 3D games would be available early in the Saturn's life, and to create a more energetic working environment, developers from Sega's arcade division were instructed to create console games. New teams, such as Panzer Dragoon developer Team Andromeda, were formed during this time.

In January 1994, Sega began to develop an add-on for the Genesis, the Sega 32X, which would serve as a less-expensive entry into the 32-bit era. The decision to create the add-on was made by Nakayama and widely supported by Sega of America employees. According to former Sega of America producer Scot Bayless, Nakayama was worried that the Saturn would not be available until after 1994 and that the recently released Atari Jaguar would reduce Sega's hardware sales. As a result, Nakayama ordered his engineers to have the system ready for launch by the end of the year. The 32X would not be compatible with the Saturn, but Sega executive Richard Brudvik-Lindner pointed out that the 32X would play Genesis titles, and had the same system architecture as the Saturn. This was justified by Sega's statement that both platforms would run at the same time, and that the 32X would be aimed at players who could not afford the more expensive Saturn. According to Sega of America research and development head Joe Miller, the 32X served a role in assisting development teams to familiarize themselves with the dual SH-2 architecture also used in the Saturn. Because both machines shared many of the same parts and were preparing to launch around the same time, tensions emerged between Sega of America and Sega of Japan when the Saturn was given priority.

Sega released the Saturn in Japan on November 22, 1994, at a price of JP¥44,800. Virtua Fighter, a nearly indistinguishable port of the popular arcade game, sold at a nearly one-to-one ratio with the Saturn hardware at launch and was crucial to the system's early success in Japan. Along with Virtua Fighter, Sega had

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*Model 1 NA console with model 1 controller*

In March 1995, Sega of America CEO Tom Kalinske announced that the Saturn would be released in the U.S. on "Saturday" (Saturday) September 2, 1995. However, Sega of Japan mandated an early launch to give the Saturn an advantage over the PlayStation. Therefore, at the first Electronic Entertainment Expo (E3) in Los Angeles on May 11, 1995, Kalinske gave a keynote presentation for the upcoming Saturn in which he revealed the release price at US\$399 (\$449

including a bundled copy of Virtua Fighter), and described the features of the console. Kalinske also revealed that, due to “high consumer demand”, Sega had already shipped 30,000 Saturns to Toys “R” Us, Babbage’s, Electronics Boutique, and Software Etc. for immediate release. This announcement upset retailers who were not informed of the surprise release, including Best Buy and Walmart; KB Toys responded by dropping Sega from its lineup. Sony subsequently unveiled the retail price for the PlayStation: Sony Computer Entertainment America president Steve Race took the stage, said “\$299”, and then walked away to applause. The Saturn’s release in Europe also came before the previously announced North American date, on July 8, 1995, at a price of GB£399.99. European retailers and press did not have time to promote the system or its games, leading to poor sales. After its European launch on September 29, by early November 1995 the PlayStation had already outsold the Saturn by a factor of three in the United Kingdom, where it was reported that Sony allocated £20 million to market the system during the holiday season compared to Sega’s £4 million.

The Saturn’s U.S. launch was accompanied by a reported \$50 million advertising campaign that included coverage in publications such as Wired and Playboy. Because of the early launch, the Saturn had only six games (all published by Sega) available to start as most third-party games were slated to be released around the original launch date. Virtua Fighter’s relative lack of popularity in the West, combined with a release schedule of only two games between the surprise launch and September 1995, prevented Sega from capitalizing on the Saturn’s early timing. Within two days of its September 9, 1995 launch in North America, the PlayStation (backed by a large marketing campaign) sold more units than the Saturn had in the five months following its surprise launch, with almost all of the initial shipment of 100,000 units being presold in advance, and the rest selling-out across the U.S.

A high-quality port of the Namco arcade game Ridge Racer contributed to the PlayStation’s early success, and garnered favorable comparisons in the media to the Saturn version of Sega’s Daytona USA, which was considered inferior to its arcade counterpart. Namco, a longtime arcade competitor with Sega, also unveiled the

Namco System 11 arcade board, which was based on raw PlayStation hardware. Although the System 11 was technically inferior to Sega’s Model 2 arcade board, its lower price made it an attractive prospect for smaller arcades. Following a 1994 acquisition of Sega developers, Namco released Tekken for the System 11 and PlayStation. Directed by former Virtua Fighter designer Seiichi Ishii, Tekken was intended to be a fundamentally similar title, with the addition of detailed textures and twice the frame rate. Tekken surpassed Virtua Fighter in popularity due to its superior graphics and nearly arcade-perfect console port, becoming the first million-selling PlayStation title. On October 2, 1995 Sega announced a Saturn price reduction to \$299. Moreover, high-quality Saturn ports of the Sega Model 2 arcade hits Sega Rally Championship, Virtua Cop, and Virtua Fighter 2 (running at 60 frames per second at a high resolution) were available by the end of the year—and were generally regarded as superior to any competitors on the PlayStation. Notwithstanding a subsequent increase in Saturn sales during the 1995 holiday season, these games were not enough to reverse the PlayStation’s decisive lead. By 1996, the PlayStation had a considerably larger library than the Saturn, although Sega hoped to generate increased interest in the Saturn with upcoming exclusives such as Nights into Dreams.... Within its first year, the PlayStation secured over 20% of the entire U.S. video game market. On the first day of the May 1996 E3 show, Sony announced a PlayStation price reduction to \$199; on the second day of the show Sega announced they were matching this price, even though Saturn hardware was more expensive to manufacture. Sony’s price reduction was in turn a reaction to the release of the Model 2 Saturn in Japan at a price roughly equivalent to \$199.

In spite of the launch of the PlayStation and the Saturn, sales of 16-bit hardware/software continued to account for 64% of the video game market in 1995. Sega underestimated the continued popularity of the Genesis, and did not have the inventory to meet demand for the product. Sega was able to capture 43%

of the dollar share of the U.S. video game market and sell more than 2 million Genesis units in 1995, but Kalinske estimated that “we could have sold another 300,000 Genesis systems in the November/December timeframe.” Nakayama’s decision to focus on the Saturn over the Genesis,



*Model 2 JP console and controller*

based on the systems' relative performance in Japan, has been cited as the major contributing factor in this miscalculation.

Due to long-standing disagreements with Sega of Japan, Kalinske lost most of his interest in his work as CEO of Sega of America. By the spring of 1996, rumors were circulating that Kalinske planned to leave Sega, and a July 13 article in the press reported speculation that Sega of Japan was planning significant changes to Sega of America's management team. On July 16, 1996 Sega announced that Shoichiro Irimajiri had been appointed chairman and CEO of Sega of America, while Kalinske would be leaving Sega after September 30 of that year. A former Honda executive, Irimajiri had been actively involved with Sega of America since joining Sega in 1993. Sega also announced that David Rosen and Nakayama had resigned from their positions as chairman and co-chairman of Sega of America, though both men remained with the company. Bernie Stolar, a former executive at Sony Computer Entertainment of America, was named Sega of America's executive vice president in charge of product development and third-party relations. Stolar, who had arranged a six-month PlayStation exclusivity deal for *Mortal Kombat 3* and helped build close relations with Electronic Arts while at Sony, was perceived as a major asset by Sega officials. Finally, Sega of America made plans to expand its PC software business.

Stolar was not supportive of the Saturn due to his belief that the hardware was poorly designed, and publicly announced at E3 1997 that "The Saturn is not our future." While Stolar had "no interest in lying to people" about the Saturn's prospects, he continued to emphasize quality games for the system, and subsequently reflected that "we tried to wind it down as cleanly as we could for the consumer." At Sony, Stolar opposed the localization of certain Japanese PlayStation titles that he felt would not represent the system well in North America, and he advocated a similar policy for the Saturn during his time at Sega, although he later sought to distance himself from this perception. These changes were accompanied by a softer image that Sega was beginning to portray in its advertising,

including removing the "Sega!" scream and holding press events for the education industry. Marketing for the Saturn in Japan also changed with the introduction of "Segata Sanshiro" (played by Hiroshi Fujioka) as a character in a series of TV advertisements starting in 1997; the character would eventually star in a Saturn video game.

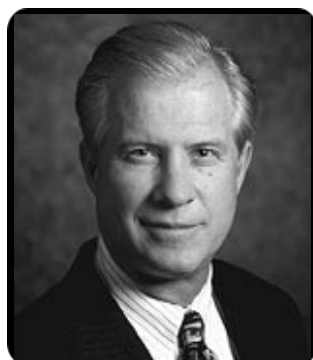
Temporarily abandoning arcade development, Sega AM2 head Yu Suzuki began developing several Saturn-exclusive games, including a role-playing game in the *Virtua Fighter* series. Initially conceived as an obscure prototype called "The Old Man and the Peach Tree" and intended to address the flaws of contemporary Japanese RPGs (such as poor non-player character artificial intelligence routines), *Virtua Fighter* RPG evolved into a planned 11-part, 45-hour "revenge epic in the tradition of Chinese cinema"—which Suzuki hoped would become the Saturn's killer app. The game was eventually released as *Shenmue* for the Saturn's successor, the Dreamcast.

From 1993 to early 1996, although Sega's revenue declined as part of an industry-wide slowdown, the company retained control of 38% of the U.S. video game market (compared to Nintendo's 30% and Sony's 24%). 800,000 PlayStation units were sold in the U.S. by the end of 1995, compared to 400,000 Saturn units.

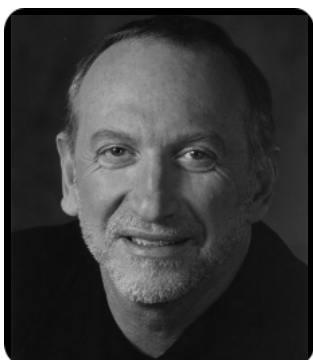
In part due to an aggressive price war, the PlayStation outsold the Saturn by two-to-one in 1996, while Sega's 16-bit sales declined markedly. By the end of 1996, the PlayStation had sold 2.9 million units in the U.S., more than twice the 1.2 million units sold by the Saturn. After the launch of the Nintendo 64 in 1996, sales of the Saturn and Sega's 32-bit software were sharply reduced, while the PlayStation outsold the Saturn by three-to-one in the U.S. market in 1997. The 1997 release of *Final Fantasy VII* significantly increased the PlayStation's popularity in Japan. As of August 1997, Sony controlled 47% of the console market, Nintendo controlled 40%, and Sega controlled only 12%. Neither price cuts nor high-profile game releases were proving helpful to the Saturn's success. Reflecting decreased demand for the system, worldwide Saturn shipments during March to September 1997 declined from 2.35 million to 600,000 versus



*Hayao Nakayama*



*Tom Kalinske*



*Bernie Stolar*



the same period in 1996; shipments in North America declined from 800,000 to 50,000. Due to the Saturn's poor performance in North America, 60 of Sega of America's 200 employees were laid off in the fall of 1997.

As a result of the company's deteriorating financial situation, Nakayama resigned as president of Sega in January 1998 in favor of Irimajiri. Stolar would subsequently accede to president of Sega of America. Following five years of generally declining profits, in the fiscal year ending March 31, 1998 Sega suffered its first parent and consolidated financial losses since its 1988 listing on the Tokyo Stock Exchange. Due to a 54.8% decline in consumer product sales (including a 75.4% decline overseas), the company reported a net loss of ¥43.3 billion (US\$327.8 million) and a consolidated net loss of ¥35.6 billion (US\$269.8 million). Shortly before announcing its financial losses, Sega revealed that it was discontinuing the Saturn in North America, with the goal of preparing for the launch of its successor. Only 12 Saturn games were released in North America in 1998 (Magic Knight Rayearth being the final official release), compared to 119 in 1996. The Saturn would last longer in Japan and Europe. Rumors about the upcoming Dreamcast—spread mainly by Sega itself—were leaked to the public before the last Saturn games were released. The Dreamcast was released on November 27, 1998 in Japan and on September 9, 1999 in North America. The decision to abandon the Saturn effectively left the Western market without Sega games for over one year. Sega suffered an additional ¥42.881 billion consolidated net loss in the fiscal year ending March 1999, and the company announced plans to eliminate 1,000 jobs, or nearly one-fourth of its workforce.

Worldwide Saturn sales include at least the following amounts in each territory: 5.75 million in Japan (surpassing the Genesis' sales of 3.58 million in the country), 1.8 million in the United States, 1 million in Europe, and 530,000 elsewhere. With lifetime sales of 9.26 million units, the Saturn is considered a commercial failure, although its install base in Japan surpassed the Nintendo 64's 5.54 million. Lack of distribution has been cited as a significant factor contributing to the Saturn's failure, as the system's surprise launch damaged Sega's reputation with key retailers. Conversely, Nintendo's long delay in releasing a 3D console and damage caused to Sega's reputation by poorly supported add-ons for the Genesis are considered major factors allowing Sony to gain a foothold in the market.

At the time of its release, Famicom Tsūshin award-

ed the Saturn console 24 out of 40 possible points, higher than the PlayStation's 19 out of 40. In June 1995, Dennis Lynch of the Chicago Tribune and Albert Kim of Entertainment Weekly both praised the Saturn as the most advanced gaming console available, with the former complimenting its double-speed CD-ROM drive and "intense surround-sound capabilities" and the latter citing Panzer Dragoon as a "lyrical and exhilarating epic" demonstrating the ability of new technology to "transform" the industry. In December 1995, Next Generation evaluated the system with three and a half stars out of a possible five, highlighting Sega's marketing and arcade background as strengths but the system's complexity as a weakness. Electronic Gaming Monthly's December 1996 Buyer's Guide had four reviewers rate the Saturn 8, 6, 7, and 8 out of 10; these ratings were inferior to those of the PlayStation, which was scored 9, 10, 9, and 9 in the same review. By December 1998, Electronic Gaming Monthly's reviews were more mixed, with reviewers citing the lack of titles for the system as a major issue. According to EGM reviewer Crispin Boyer, "the Saturn is the only system that can thrill me one month and totally disappoint me the next."

Retrospective feedback of the Saturn is mixed, but generally praises its game library. According to Greg Sewart of 1UP.com, "the Saturn will go down in history as one of the most troubled, and greatest, systems of all time." In 2009, IGN chose the Saturn to be their 18th best video game console of all time, praising its unique game library. According to the reviewers, "While the Saturn ended up losing the popularity contest to both Sony and Nintendo ... Nights into Dreams, the Virtua Fighter and Panzer Dragoon series are all examples of exclusive titles that made the console a fan favorite." The staff of Edge noted "hardened loyalists continue to reminisce about the console that brought forth games like Burning Rangers, Guardian Heroes, Dragon Force and Panzer Dragoon Saga." In 2015, The Guardian's Keith Stuart declared "the Saturn has perhaps the strongest line up of 2D shooters and fighting games in console history." Retro Gamer's Damien McFerran stated "Even today, despite the widespread availability of sequels and re-releases on other formats, the Sega Saturn is still a worthwhile investment for those who appreciate the unique gameplay styles of the companies that supported it." IGN's Adam Redsell wrote "[Sega's] devil-may-care attitude towards game development in the Saturn and Dreamcast eras is something that we simply do not see outside of the indie scene today."

## Technical specifications

Featuring a total of eight processors the Saturn's main central processing units are two Hitachi SH-2 microprocessors clocked at 28.6 MHz and capable of 56 MIPS. The system contains a Motorola 68EC000 running at 11.3 MHz as a sound controller, a custom sound processor with an integrated Yamaha FH1 DSP running at 22.6 MHz capable of up to 32 sound channels with both FM synthesis and 16-bit PCM sampling at a maximum rate of 44.1 kHz, and two video display processors, the VDP1 (which handles sprites, textures and polygons) and the VDP2 (which handles backgrounds). Its double-speed CD-ROM drive is controlled by a dedicated Hitachi SH-1 processor to reduce load times. The Saturn's System Control Unit (SCU), which controls all buses and functions as a co-processor of the main SH-2 CPU, has an internal DSP running at 14.3 MHz. The Saturn contains a cartridge slot for memory expansion, 16 Mbit of work random-access memory (RAM), 12 Mbit of video RAM, 4 Mbit of RAM for sound functions, 4 Mbit of CD buffer RAM and 256 Kbit (32 KB) of battery backup RAM. Its video output, provided by a stereo AV cable, displays at resolutions from 320×224 to 704×224 pixels, and is capable of displaying up to 16.77 million colors simultaneously.

The Saturn had technically impressive hardware at the time of its release, but its complexity made harnessing this power difficult for developers accustomed to conventional programming. The greatest disadvantage was that both CPUs shared the same bus and were unable to access system memory at the same time. Making full use of the 4 kB of cache memory in each CPU was critical to maintaining performance. For example, *Virtua Fighter* used one CPU for each character, while *Nights* used one CPU for 3D environments and the other for 2D objects. The Saturn's Visual Display Processor 2 (VDP2), which can generate and manipulate backgrounds, has also been cited as one of the system's most important features.

The Saturn's design elicited mixed commentary among game developers and journalists. Developers quoted by *Next Generation* in December 1995 described the Saturn as “a real coder's machine” for “those who love to get their teeth into assembly and

really hack the hardware”, with “more flexibility” and “more calculating power than the PlayStation”. The Saturn's sound board was also widely praised. By contrast, Lobotomy Software programmer Ezra Dreisbach described the Saturn as significantly slower than the PlayStation, whereas Kenji Eno of WARP

observed little difference between the two systems. In particular, Dreisbach criticized the Saturn's use of quadrilaterals as its basic geometric primitive, in contrast to the triangles rendered by the PlayStation and the Nintendo 64. Third-party development was initially hindered by the lack of useful software libraries and development tools, requiring developers to write in assembly language to achieve good performance. During early Saturn development, programming in assembly could offer a two-to-fivefold speed increase over C language. The Saturn hardware is considered extremely difficult to emulate. Sega responded to complaints about the difficulty of programming for the Saturn by writing new graphics libraries which were claimed to make development easier. Sega of America also purchased a United Kingdom-based development firm, Cross Products, to produce the Saturn's official development system. Despite these challenges, Treasure CEO Masato Maegawa stated that the Nintendo 64 was more difficult to develop for than the Saturn. *Traveller's Tales'* Jon Burton opined that while the PlayStation was easier “to get started on ... you quickly reach [its] limits”, whereas the Saturn's “complicated” hardware had the ability to “improve the speed and look of a game when all used together correctly.” A major point of criticism was the Saturn's use of 2D sprites to generate polygons and simulate 3D space. The PlayStation functioned in a similar manner, but also featured a dedicated “Geometry Transfer Engine” that rendered additional polygons. As a result, several analysts described the Saturn as an “essentially” 2D system.

Like the Genesis, the Saturn had an Internet-based gaming service. The Sega NetLink was a 28.8k modem that fit into the cartridge slot in the Saturn for direct dial multiplayer. In Japan, a now defunct pay-to-play service was used. It could also be used for web browsing, sending email, and online chat.



*Hitachi SH-2*



*SCSP*



*Motorola 68EC000*



*VDP1*



*VDP2*



*Saturn motherboard*



# Sega

<b>Founded</b>	1940
<b>Parent</b>	Sega Sammy Holdings
<b>Headquarter</b>	Ōta, Tokyo, Japan
<b>Employees</b>	2,226 (2014)
<b>Website</b>	sega.com



Sega Headquarters complex in Ōta, Tokyo

Sega (originally short for Service Games) is a Japanese multinational video game developer, publisher, and hardware development company headquartered in Tokyo, Japan, with multiple offices around the world.

In 1940, American businessmen Martin Bromley, Irving Bromberg, and James Humpert formed a company called Standard Games in Honolulu, Hawaii, to provide coin-operated amusement machines; mostly slot machines to military bases located which they saw as a potential market since due to the onset of World War II, the number of men stationed at the military bases had increased and they would have needed something to pass their spare time. After the war, the company changed its name to Service Games due to military focus and seeing Japan which was under Allied occupation as a potential market, started exporting slot machines there to the U.S. military bases. In 1951, when the government of United States started outlawing slot machines, the company moved its base to Tokyo, Japan. There the company provided coin-operated slot machines to U.S. bases in Japan and changed its name again to Service Games of Japan in 1952. Soon, the company also started providing the slot machines for the Japanese public and the company's focus shifted from the U.S. military bases to the Japanese public.

David Rosen, an American officer in the United States Air Force stationed in Japan, launched a two-minute photo booth business in Tokyo in 1954. This company eventually became Rosen Enterprises, and in 1957, began importing coin-operated games to Japan. On June 3, 1960, Standard Games was renamed Sega Corporation, an acronym of Service Games. By 1965, Rosen Enterprises grew to a chain of over 200 arcades, with Service Games its only competitor. Rosen then orchestrated a merger between Rosen Enterprises and Service Games, who by then had their own factory facilities, becoming chief executive of the new company, Sega Enterprises, which derived its name from Service Games.

Within a year, Sega began the transition from importer to manufacturer, with the release of the Rosen

designed submarine simulator game, Periscope. The game sported light and sound effects considered innovative for that time, eventually becoming quite successful in Japan. It was soon exported to both Europe and the United States, becoming the first arcade game in the US to cost 25 cents per play.

In 1969, Rosen sold Sega to American conglomerate Gulf and Western Industries, although he remained

as CEO following the sale. Under Rosen's leadership, Sega continued to grow and prosper, and in 1972, Gulf and Western made Sega Enterprises a subsidiary, taking the company's stock public.

Sega prospered heavily from the arcade gaming boom of the late 1970s, with revenues climbing to over US\$100 million by 1979. In 1982, Sega's revenues surpassed \$214 million. That year they introduced the first game with isometric graphics, Zaxxon, the industry's first stereoscopic 3D game, SubRoc 3D, and the first laserdisc video game, Astron Belt.

In 1983-4, Sega published Atari 2600 versions of some of its arcade games and also Tapper from Bally/Midway. Carnival, Space Fury, Turbo, and Zaxxon were licensed to Coleco as launch titles for the ColecoVision console in 1982. Some of these and other titles were licensed to different companies for 8-bit computer versions.

An overabundance of games in 1983 led to the video game crash, causing Sega's revenues to drop to \$136 million. Sega then designed and released its first home video game console, the SG-1000 for the third generation of home consoles. Despite this, G&W sold the U.S. assets of Sega Enterprises that same year to pinball manufacturer Bally Manufacturing, and in January 1984, Rosen resigned his post with the company.

The Japanese assets of Sega were purchased for \$38 million by a group of investors led by Rosen, Robert Deith, and Hayao Nakayama, a Japanese businessman who owned Esco Boueki (Esco Trading) an arcade game distribution company that had been acquired by Rosen in 1979. Nakayama became the new CEO of Sega, Robert Deith chairman of the board, and Rosen became head of its subsidiary in the United States. In 1984, the multibillion-dollar Japanese conglomerate CSK bought Sega, renamed it to Sega Enterprises, headquartered it in Japan, and two years later, shares of its stock were being traded on the Tokyo Stock Ex-



change. David Rosen's friend, Isao Okawa, the chairman of CSK, became chairman of Sega.

Sega also released the Sega Master System and the first game featuring Alex Kidd, who would be Sega's unofficial mascot until he was replaced by Sonic the Hedgehog in 1991. While the Master System was technically superior to the NES, it failed to capture market share in North America and Japan due to highly aggressive strategies by Nintendo and ineffective marketing by Tonka, who marketed the console on behalf of SEGA in the United States. However, the Master System was highly successful in Europe, Australia, New Zealand, and Brazil with games still being sold well into the 1990s alongside the Mega Drive and Nintendo's NES and SNES.

In the mid-1980s, Sega released Hang-On and After Burner, arcade titles that make use of hydraulic cabinet functionality and force feedback control. Sega also released the 360-degree rotating machine R-360. For arcade system boards, Sega released the System series and the Super Scaler series. UFO Catcher was introduced in 1985 and is Japan's most commonly installed claw crane game. Sega was also one of the first to introduce medal games with World Bingo and World Derby in the 1980s, a sub-industry within Japanese arcades up to its current day.

With the introduction of the Sega Genesis in North America in 1989, Sega of America launched an anti-Nintendo campaign to carry the momentum to the new generation of games, with its slogan "Genesis does what Nintendon't." This was initially implemented by Sega of America President Michael Katz. When Nintendo launched its Super Nintendo Entertainment System in North America in August 1991, Sega changed its slogan to "Welcome to the next level."

The same year, Sega of America's leadership passed from Katz to Tom Kalinske, who further escalated the "console war" that was developing. As a preemptive strike against the release of the SNES, Sega rebranded itself with a new game and mascot, Sonic the Hedgehog. This shift led to a wider success for the Genesis and would eventually propel Sega to 65% of the market in North America for a brief time. Simultaneously, after much delay, Sega released the Sega CD in Japan in 1991 and in North America in 1992 as a hardware add-on to the Genesis, greatly reducing space limitations on their games. Sonic the Hedgehog 2 was also released in 1992 for the Genesis, and be-

came the most successful game Sega ever produced, selling over six million copies in total. During this period, local North American development also increased with the establishments of Sega Technical Institute in 1990, Sega Midwest Studio in 1992, Sega Multimedia Studio in 1993, and the acquisition of Interactive Designs in 1992.

In 1990, Sega launched the Game Gear to compete against Nintendo's Game Boy. However, due to issues with its short battery life, lack of original titles, and weak support from Sega, the Game Gear was unable to surpass the Game Boy, selling approximately 11 million units. The Game Gear was discontinued in 1997.

In 1992, Sega introduced the Model series of arcade hardware, which saw the release of Virtua Fighter and Virtua Racing, which laid the foundation for 3D racing and fighting games. In 1994, Sega released the Sega 32X in an attempt to upgrade the Genesis to the standards of more advanced systems at the time. It sold well initially, but had problems with lack of software and hype about the upcoming Sega Saturn and Sony's PlayStation. Within a year, it was in the bargain bins of many stores.

On November 22, 1994, Sega launched the Sega Saturn in Japan. It utilized two 32-bit processors. However, poor sales in the West led to the console being abandoned by 1998. The lack of strong titles based on established Genesis franchises,

along with its high price in comparison to the Sony PlayStation, were among the reasons for the console's failure. Sega made forays in the PC market with the establishment of SegaSoft in 1995, which was tasked in creating original PC titles.

The mid-1990s also saw Sega making efforts to expand beyond its image as a strictly kids-oriented, family entertainment company, by publishing a number of games with extreme violence and sexual themes, and introducing the "Deep Water" label to mark games with mature content.

In December 1994, Sega Channel, a subscription gaming service delivered by local cable companies affiliated with Time Warner Cable, was launched in the United States, through which subscribers received a special cartridge adapter that connected to the cable connection. At its peak, the Sega Channel had approximately 250,000 subscribers. Various technical issues began disrupting the service in late 1997, eventually leading to being discontinued worldwide in 1998.



On November 27, 1998, Sega launched the Dreamcast in Japan. The console was competitively priced, partly due to the use of off-the-shelf components, but it also featured technology that allowed for more technically impressive games than its direct competitors, the Nintendo 64 and PlayStation. An analog 56k modem was also included, allowing for online multiplayer. It featured titles such as the action-puzzle title ChuChu Rocket!, Phantasy Star Online, the first console-based massively multiplayer online role-playing game, Quake III Arena and Alien Front Online, the first console game with online voice chat. The Dreamcast's launch in Japan was a failure; launching with a small library of software and in the shadow of the upcoming PlayStation 2, the system would gain little ground, despite several successful games in the region.

After closures of all their former American developers in 1995, and the closure of the PC SegaSoft division, Sega invested in the American Visual Concepts and the French No Cliché, although the latter was closed in 2001. The Dreamcast's western launch in 1999 was accompanied by a large amount of both first-party and third-party software and an aggressive marketing campaign. In contrast to the Japanese launch, the Western launch earned the distinction of the "most successful hardware launch in history," selling a then-unprecedented 500,000 consoles in its first week in North America. Sega was able to hold onto this momentum in the US almost until the launch of Sony's PlayStation 2. Sega also produced the NAOMI series, which were the last arcade boards built uniquely rather than being based on existing consoles and PC architecture.

In late 1999, Sega Enterprises chairman Isao Okawa spoke at an Okawa Foundation meeting, saying that Sega's focus in the future would shift from hardware to software, but adding that they were still fully behind the Dreamcast. On November 1, 2000, Sega changed its company name from Sega Enterprises to Sega Corporation.

On January 23, 2001, a story ran in Nihon Keizai Shimbun claiming that Sega would cease production of the Dreamcast and develop software for other platforms in the future. After initial denial, Sega Japan then put out a press release confirming they were considering producing software for the PlayStation 2 and Game Boy Advance as part of their "New Management Policy". Subsequently on January 31, 2001, Sega of America officially announced they were becoming a third-party software publisher. The company has since developed into a third-party publisher

that oversees games that launch on game consoles produced by other companies, many of their former rivals, the first of which was a port of ChuChu Rocket! to Nintendo's Game Boy Advance. On March 31, 2001, the Dreamcast was discontinued.

By March 31, 2002, Sega had five consecutive fiscal years of net losses. To help with Sega's debt, CSK founder Isao Okawa, before his death in 2001, gave the company a \$692 million private donation, and talked to Microsoft about a sale or merger with their Xbox division, but those talks failed. Discussions also took place with Namco, Bandai, Electronic Arts and again with Microsoft. In August 2003, Sammy, one of the biggest pachinko and pachislot manufacturing companies, bought the outstanding 22% of shares that CSK had, and Sammy chairman Hajime Satomi became CEO of Sega. In the same year, Hajime Satomi stated that Sega's activity will focus on their profitable arcade business as opposed to their loss-incurring home software development sector. After the decline of the global arcade industry around the 21st century, Sega introduced several novel concepts tailored to the Japanese market. Derby Owners Club was the first large-scale satellite arcade machine with IC cards for data storage. Trading card game machines were introduced, with titles such as World Club Champion Football for general audiences and Mushiking: King of the Beetles for young children. Sega also introduced internet functionality in arcades with Virtua Fighter 4 in 2001, and further enhanced it with ALL.Net, introduced in 2004.

During mid-2004, Sammy bought a controlling share in Sega Corporation at a cost of \$1.1 billion, creating the new company Sega Sammy Holdings, an entertainment conglomerate. Since then, Sega and Sammy became subsidiaries of the aforementioned holding company, with both companies operating independently, while the executive departments merged.

In 2005, Sega sold its major western studio Visual Concepts to Take-Two Interactive, and purchased UK-based developer Creative Assembly, known for its Total War series. In the same year, the Sega Racing Studio was also formed by former Codemasters employees. In 2006, Sega Europe purchased Sports Interactive, known for its Football Manager series. Sega of America purchased Secret Level in 2006, which was renamed to Sega Studio San Francisco in 2008. In early 2008, Sega announced that they would re-establish an Australian presence, as a subsidiary of Sega of Europe, with a development studio branded as Sega Studio Australia. In the same year, Sega launched a subscription based flash website called

“PlaySEGA” which played emulated versions of Sega Genesis as well original web-based flash games. It was subsequently shut down due to low subscription numbers. In 2013, following THQ’s bankruptcy, Sega bought Relic Entertainment, known for its Company of Heroes series. Sega has also collaborated with many western studios such as Bizarre Creations, Backbone Entertainment, Monolith, Sumo Digital, Kuju Entertainment, Obsidian Entertainment and Gearbox Software. In 2008, Sega announced the closure of Sega Racing Studio, although the studio was later acquired by Codemasters. Closures of Sega Studio San Francisco and Sega Studio Australia followed in 2010 and 2012, respectively.

The Sonic the Hedgehog series continued to be internationally recognized, having sold 150 million in total, although the critical reception of games in the series has been mixed. In 2007, Sega and Nintendo teamed up using Sega’s acquired Olympic Games license, to create the Mario and Sonic at the Olympic Games series, which has sold over 20 million in total. In the console and handheld business, Sega found success in Japan with the Yakuza and Hatsune Miku: Project DIVA series of games, amongst others primarily aimed at the Japanese market. In Japan, Sega distributes titles from smaller Japanese game developers and localizations of western titles. In 2013, Index Corporation was purchased by Sega Sammy after going bankrupt. After the buyout, Sega officially split Index, making Atlus, the video game developer and publisher, a wholly owned subsidiary of Sega.

For amusement arcades, Sega’s most successful games continued to be based on network and card systems. Games of this type include Sangokushi Taisen and Border Break. Arcade machine sales incurred higher profits than their console, portable, and PC games on a year-to-year basis until 2014.

In 2004, the GameWorks chain of arcades became owned by Sega, until the chain was sold off in 2011. In 2009, Sega Republic, an indoor theme park in Dubai, opened to the public. In 2010, Sega began providing the 3D imaging for Hatsune Miku’s holographic concerts. In 2013, in co-operation with BBC Earth, Sega opened the first interactive nature simulation museum, Orbi Yokohama in Yokohama, Japan.

Due to the decline of packaged game sales both domestically and outside Japan in the 2010s, Sega began layoffs and reduction of their Western businesses, such as Sega shutting down five offices based in Europe and Australia on July 1, 2012. This was done in order to focus on the digital game market, such as

PC and mobile devices. The amount of SKU gradually shrunk from 84 in 2005 to 32 in 2014. Because of the shrinking arcade business in Japan, development personnel would also be relocated to the digital game area. Sega gradually reduced its arcade centers from 450 facilities in 2005, to around 200 in 2015.

In the mobile market, Sega released its first app on the iTunes Store with a version of Super Monkey Ball in 2008. Since then, the strategies for Asian and Western markets have become independent. The Western line-up consisted of emulations of games and pay-to-play apps, which were eventually overshadowed by more social and free-to-play games, eventually leading to 19 of the older mobile games being pulled due to quality concerns in May 2015. Beginning in 2012, Sega also began acquiring studios for mobile development, with studios such as Hardlight, Three Rings Design, and Demiurge Studios becoming fully owned subsidiaries.

In the 2010s, Sega established operational firms for each of their businesses, in order to streamline operations. In 2012, Sega established Sega Networks for its mobile games; and although separate at first, it merged with Sega Corporation in 2015. Sega Games was structured as a “Consumer Online Company” promoting cross-play between multiple devices, while Sega Networks focuses on developing games for mobile devices. In 2012, Sega Entertainment was established for Sega’s amusement facility business, and in 2015, Sega Interactive was established for the arcade game business. These new divisions would replace the former Sega Corporation, and the new Sega Holdings would consolidate all entertainment companies from the Sega Sammy group, which became effective April 1, 2015.

April 2015 also saw Haruki Satomi, grandson of Hajime Satomi, take office as President and CEO of Sega Games Co, Ltd. In January 2015, Sega of America announced their relocation from San Francisco to Irvine, California, which was completed by early summer. Due to this, Sega of America did not have their own booth at E3 2015.

Sega remains the world’s most prolific arcade producer, with over 500 games in over 70 franchises on more than 20 different arcade system boards since 1981.





# Sega Saturn R&D

In the earliest days of research and development at Sega the most standout products were taikan arcades, which is literally translated from Japanese as “body sensation”, and refers to large cabinet set-ups with more than button and joysticks. Sega popularized the term and innovated this design through games such as Hang-On, OutRun, Space Harrier, and After Burner and the more elaborate set-up, the R-360. All the aforementioned games were created by the second arcade department at Sega which started to stand out relatively quickly.



## Sega AM1/7

WOW Entertainment was headed by Rikiya Nakagawa and Kazunari Tsukamoto. In addition of an continued arcade line-up, WOW Entertainment made efforts on the consumer market with the SEGA GT racing series, an effort to compete against Sony's Gran Turismo. They also made efforts on the Game Boy Advance.

Overworks was formed from CS2, and headed by Noriyoshi Ohba. Out of the gate it came out with Skies of Arcadia for Dreamcast and GameCube, and also continued the Sakura Taisen series. In 2002, it came with the Shinobi reboot on PlayStation 2.

In 2003 it was renamed to SEGA WOW and absorbed Overworks. The line-up of action games Blood Will Tell, Nightshade and the RPG Sakura Taisen became part of SEGA WOW. By 2004, Sega Wow had 215 employees which were split across consumer and arcade development after the integration back into Sega.



## Sega AM2

AM2 was headed by Yu Suzuki and Toshihiro Nagoshi. Daytona USA was the first game using the palmtree AM2 logo, signaturing the department for being special among all the R&D Departments among Sega.

After the integration back into Sega, the studios lineage as the second arcade software R&D division continues. It is now headed by Hiroshi Kataoka and Makoto Osaki.

In 2000 all of Sega's in-house Consumer (CS) and Amusement Machine (AM) R&D departments were separated from the main company and established on 9 semi-autonomous subsidiaries, with each subsidiary getting an elected president as a studio head. However, for more financial stability, Sega began consolidating its studios into six main ones (Sega Wow, Sega AM2, Hitmaker, Amusement Vision, Smilebit, Sonic Team) in 2003, and merged them back into a uniform R&D structure in 2004.

In 2012, characters from AM2's hit series Virtua Fighter appeared in Koei Tecmo's Dead or Alive 5. AM2 assisted in the development of the game.



## Sega AM3/5

Hitmaker was established from the AM3 department which has created popular arcade favourites in past, such as Virtual-On, Derby Owners Club, Crazy Taxi and Virtua Tennis. It was headed by Hisao Oguchi, Mie Kumagai and Kenji Kanno.

Sega Rosso was headed by Kenji Sasaki, the company was short-lived before being absorbed by Hitmaker. It contributed to Sega's arcade line-up with Cosmic Smash and Initial D Arcade Stage. With the latter becoming a major franchise.

In 2003, Mie Kumagai replaced Hisao Oguchi as the company president, when Hisao Oguchi was promoted to President of the entire Sega company. Also in 2003, the studio absorbed Sega Rosso, making Initial D Arcade Stage part of its line-up. By 2004, Hitmaker had 193 employees which focused on arcade development after the integration into Sega.

## Sega AM4



Amusement Vision (AV) was headed by Toshihiro Nagoshi. In addition to an arcade line-up and the Daytona USA remake Daytona USA 2001, AV was most known for its Nintendo partnership on the exclusivity on the original two Super Monkey Ball games, and development collaboration of F-Zero GX.

In part of Sega's consolidation of studios, non-sports staff of Smilebit merged with AV in 2003 which resulted into the Ollie King arcade release at first. By 2004, AV had 124 employees and the main focus would be on "epic and film-style titles", which is when development on the Yakuza franchise began and AV was dissolved and integrated into Sega. Hit-maker was established from the AM3 department which has created popular arcade favourites in past, such as Virtual-On, Derby Owners Club, Crazy Taxi and Virtua Tennis. It was headed by Hisao Oguchi, Mie Kumagai and Kenji Kanno.

## **Sega Sports R&D Sega AM6**

Initially founded in mid-1994 as part of Consumer Software R&D Dept. 1, Team Andromeda became a separate internal development team when the first Sega Saturn software was entering development. The name came from Andromeda, the code used to make their games. The group produced three Panzer Dragoon titles and, after the release of its final game Panzer Dragoon Saga in 1998, was then dissolved. Different teams of the same division were responsible for the Let's Make a series and the Sega Worldwide Soccer series.

After the restructuring, many of the group's members joined Sega's Smilebit and United Game Artists development teams. Former Team Andromeda staff have also developed video games at other studios, including Polyphony Digital, Artoon, feelplus and Land Ho.

The division was from now on was only for sports titles, adding the Mario & Sonic at the Olympic Games series. The department responsible for non-sport titles, became part of Amusement Vision under the lead of Toshihiro Nagoshi.



## **Sega AM3**

Sonic the Hedgehog became Sega's biggest success on home consoles, elevating the creators Yuji Naka and Naoto Ohshima into lofty positions within the company being able to rename their CS3 department Sonic Team. After the creation of the first Sonic the Hedgehog, development resources went two ways. One group of staff went abroad to San Francisco to develop games, however except for collaboration

with American staff on Sonic the Hedgehog 2, the staff was almost completely Japanese throughout. Meanwhile, staff in Japan would develop Sonic CD. When staff arrived back in Japan in 1995, they developed new IP such as Burning Rangers and Nights into Dreams..., which were the first titles to be promoted with the Sonic Team moniker on the game's box art.

When all of Sega's CS and AM R&D departments were separated from the main company and established on semi-autonomous subsidiaries, Sonic Team was established as a subsidiary with the same name as it had before, and was headed by Yuji Naka. Sonic Team USA was managed by Takashi Iizuka. After the release of Sonic Adventure, the Japanese Sonic Team mainly focused on making new IPs, which included Samba de Amigo, Chu Chu Rocket, and Phantasy Star Online for the Dreamcast, Billy Hatcher and the Giant Egg for the GameCube, and Feel the Magic: XY/XX for the Nintendo DS. In 2003, Naka was promoted to the group of executive officers. In the same year, the studio absorbed United Game Artists.

United Game Artists was established and headed by Tetsuya Mizuguchi. After arcade development he established CS4, which was an extension of CS3. His final contribution at Sega were the Space Channel 5 games and Rez. In 2003, the United Game Artists staff was absorbed by Sonic Team.

After the merge back into Sega, the corporate name for Sonic Team was Global Entertainment Research and Development Division No. 1 (GE1). It contained members of both Sonic Team and SEGA WOW. It was again headed by Naka until 2006, when he left Sega to form Prope. GE1 was headed by Akinori Nishiyama. Takashi Iizuka continued to manage Sonic Team USA, now called Sega Studio USA. Non-Sonic projects during this period are sequels of NiGHTS and Phantasy Star Online.

In 2008, another restructure at Sega took place, turning the departments into uniform consumer departments, and Sega Studio USA was dissolved. Akinori Nishiyama was promoted to chief producer, overseeing all software products at Sega, and Iizuka replaced Nishiyama as the general manager of Sonic Team. Since Sonic the Hedgehog 4: Episode I, he has become the main producer of the series. Since 2009, the "Sonic Team" brand has diminished out of non-Sonic games, despite them being produced by former Sonic Team members or being made in the same CS2 department. Examples of this include Pole's Big Adventure, Rhythm Thief & the Emperor's Treasure, Phantasy Star Online 2, and Project 575.

# Sega Saturn Games

This is the main portion of the book. A collection of every official Sega Saturn game with cover art, title screen, a screen-shot and some information about the game.

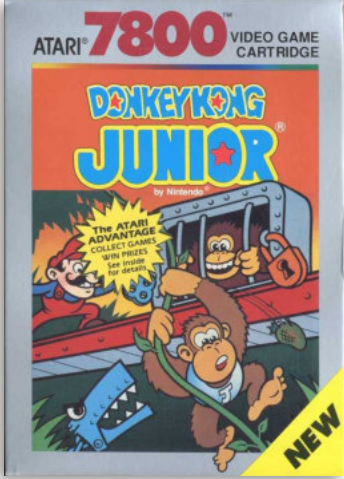
## Page Break-Down

This is a break-down on what the pages consist of:

A

E

7.9



Rarity: 1

N

P

F

G

B




### Donkey Kong Junior

<b>Developer</b>	Atari
<b>Publisher</b>	Atari
<b>Release date</b>	1988
<b>Genre</b>	Platformer
<b>Mode</b>	1-2 Players

Donkey Kong Jr. is a 1982 arcade-style platformer by Nintendo. It first appeared in arcades, and, over the course of the 1980s, was later released for a variety of platforms. Its eponymous star, Donkey Kong Jr. is trying to rescue his father Donkey Kong, who has been imprisoned by Mario.

This version of the game has only three levels, omitting the 'Spark' level.

C



D

### A. Cover-Art

This represent the cover art. I used GameFAQs for much of the pictures.

### B. Info

This is the Info box. I used mainly wikipedia and atariage.com for help for information on the Developers and Publishers. I suspect some of the information is wrong, as often the developer credited is actually the makers of the original game, e.g. arcades, and not the one who did the home console port for example. Also, information often differ from different sources. "Mode" are what the maximum players the game support. I used the information found on both atariage.com and Wikipedia.. In the info or trivia section, I wanted some content that would reflect on what the game is about, or an interest part of trivia. If I used another site for information and did a direct transcript, I would try to credit the source material. The credit is in *italic*.

### C. Title Screen

This is a screenshot from the title screen of the game, found wherever. More often then not on gametrailers.com or atariage.com.

### D. Screen-shot

This is a random screenshot from the game. I mainly used gametrailers.com or atariage.com.



## E. Web Reviews

The review score SHOULD and MUST be taken with a grain of salt. I used the review score from "GameFAQs.com", cause` they can often be seen as fair, as they usually are reviews by several users. Though, some of the more obscure games often had few reviews, and could be seen as biased. If the site did not have a review, i would not include one, as seen on the many unlicensed games.

## F. Rarity

In this section is used the rarity info found on atariage.com. The rarity scale is a general indicator of how easy or difficult it is to come across a game. The scale starts at 1 (very easy to find) and finishes at 10 (nearly impossible to locate). Thanks to auction sites such as eBay, even extremely rare games come up for auction frequently enough, but these often command a fairly high price depending on the rarity. Remember, you should just take these scores with a grain of salt, and should only be used as a reference point, and not to be taken all too literally.

## G. Release

These indicate what sort of release the game had. Red "N" for North-America and blue "P" for PAL/European. The information are from wikipedia, so it may be wrong...

# Game library

Much of the Saturn's library comes from Sega's arcade ports, including Daytona USA, The House of the Dead, Last Bronx, Sega Rally Championship, the Virtua Cop series, the Virtua Fighter series, and Virtual-On. The Saturn ports of 2D Capcom fighting games including Darkstalkers 3, Marvel Super Heroes vs. Street Fighter, and Street Fighter Alpha 3 were noted for their faithfulness to their arcade counterparts. Fighters Megamix, developed by Sega AM2 for the Saturn rather than arcades, combined characters from Fighting Vipers and Virtua Fighter to positive reviews. Highly rated Saturn exclusives include Panzer Dragoon Saga, Dragon Force, Guardian Heroes, Nights, Panzer Dragoon II Zwei, and Shining Force III. Although originally made for the PlayStation, games such as Castlevania: Symphony of the Night, Resident Evil, and Wipeout 2097 received Saturn ports with mixed results. Tomb Raider was created with the Saturn in mind, but the PlayStation version ultimately became better known to the public. Lobotomy Software's PowerSlave featured some of the most impressive 3D graphics on the system, leading Sega to contract the developer to produce Saturn ports of Duke Nukem 3D and Quake. While Electronic Arts' limited support for the Saturn and Sega's failure to develop a football game for the 1996 fall season allowed Sony to take the lead in the sports genre, "Sega Sports" published Saturn sports games including the well-regarded World Series Baseball and Sega Worldwide Soccer series. With about 600 official releases, the Saturn's library is nearly twice as large as the Nintendo 64's.

Due to the cancellation of Sonic X-treme, the Saturn lacks an exclusive Sonic the Hedgehog platformer, containing only a graphically enhanced port of the Genesis title Sonic 3D Blast, the compilation Sonic Jam, and a racing game called Sonic R. The platformer Bug! received attention for its eponymous main character being a potential mascot for the Saturn, but it failed to catch on as the Sonic series had. Considered one of the most important Saturn releases, Sonic Team developed Nights into Dreams..., a score attack game that attempted to simulate both the joy of flying and the fleeting sensation of dreams. Although it lacked the fully 3D environments of Nintendo's Super Mario 64, Nights' emphasis on unfettered movement and graceful acrobatic techniques showcased the intuitive potential of analog control.

Some of the games that made the Saturn popular in Japan, such as Grandia and the Sakura Wars series, never saw a Western release due to Sega of America's policy of not localizing RPGs and other Japanese titles that might have damaged the system's reputation in North America. Despite appearing first on the Saturn, games such as Dead or Alive, Grandia, and Lunar: Silver Star Story Complete only saw a Western release on the PlayStation. Panzer Dragoon Saga was praised as perhaps the finest RPG for the system due to its cinematic presentation, evocative plot, and unique battle system, but Sega released fewer than 20,000 retail copies of the game in North America in what IGN characterized as one example of the Saturn's "ignominious send-off" in the region.



## 2do Arukotoha Sand-R

**Developer** CRI, Sega AM1  
**Publisher** CRI  
**Release date** (jp) April 5, 1995  
**Genre** Mini-games  
**Mode** 1-2 Players

Puzzle & Action: Treasure Hunt, known as Puzzle & Action: 2do Arukoto ha Sand-R in Japan, is the third and final game in the Puzzle & Action series of mini-games, being a sequel to Puzzle & Action: Tant-R and Puzzle & Action: Ichidant-R.

It stands as the only arcade entry in the series to be released in an English-speaking territory.

*"segaretro.org"*

6.8



J

## 2Tax Gold

**Developer** Atelier Double, Office Crescendo  
**Publisher** Human  
**Release date** (jp) January 17, 1997  
**Genre** Trivia  
**Mode** 1 Player

2Tax Gold is a quiz game, developed by Atelier Double and published by Human Entertainment, which was released in Japan in 1997.

4.2



J

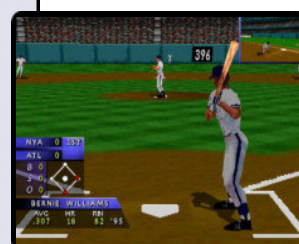
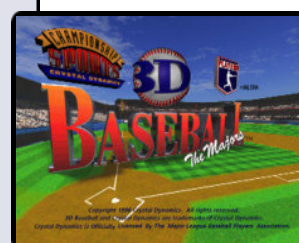
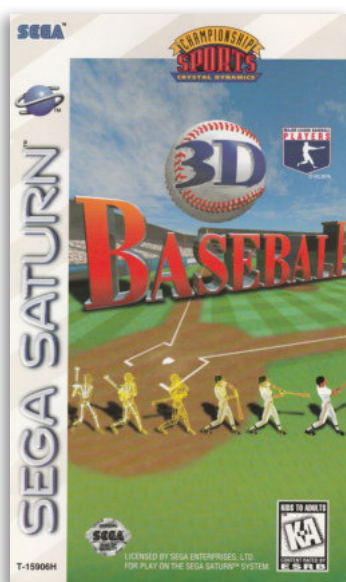
## 3D Baseball

**Developer** Crystal Dynamics  
**Publisher** (us) Crystal Dynamics, (jp) BMG Japan  
**Release date** (us) December 14, 1996  
**Genre** Sports  
**Mode** 1-2 Players

3D Baseball is a 3-D polygon baseball game with over 700 actual Major League players and their previous years stats to choose from. There are over 50 real-life batter stances that were motion-captured through the actual players themselves with five different dynamic camera angles to choose.

In the season mode, which is a full season of baseball, players can play it with an arcade setting or can be the general manager of the chosen team.

8.0



J N



5.7

## 3D Lemmings



J

P

<b>Developer</b>	Clockwork Games
<b>Publisher</b>	(eu) Psygnosis, (jp) Imagineer
<b>Release date</b>	(eu) July 5, 1996
<b>Genre</b>	Action-puzzle
<b>Mode</b>	1 Player

3D Lemmings is played by using four different, movable cameras to fly around and get an overview of the level. While some levels have fixed cameras, most of the time they can be freely moved at any time, although without the ability to tilt up or down. The gameplay, like the original Lemmings game, requires the player to lead all the lemmings to their exit by giving them the appropriate “skills”.



5.9

## 3x3 Eyes: Kyuusei Koushu S



J

<b>Developer</b>	Minamimachi Bugyousho
<b>Publisher</b>	Nihon Create
<b>Release date</b>	(us) April 19, 1996
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

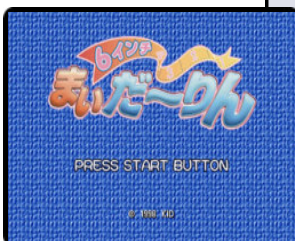
3x3 Eyes: Kyūsei Kōshu S is an enhanced version of 3x3 Eyes: Kyūsei Kōshu for the PlayStation and Windows. It includes new animated sequences, new voice recording, graphical enhancements, and an extra “Making Of” CD.

The game is a Japanese-style adventure game based on the manga and anime series 3x3 Eyes. The game world is composed of still shots of locations and characters in anime style that the player interact with.



5.7

## 6 Inch My Darling



J

<b>Developer</b>	KID
<b>Publisher</b>	KID
<b>Release date</b>	(jp) December 23, 1998
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

6inch My Darling is a visual novel romance adventure originally released by KID for Sega Saturn with free for all rating, thus not including adult content. Half a year later, the game was released on PC platform by Airyu with added adult content and altered setting and story elements.

The story follows a high-school student who lives with a 6 inch girl by the name of Etosera.

“mobygames.com”







TGL  
TECHNICAL GROUP LABORATORY

艶やかに舞う、  
過激な女神たち。

舞臺女優の格好で、  
うさぎの尻尾を  
揺らす女神たち。

ADVANCED  
V.I.

ヴァリアブル・ジオ

1997年3月14日発売予定

推奨年齢  
年齢制限  
18才以上



5.2

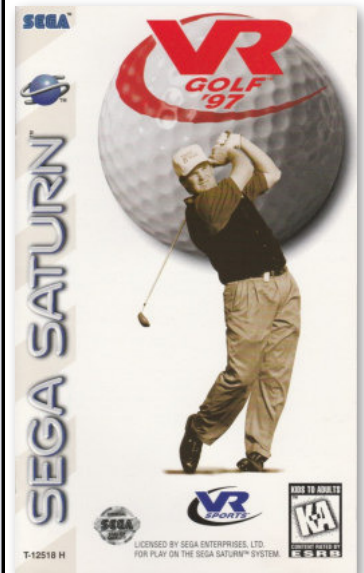
## Actua Golf

<b>Developer</b>	Gremlin Interactive
<b>Publisher</b>	(us) Interplay, (eu) Gremlin, (jp) Naxat Soft
<b>Release date</b>	(eu) September 6, 1996
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

Actua Golf, VR Golf '97 in North America, is part of the Actua Sports series. The game is a golf simulation with full 3D terrain and characters. It comes with two courses to play at, customizable characters and multi-view shot tracking and action replays.

It uses similar game controls as older golf titles did. With a swing meter, where players have to time correctly to hit the ball right.

*"mobygames.com"*



J N P

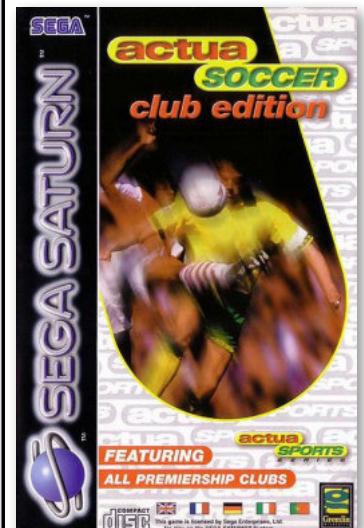
6.6

## Actua Soccer Club Edition

<b>Developer</b>	Gremlin Interactive
<b>Publisher</b>	Gremlin Interactive
<b>Release date</b>	(us) 1997
<b>Genre</b>	Sports
<b>Mode</b>	1-2 Players

Actua Soccer Club Edition is a re-edition of Actua Soccer, released with the 20 teams of the English Premiership instead of international competitions. New commentary was recorded and some Premiership historical data was included. All remaining aspects of the game were unchanged or just tweaked.

*"mobygames.com"*



P

6.4

## Advanced V.G.

<b>Developer</b>	TGL
<b>Publisher</b>	TGL
<b>Release date</b>	(jp) March 14, 1997
<b>Genre</b>	Fighting
<b>Mode</b>	1-2 Players

Advanced V.G. is part of the Variable Geo series of Japanese 2D fighting/eroge games by Giga. It focuses on an all-female martial arts competition where participants are required to promote various family restaurants by acting as waitresses when not fighting.

A limited edition "Genteiban" version of the game came with a jigsaw.



J



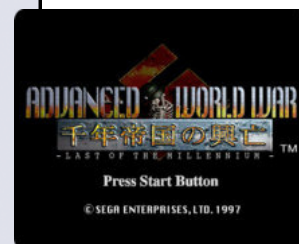


## Advanced World War: Sennen Teikoku no Koubou

**Developer** Sega  
**Publisher** Sega  
**Release date** (jp) March 20, 1997  
**Genre** Strategy  
**Mode** 1-4 Players

Advanced World War Sennen Teikoku no Koubou: Last of the Millennium is a turn-based strategy war game, published by Sega, which was released in Japan in 1997.

7.1



J



## AI Igo

**Developer** ISCO  
**Publisher** ASCII Something Good  
**Release date** (jp) July 11, 1997  
**Genre** Table  
**Mode** 1-2 Players

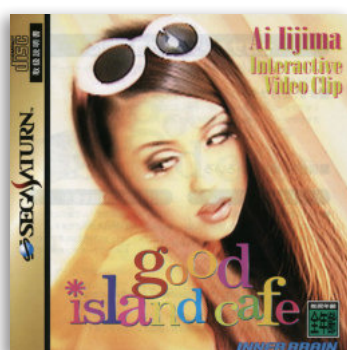
AI Igo: Saturn Version is a board game, developed by ISCO and published by ASCII Entertainment, which was released in Japan in 1997.

Ai Igo is a simulation on the board game Go, an abstract strategy board game for two players, in which the aim is to surround more territory than the opponent.

7.6



J



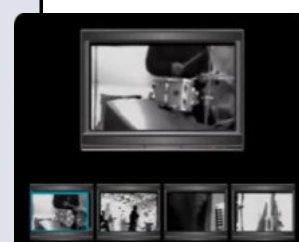
## Ai Iijima: Good Island Cafe

**Developer** Inner Brain  
**Publisher** Inner Brain  
**Release date** (jp) September 27, 1996  
**Genre** Misc.  
**Mode** 1 Player

Good Island Cafe: Ai Iijima is a Miscellaneous game, published by Inner Brain, which was released in Japan in 1996. The insert claims it's an "Interactive Video Clip of Ai Iijima". It is similar to the SegaCD's 'Make a video' series.

Ai Iijima (October 31, 1972 – December 24, 2008) was a Japanese media personality, writer, activist and actress who was an AV idol early in her career.

5.0



J





# ADVANCED WORLD WAR

# 千年帝国の興亡

TM

- LAST OF THE MILLENNIUM -

アドバンスド ワールド ウォー 千年帝国の興亡

新発売 5,800円【シミュレーション】 CORONA ENTERPRISES, LTD. 7007

第二次世界大戦時、当時のドイツ総統ヒトラーは自国を「千年帝国」と稱した。だがその野望も実は10余年しか続かず、ゲルマン民族の繁栄と世界制覇の野望は徐々に滅亡の戦いへと変わっていく。ヨーロッパ大陸を中心に、壮大なスケールで繰り広げられる戦国の数を。

プレイヤーは、若き指揮官となり歴史上の戦場はもちろんのこと、実際にはなかった仮想戦場へも突き進む。

さまざまな課題にも果せず、その優れた洞察と感性で食すことなく戦術指揮能力を発揮せよ！



フルポリゴンの真骨、3D機軸シーン、完璧なマップ数とシナリオ分岐がすごい。  
 豊富なマップを飽くことなく探索できるのはさすがの傑作である。マップごとの機軸カメラではなく、プレイヤー  
 が望む場所が壁によっても見え隠れはしている。

**情報シミュレーションの常識を超える、デュアルマップシステムを新たに導入。**  
敵味方両方に直撃する「爆」と、敵部隊が倒れる「倒」、それぞれ自方へのダメージが異なる攻撃で襲撃。もちろん両方ともひとつの攻撃でもあり、たゞそれは戦術の奥に、敵部隊が倒れることがない。当然の如く両方とも同時に攻撃マップともなり得る。



このサービスは無料ですが、ご利用には、メールアドレスとパスワードの登録が必要です。

● 株式会社「エム・エス・エー」代表取締役「宇川」氏の講演はインターネット上でもご覧いただけます。 <http://www.esa.co.jp>

www.pearsoned.com







## AI Shougi

<b>Developer</b>	Something Good
<b>Publisher</b>	Soft Bank, Something Good
<b>Release date</b>	(us) August 25, 1995
<b>Genre</b>	Table
<b>Mode</b>	1 Player

AI Shogi is a shogi game, published by Soft Bank, which was released in Japan in 1995.

Shogi, also known as Japanese chess or the Generals' Game, is a two-player strategy board game in the same family as Western (international) chess, and is the most popular of a family of chess variants native to Japan. Shōgi means general's board game.

6.8



J



## AI Shougi 2

<b>Developer</b>	ASCII Something Good
<b>Publisher</b>	ASCII Something Good
<b>Release date</b>	(jp) August 11, 1998
<b>Genre</b>	Table
<b>Mode</b>	1-2 Players

AI Shogi 2 is a shogi sequel, published by ASCII Entertainment, which was released in Japan in 1998.

This sequel also feature a multiplayer mode.

4.2



J



## Air Management '96

<b>Developer</b>	Koei
<b>Publisher</b>	Koei
<b>Release date</b>	(us) March 26, 1996
<b>Genre</b>	Strategy
<b>Mode</b>	1-4 Players

Air Management '96 is a sequel/remake to the other games in the Air Management series. Like previous titles, the game is an airline management simulation however graphics and interface have been updated to 3D. Players take control of an airline as it's CEO, and must first select the name, tail logo and home airport of their airline. The game is turn-based between each airline.

"mobygames.com"

7.8



J



7.4

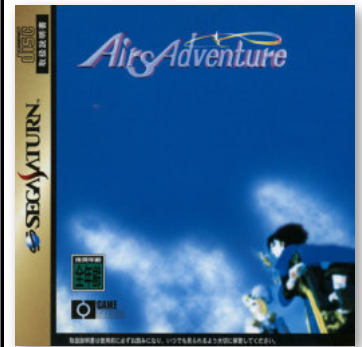
## Airs Adventure

<b>Developer</b>	Game Studio
<b>Publisher</b>	Game Studio
<b>Release date</b>	(jp) December 20, 1996
<b>Genre</b>	Role-playing
<b>Mode</b>	1 Player

Airs Adventure takes place in an environment reminiscent of 17th century Europe. The game follows the story of an aspiring knight who is framed for a crime and is about to be executed. However, the beautiful princess of the country feels mercy and stops the execution at the last moment.

The game's combat is a rather simple version of the traditional Japanese-style RPG system.

*"mobygames.com"*



9.0

## Akumajou Dracula X: Gekka no Yasoukyoku

<b>Developer</b>	Konami (KCEN)
<b>Publisher</b>	Konami
<b>Release date</b>	(jp) June 25, 1998
<b>Genre</b>	Action-platformer
<b>Mode</b>	1 Player

Akumajou Dracula X: Gekka no Yasoukyoku is an entry in the Castlevania series. Western gamers know this game as Castlevania: Symphony of the Night. Saturn version of this game contains various exclusive features including a new playable character (Maria Renard), new items, new enemies, and two new levels (Cursed Prison and Underground Garden).

*"segaretro.org"*



7.9

## Albert Odyssey: Legend of Eldean

<b>Developer</b>	Sunsoft
<b>Publisher</b>	(us) Working Designs, (jp) Sunsoft
<b>Release date</b>	(us) June 20, 1997
<b>Genre</b>	Role-playing
<b>Mode</b>	1 Player

Albert Odyssey: Legend of Eldean is the first Albert Odyssey title to be released in English, as well as the first to feature traditional turn-based role-playing elements as opposed to tactical, strategy-based gameplay. Legend of Eldean was created as a "gaiden", or sidestory to the original titles, and contains back story, characters, and plot that are independent from earlier games in the series.







## Album Club: Mune Kyun Saint Paulia Jogakuin

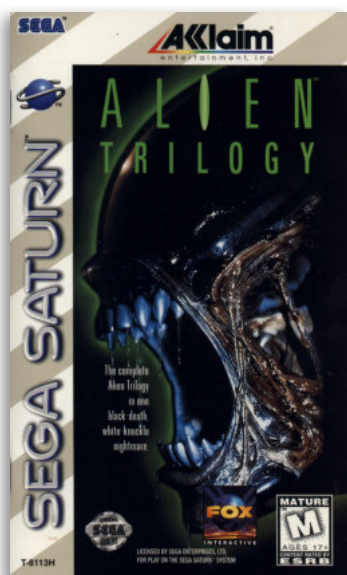
**Developer** Societa Daikanyama  
**Publisher** Societa Daikanyama  
**Release date** (jp) July 11, 1997  
**Genre** Adventure, mini-games  
**Mode** 1 Player

Album Club: Mune Kyun Saint Paulia Jogakuin is an adventure game with different mini-games. The game was developed and published by Societa, which was released in Japan in 1997.

5.0



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## Alien Trilogy

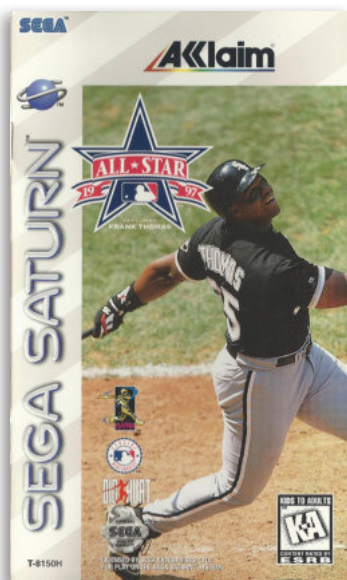
**Developer** Probe  
**Publisher** Acclaim  
**Release date** (us) August 13, 1996  
**Genre** First-person shooter  
**Mode** 1 Player

Alien Trilogy is a first-person shooter based on the first three movies in the Alien film series. The game takes many elements from Alien film series, such as face-huggers, chestbursters, dog aliens, adult aliens, and Queen aliens. The video game consists of 30 levels and 3 Queen alien bosses. It features several weapons, including the pulse rifle from Aliens, and other equipment, such as a shoulder lamp, which can be used by the player.

7.4



J N P



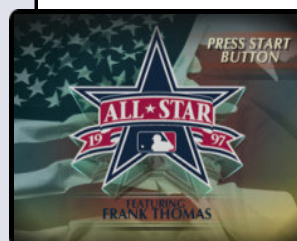
## All-Star 1997 Featuring Frank Thomas

**Developer** Iguana Entertainment  
**Publisher** Acclaim Entertainment  
**Release date** (us) May 29, 1997  
**Genre** Sports  
**Mode** 1-2 Players

This baseball game is the follow up to Frank Thomas Big Hurt Baseball. It features an Exhibition, Season, Playoff, All-Star, Batting Practice, and Home Run Derby modes. It also features all the 28 MLB teams plus the Tampa Bay and Arizona squads, the 2 new expansion teams of that era. The game includes the real players, stats, stadiums, and logos of each team.

"mobygames.com"

7.7



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5.6

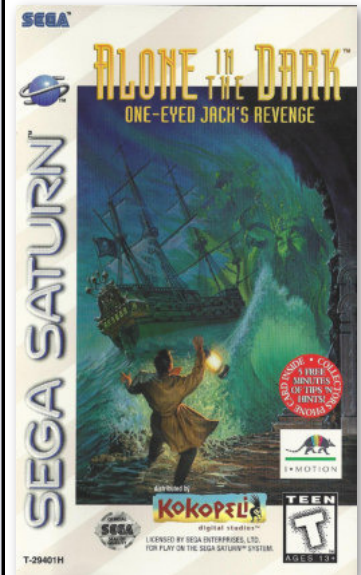


J N P

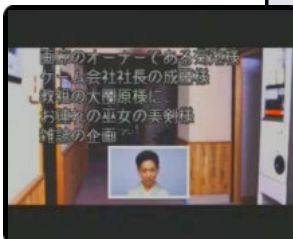
## Alone in the Dark 2

<b>Developer</b>	Infogrames
<b>Publisher</b>	(us) Motion, (eu) Infogrames, (jp) EA Victor
<b>Release date</b>	(jp) February 23, 1996
<b>Genre</b>	Survival horror
<b>Mode</b>	1 Player

Alone in the Dark 2 is the 1993 sequel to 1992's survival horror video game Alone in the Dark. The original game's horror theme has been significantly de-emphasized in the sequel. The enemies are revealed to be possessed by evil spirits, and are green and zombie-like in appearance; they are far from the shambling walking corpses of the first game, and walk, talk, and behave much like ordinary people, arming themselves with guns and shooting at the player.



6.2



J

## Amagi Shien

<b>Developer</b>	Clip House
<b>Publisher</b>	SunSoft
<b>Release date</b>	(jp) February 14, 1997
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

Amagi Shien is an adventure game, developed by Clip House and published by SunSoft, which was released in Japan in 1997 for the Sega Saturn.

The game is a text based adventure mixed with pre-rendered corridors and rooms similar to Mansion Of Hidden Souls.



7.3



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## America Oudan Ultra Quiz

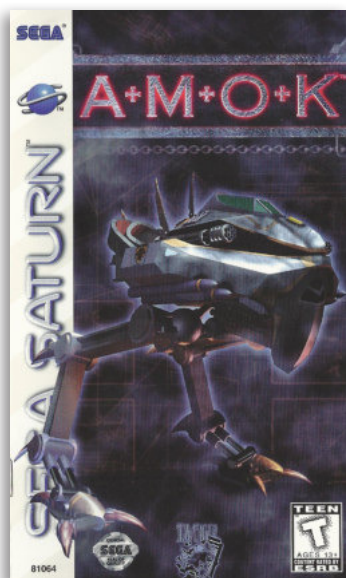
<b>Developer</b>	Pegasus Japan
<b>Publisher</b>	Victor Entertainment
<b>Release date</b>	(jp) October 27, 1995
<b>Genre</b>	Trivia
<b>Mode</b>	1-4 Players

America Oudan Ultra Quiz is a quiz game, developed by Pegasus Japan Corp. and published by Victor Entertainment, which was released in Japan in 1995 for the Sega Saturn.

The game is part of America Ōdan Ultra Quiz, a series of Japan-exclusive video games based on the game show of the same title, broadcast on Nippon Television.







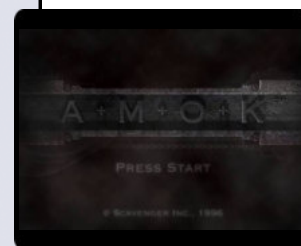
## AMOK

**Developer** Lemon  
**Publisher** Sega, (jp) Koei  
**Release date** (us) January 17, 1997  
**Genre** Shooter  
**Mode** 1-2 Players

Amok is an action game in which a robot called "Slambird" is guided through nine different scenarios to complete several objectives.

The gameplay follows a seek and destroy format, where players must destroy certain structures with a cannon that is attached to the Slambird robot. Enemies such as sharks, enemy robots and structures can only be destroyed with the cannon. However, some enemies can be destroyed by simply walking into or over them.

6.9



J N P



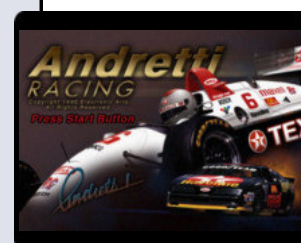
## Andretti Racing

**Developer** Press Start Inc., High Score Productions  
**Publisher** Electronic Arts  
**Release date** (us) December 20, 1996  
**Genre** Racing  
**Mode** 1-2 Players

Published by EA Sports, Andretti Racing, gives the player the ability to race both Indy and Stock cars. The player will race against a mix of 15 authentic and fictional drivers at a time, on 16 different race courses. The majority of the courses in the game are road and street courses, all fictitious with exception to the Calder Park Thunderdome, which shares a name likeness with an Australian race track.

"giantbomb.com"

7.0



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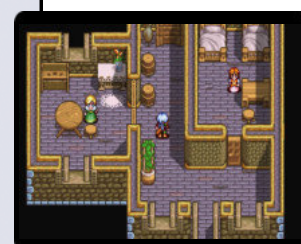


## AnEarth Fantasy Stories: The First Volume

**Developer** Hudson Soft, MediaWorks  
**Publisher** MediaWorks  
**Release date** (jp) March 28, 1997  
**Genre** Role-playing  
**Mode** 1 Player

Anearth Fantasy Stories is a remake of the PC Engine CD role-playing game Seiya Monogatari. The game differs from most other role-playing games in several important aspects. Instead of random battles the game has pre-set battles, which occur much less frequently than in traditional Japanese RPGs. There are no levels in the game; instead, the characters gain better statistics depending on their actions during battles.

8.0



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4.6



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## Angel Graffiti S: Anata e no Profile

Developer	Astrovision
Publisher	Coconuts Japan
Release date	(jp) July 25, 1997
Genre	Adventure
Mode	1 Player

Angel Graffiti is a visual novel romance simulation game. The player character is a high-school sophomore student. One day, while walking through the park, he notice a beautiful girl, but don't really manage to make a good impression on her and she soon goes away. The next day, his homeroom teacher announces he have a new student joining his class ... her name is Misuzu Amano ... the girl he met a day ago in the park... Amagawd



6.3



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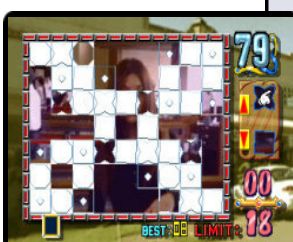
## Angel Paradise Vol. 1: Sakaki Yuko

Developer	Scarab
Publisher	Sammy
Release date	(jp) April 19, 1996
Genre	Puzzle
Mode	1 Player

Angel Paradise Vol. 1: Sakaki Yuko: Koi no Yokan in Hollywood is a moving puzzle game, developed by Scarab and published by Sammy Studios, which was released in Japan in 1996.



5.5



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## Angel Paradise Vol. 2: Yoshino Kimika

Developer	Scarab
Publisher	Sammy
Release date	(jp) September 13, 1996
Genre	Puzzle
Mode	1 Player

Angel Paradise Vol. 2: Yoshino Kimika: Isshoni I-ta-i in Hawaii is a puzzle game developed by Scarab and published by Sammy for the Sega Saturn. It is the sequel to Angel Paradise Vol. 1: Sakaki Yuko: Koi no Yokan in Hollywood. The game involves solving tile puzzles while live-action footage of models plays in the background.







## Angelique Duet

**Developer** Koei  
**Publisher** Koei  
**Release date** (jp) July 30, 1998  
**Genre** Adventure, Simulation  
**Mode** 1 Player

Angelique Duet is part of the Angelique dating sim otome series originally developed by Ruby Party, a division of Koei consisting fully of females. In each game the player assumes the role of Angelique Limoges who must populate a kingdom she has been given before her rival.

The biggest addition to Duet is the option to play as not only the usual heroine Angelique Limoges, but also her rival Rosalia de Catargena.

8.0



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## Angelique Special

**Developer** Koei  
**Publisher** Koei  
**Release date** (jp) March 29, 1996  
**Genre** Adventure, Simulation  
**Mode** 1 Player

Angelique Special is an enhanced version of the original Angelique for Super Famicom. There are no changes gameplay-wise (a mixture of adventure, strategy, and dating sim) or story-wise (a simple girl named Angelique Limoges must befriend nine Guardians to become a queen). This version features slightly improved graphics, CD-quality music, voice acting, and anime-style cutscenes.

*"mobygames.com"*

8.4



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## Angelique Special 2

**Developer** Koei  
**Publisher** Koei  
**Release date** (jp) April 4, 1997  
**Genre** Adventure, Simulation  
**Mode** 1 Player

Following the events of the first Angelique game, Angelique Limoges has become the queen of Cosmos, and her former rival Rosalie - her aid. Now a whole new Cosmos has appeared, and it's time to choose a new queen for it. The candidates this time are Angelique Collet and Rachel Hart.

The gameplay system remains largely unchanged in this sequel. Once again, Angelique has to use diplomacy to make the Nine Guardians lend her their powers.

4.0



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7.3

## Another Memories

**Developer** Starlight Marry  
**Publisher** Starlight Marry  
**Release date** (jp) July 2, 1998  
**Genre** Adventure  
**Mode** 1 Player

Another Memories is an Adventure game, published by Starlight Marry, which was released in Japan in 1998.

The game is certainly not a cute Super Deformed adventure game as presented on the cover. The game also feature a few mini games thrown in here and there.

*"segagadomain.com"*



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8.0

## Aponasi Gals Olympos

**Developer** Human  
**Publisher** Human  
**Release date** (jp) December 20, 1996  
**Genre** Strategy  
**Mode** 1 Player

Aponasi Gals Olympos, also known as No-Appointment Gals: Olympos, is a fighting game by Human Entertainment that uses a card battle system, and features high school girls who can transform into magical warriors. It was released in 1996 for both PlayStation and Saturn.

The game had three different releases on the Saturn, featuring different cover art.



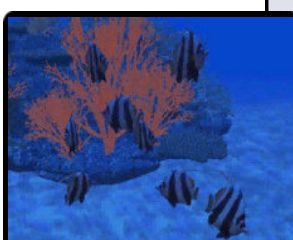
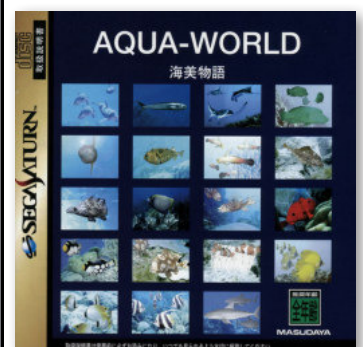
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## Aqua-World: Umi Monogatari

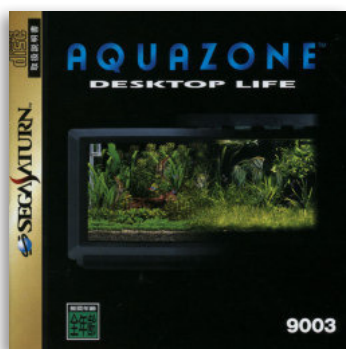
**Developer** Mizuki  
**Publisher** Masudaya  
**Release date** (jp) July 12, 1996  
**Genre** Simulation  
**Mode** 1 Player

Aqua World: Umibi Monogatari is a fish tank simulator. Users can watch fish, dolphins and so on and that's about it. The game was published by Mashita, which was released in Japan in 1996.



J





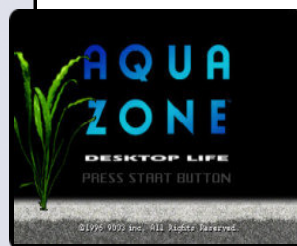
## Aquazone Desktop Life

Developer	9003
Publisher	9003
Release date	(jp) July 12, 1996
Genre	Simulation
Mode	1 Player

Aquazone Desktop Life is a fish tank simulator developed and published by 9003 as part of their Aquazone series of “games”. This is the core game. The option discs include new fish and items.

“segaretro.org”

6.7



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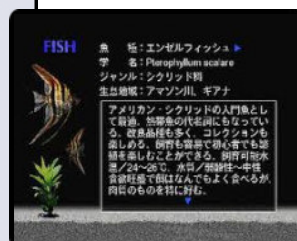
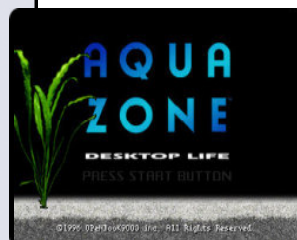
## Aquazone Option Disc Series 1 Angel Fish

Developer	OPeNBooK9003
Publisher	OPeNBooK9003
Release date	(jp) December 6, 1996
Genre	Simulation
Mode	1 Player

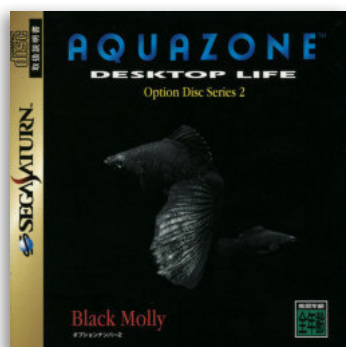
This data disc allow users to watch the Angel Fish fish in their fish tank rather than the standard assortment that come with the main disc.

Pterophyllum is a small genus of freshwater fish from the family Cichlidae known to most aquarists as “angelfish”. All Pterophyllum species originate from the Amazon Basin in tropical South America.

8.0



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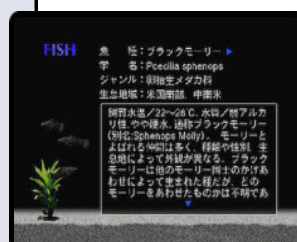
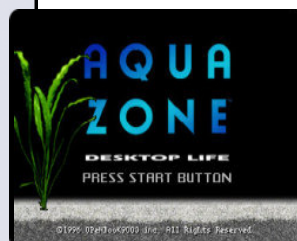
## Aquazone Option Disc Series 2 Black Molly

Developer	OPeNBooK9003
Publisher	OPeNBooK9003
Release date	(jp) December 6, 1996
Genre	Simulation
Mode	1 Player

AquaZone Option Disk Series 2: Black Molly is a simulation game, published by Sega, which was released in Japan in 1996.

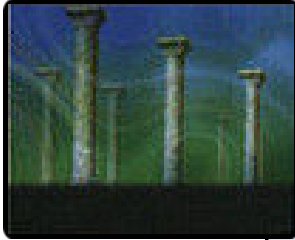
Black Molly or Midnight Molly originated from hybrids between Poecilia spenops and the sailfin molly. Due to genomic recombination, F1 hybrids often display novel and bizarre fin shapes.

7.7



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## AquaZone Option Disc Series 3 Blue Emperor

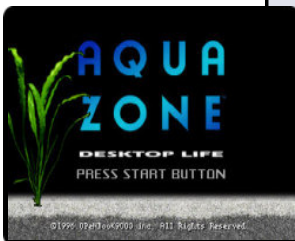
<b>Developer</b>	OPeNBooK9003
<b>Publisher</b>	OPeNBooK9003
<b>Release date</b>	(jp) December 6, 1996
<b>Genre</b>	Simulation
<b>Mode</b>	1 Player

AquaZone Option Disc Series 3: Blue Emperor is a simulation game, published by Sega, which was released in Japan in 1996.

This pretty little species can be seen for sale with various common names, including the 'blue emperor', 'regal' or 'royal' tetra. It's sometimes confused with the emperor tetra, but can be easily distinguished as it possesses an adipose fin.



8.3



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## AquaZone Option Disc Series 4 Clown Loach

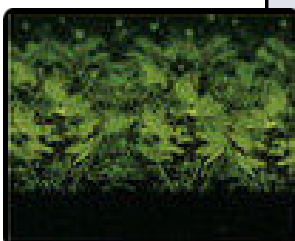
<b>Developer</b>	OPeNBooK9003
<b>Publisher</b>	OPeNBooK9003
<b>Release date</b>	(jp) December 6, 1996
<b>Genre</b>	Simulation
<b>Mode</b>	1 Player

The 4th in the series of data discs for the Aqua Zone series allows users to feature the Clown Loach in their tank as well as a few extra ornaments to decorate the tank.

The clown loach, *Chromobotia macracanthus*, is a tropical freshwater fish belonging to the botiid loach family. It is a popular fish in the freshwater aquarium trade and is sold worldwide.



8.3



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## AquaZone Option Disc Series 5 False Rummy-Nose

<b>Developer</b>	OPeNBooK9003
<b>Publisher</b>	OPeNBooK9003
<b>Release date</b>	(jp) December 6, 1996
<b>Genre</b>	Simulation
<b>Mode</b>	1 Player

AquaZone Option Disc Series 5: False Rummy-Nose is a simulation game, published by Sega, which was released in Japan in 1996.

The rummy-nose tetra is a species of tropical freshwater characin fish originating in South America, popular among fishkeepers as an aquarium fish.







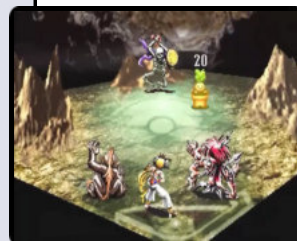
## Arcana Strikes

<b>Developer</b>	Takara, Red
<b>Publisher</b>	Takara
<b>Release date</b>	(jp) December 11, 1997
<b>Genre</b>	Table
<b>Mode</b>	1 Player

Though not in the same series as the original “Arcana” released on Super Famicom by Hal, Arcana Strikes is a Card-Based RPG for Sega Saturn, developed by Takara and Red.

*“Patrick Gann@rpgfan.com”*

7.7



J



## Area 51

<b>Developer</b>	Tantalus Interactive, Perfect Entertainment
<b>Publisher</b>	(us) Midway, (eu) GT Interactive, (jp) Soft Bank
<b>Release date</b>	(us) November 20, 1996
<b>Genre</b>	Light-gun
<b>Mode</b>	1-2 Players

Area 51 is a light gun game originally released by Atari Games as an arcade game in 1995. The plot of the game involves the player (Peterson) taking part in a STAAR (Strategic Tactical Advanced Alien Response) military incursion to prevent aliens, known as the Kronn, and alien-created zombies from taking over the Area 51 military facility.

The Saturn port has a border covering about 15% of the screen. It supports all of the console's light guns.

6.9



J N P



## Arthur to Astaroth no Nazomakaimura

<b>Developer</b>	Dynamix, Magical Formation, Capcom
<b>Publisher</b>	Capcom
<b>Release date</b>	(jp) August 30, 1996
<b>Genre</b>	Puzzle
<b>Mode</b>	1 Player

Arthur to Astaroth no Nazomakaimura: Incredible Toons is a Japanese-only entry in Dynamix's The Incredible Machine series based on the Ghosts 'N Goblins series.

As with the The Incredible Machine games, there are different kinds of puzzles. However, unlike the The Incredible Machine games, there are no Head-to-Head puzzles and no Freeform Machine mode.

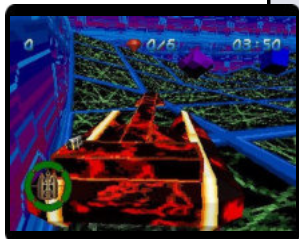
8.5



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## 7.2



## Assault Rigs

<b>Developer</b>	Psygnosis, The Wheelhaus, Perfect Entertainment
<b>Publisher</b>	Soft Bank
<b>Release date</b>	(jp) September 11, 1997
<b>Genre</b>	Action
<b>Mode</b>	1 Player

Assault Rigs is an action game first released in 1996 for MS-DOS and PlayStation, and a year later for the Sega Saturn in Japan. The game takes place in the future, where real sport has been overtaken in favour of virtual sport, the most popular of which is Assault Rigs, a tank simulator set inside a 3D virtual environment.

The goal of the single player game is to collect all of the gems in a level, while destroying or avoiding enemies, ultimately reaching the exit.



Area 51 does not exist.

And if you're smart, you'll stop asking questions.

This is not a Game. This is a warning.

you can't win, so better you can make it happen

The Smash Hit Arcade game that shows you what your government won't.

## MIDWAY



Globe  
Global Services Solutions  
Europe Ltd.  
[www.globesolutions.com](http://www.globesolutions.com)





## Assault Suit Leynos 2

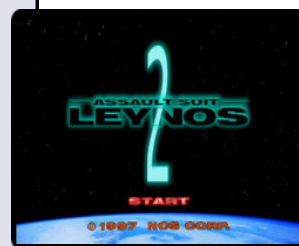
<b>Developer</b>	Nippon Computer Systems
<b>Publisher</b>	Nippon Computer Systems
<b>Release date</b>	(jp) February 21, 1997
<b>Genre</b>	Shooter
<b>Mode</b>	1 Player

Japan-only sequel to Target Earth, Leynos 2 puts players in the cockpit of a giant mecha robot as they scroll and shoot their way through a series of 7 individual missions tied loosely together by a generic sci-fi plot.

The game itself plays as a side-scrolling shooter set in different planets as well as outer space. They have a variety of upgradeable weaponry which allow them to shoot anywhere on-screen as well as a auto-lock system.

*"mobygames.com"*

7.8



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7.6

## Astal

<b>Developer</b>	Sega
<b>Publisher</b>	Sega
<b>Release date</b>	(us) April 28, 1995
<b>Genre</b>	Action-platformer
<b>Mode</b>	1-2 Players

Astal, known in Japan as Kisuishou Densetsu Astal is a 2D side scrolling platformer for the Sega Saturn. It was released early in the Saturn's life and used hand-drawn graphics.

In single player mode, Astal gives commands to his bird to attack enemies, retrieve health or even perform context sensitive actions that are specific to certain levels, however in two player mode, the bird can be controlled by a second player instead.



8.1

## Astra Superstars

<b>Developer</b>	Sunsoft, Santaclaus
<b>Publisher</b>	Sunsoft
<b>Release date</b>	(jp) August 6, 1998
<b>Genre</b>	Fighting
<b>Mode</b>	1-2 Players

Astra Super Stars is a 1998 2D versus fighting arcade game illustrated and designed by Santaclaus, developed and published by Sunsoft, and distributed by Tecmo exclusively in Japan on June 6, 1998. The Saturn port features the same "Story Mode" and 1P VS. 2P modes, it also features seven exclusive modes. "1P VS. COM", "COM VS. COM", "Character Profile", "Option Mode", "Illust Gallery" and "Exit".



7.5

## Asuka 120% Limited Burning Fest. Limited

<b>Developer</b>	Fill in Cafe
<b>Publisher</b>	ASK Kodansha
<b>Release date</b>	(jp) October 9, 1997
<b>Genre</b>	Fighting
<b>Mode</b>	1-2 Players

Asuka 120% Limited doesn't add any new systems to the series, instead focusing on changing and tweaking moves to better balance the fighters. Character sprites are larger in comparison to the previous PlayStation entry, but like most Saturn games true transparencies were removed. The story mode is a standard linear fight to fight affair with text dialog in between matches.

"mobygames.com"







## Atlantis: The Lost Tales

**Developer** Cryo Interactive  
**Publisher** Sega  
**Release date** (eu) October, 1997  
**Genre** Adventure  
**Mode** 1 Player

Atlantis: The Lost Tales is a fantasy adventure game by Cryo Interactive. The game is named after its initial and most important setting, Atlantis and is the first in the Myst-like series.

Progression through the game involves solving various puzzles of varying difficulty. Some puzzles are extremely abstract and the solution is completely unexpected, whereas other puzzles are very simple.

5.2



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## Ayakashi Ninden Kunoichiban Plus

**Developer** Shoeisha, Sugeeya, Zero System  
**Publisher** Shoeisha  
**Release date** (jp) April 9, 1998  
**Genre** Adventure, Simulation  
**Mode** 1 Player

Ayakashi Ninden Kunoichiban Plus is a female ninja dating sim ported from its 1997 Windows release.

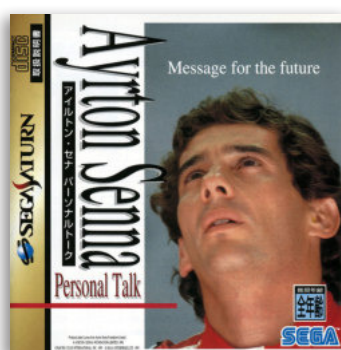
Players take the role of a new student in a female ninja school. The game is the typical dating sim, with most of the playtime being interacting with the other girls at the school in conversations.

“segascream.com”

7.3



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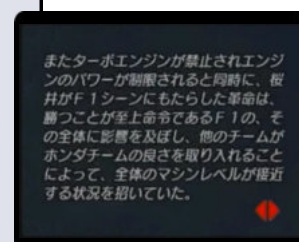


## Ayrton Senna Personal Talk: Message for the future

**Developer** Sega  
**Publisher** Sega  
**Release date** (jp) April 28, 1995  
**Genre** Misc.  
**Mode** 1 Player

Ayrton Senna Personal Talk: Message for the future is an unusual entry in the Sega Saturn's software library. It appears to be nothing but an audio-only interview with Formula 1 racer Ayrton Senna, who previously sponsored the sequel to Sega's Super Monaco GP, with some visuals overlaid. Though the interview is done entirely in English, this “multimedia disc” only appears to have been released in Japan.

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## BackGuiner: Hishou-hen Uragiri no Senjou

Developer	Ving
Publisher	Ving
Release date	(jp) October 1, 1998
Genre	Simulation
Mode	1 Player

BackGuiner: Yomigaeru Yuusha-tachi: Hishou-hen Uragiri no Senjou is the sequel to Kakusei-hen Guiner Tensei. Continuing the story from the first Act, BackGuiner Act 2 feature FMVs, absorbing story and gameplay as long as the players are in to simulation type games.

The games was scheduled to be made as a trilogy, but the final chapter was not released.

*"segagadomain.com"*



7.0



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## BackGuiner: Kakusei-hen Guiner Tensei

Developer	Ving
Publisher	Ving
Release date	(jp) July 30, 1998
Genre	Simulation
Mode	1 Player

The game is an isometric Mech battle simulation using video clips for the attack sequences and story. The battle commands are easy to work out despite being in Japanese so even someone with no knowledge of the language could play this game as long as the don't mind missing out on the story. However they may want to pass since there's an awful lot of Japanese text uses in the "adventure" sections of the game.



7.4



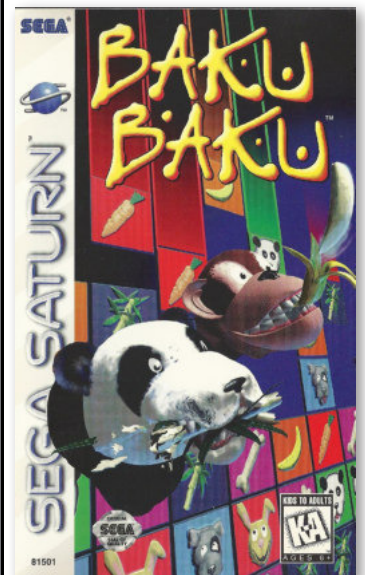
J N P

## Baku Baku Animal

Developer	Sega AM3
Publisher	Sega
Release date	(eu) May, 1996
Genre	Puzzle
Mode	1-2 Players

Baku Baku Animal is a falling block puzzle game released by Sega for the arcades in 1995 and ported to the Saturn in 1996.

The player must line up falling blocks of animals and foodstuffs. When an animal is aligned adjacent to a tile of its favoured food, the animal eats the food. Larger groups of connected food of the same type scores higher when eaten.







## Bakuretsu Hunter

**Developer** I'MAX  
**Publisher** I'MAX  
**Release date** (jp) April 26, 1996  
**Genre** Adventure  
**Mode** 1 Player

Bakuretsu Hunter is an text-adventure game for the Sega Saturn. It is based on the Bakuretsu Hunter anime series.

The game comes with a sticker and poster of the front cover as well as an Omake (“bonus”) CD. The Omake CD is full of poor resolution scans and interviews.

8.0



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## Bakuretsu Hunter R

**Developer** Star Child  
**Publisher** King Records  
**Release date** (jp) August 8, 1997  
**Genre** Adventure, role-playing  
**Mode** 1-2 Players

Better known as Sorcerer Hunter in English, this Hentai action RPG is defiantly one for the more mature audience. The humour is pure adult with many sexual innuendos from the first screen

The game was published by King Records, which was released in Japan in 1997.

8.0



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“segagagadomain.com”



## Bakushou!! All Yoshimoto Quiz Ou Ketteisen DX

**Developer** Yoshimoto Kogyo  
**Publisher** Yoshimoto Kogyo  
**Release date** (us) December 1, 1995  
**Genre** Game show  
**Mode** 1-4 Players

Bakushou!! All Yoshimoto Quiz Ou Ketteisen DX is a quiz game featuring different Japanese TV personalities for the Sega Saturn.

The game was developed and published by Yoshimoto Kogyo, which was released in Japan in 1995.

6.6



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5.6



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## Baldy Land

<b>Developer</b>	Creative Edge
<b>Publisher</b>	Banpresto
<b>Release date</b>	(jp) November 26, 1998
<b>Genre</b>	Strategy
<b>Mode</b>	1 Player

The premise of Baldy Land, released as Baldies in the west, is similar to many real-time strategy games. Players start with a limited number of Baldies with which they construct buildings, increase their population, and create the necessary instruments of war. There are four classes of Baldies--builders, scientists, soldiers, and workers/breeders. Structures include small, medium, large, and huge houses as well as science labs and barracks.



8.6



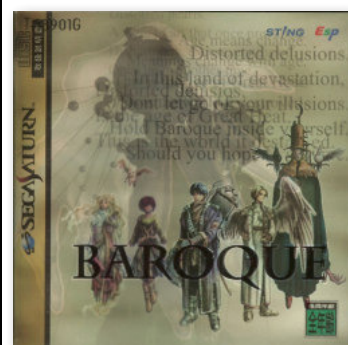
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## Baroque

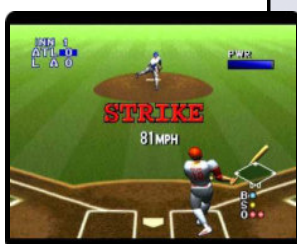
<b>Developer</b>	Sting
<b>Publisher</b>	Sting, Entertainment Software Publishing
<b>Release date</b>	(us) May 21, 1998
<b>Genre</b>	Role-playing
<b>Mode</b>	1 Player

Baroque is horror-themed action game with elements of survival gameplay. The whole game is set in a tower: players slowly work their way to the top, fighting demons as they progress. Players have HP as well as stamina gauge. If the stamina is depleted, they walk slower and can't react well in a battle.

It would be released overseas in the form of a port to the PlayStation and remakes on the PlayStation 2 and Wii (all of which were released overseas by Atlus).



7.6



J N

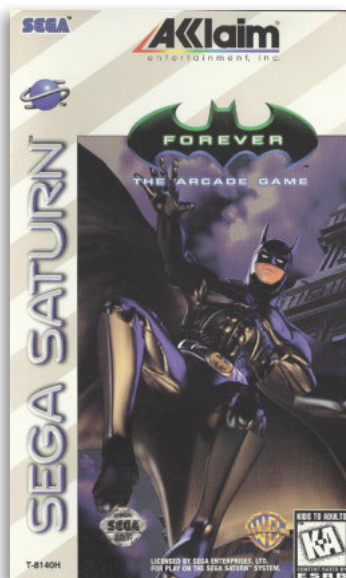
## Bases Loaded '96: Double Header

<b>Developer</b>	Jaleco
<b>Publisher</b>	Jaleco
<b>Release date</b>	(jp) November 22, 1995
<b>Genre</b>	Sports
<b>Mode</b>	1-2 Players

This baseball game features real MLBPA players from the 1994 baseball season. The game has an Exhibition mode, a Regular Season mode, and a Championship Game mode. The Regular Season mode lets the player choose to play either a 13, 26, 52, or 162 game season, while the Championship Game mode lets the player play either a 3, 5, or 7 game championship game series against an opposing team.





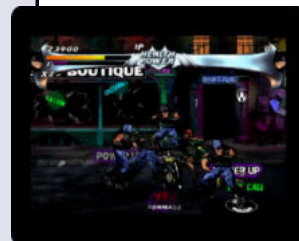


## Batman Forever

<b>Developer</b>	Iguana Entertainment
<b>Publisher</b>	Acclaim
<b>Release date</b>	(eu) November 16, 1996
<b>Genre</b>	Beat-'em-up
<b>Mode</b>	1-2 Players

Batman Forever is a beat 'em up based on the movie. Taking on the role of either Batman or Robin, players can punch, kick, and use special combination attacks to defeat waves of enemies. Special weapons, such as Batarangs, can be found throughout the levels. It is sectioned off into stages, and arranged with waves of enemies before ending with a boss.

5.7



J N P



## Batsugun

<b>Developer</b>	Gazelle
<b>Publisher</b>	Banpresto
<b>Release date</b>	(jp) October 25, 1996
<b>Genre</b>	Shooter
<b>Mode</b>	1-2 Players

Batsugun, originally developed for the arcade, is a vertically scrolling "bullet hell" shoot 'em up created by the now-defunct Japanese game developer Toaplan. The title translates to "exceptional" or "extraordinary". The Saturn releases are nearly the same but differ from the arcade versions in subtle ways, including rearranged music and lack of slowdown in some cases which can make the game more difficult.

8.4



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## Battle Athletess Daiundoukai

<b>Developer</b>	Increment P, Anime International Company
<b>Publisher</b>	Increment P
<b>Release date</b>	(jp) December 13, 1996
<b>Genre</b>	Adventure, Simulation
<b>Mode</b>	1 Player

Set in the year of 4998, after the war with an alien race, the battle is no longer waged with devastating weapons but through a contest of physical strength between representatives of each race. In Battle Athletess, Akari Kanzaki, the protagonist of the story, but not the player, is a daughter of a former Cosmic Beauty who promised her mother on her deathbed to follow in her steps. The story progresses one day at the time, leaving players to go through a half-year long training with Akari.

8.5



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6.6



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## Battle Arena Toshinden Remix

Developer	Nextech, Takara
Publisher	Sega
Release date	(jp) November 24, 1995
Genre	Fighting
Mode	1-2 Players

Remix is an enhanced port of the 1995 PlayStation game, Battle Arena Toshinden. In its original incarnation it acted as the PlayStation's answer to Virtua Fighter, a battle it was largely considered to have won as a showcase for the then-new generation of hardware. Remix adds a new computer generated introduction to the game, as an all-new story mode, and a exclusive character called Cupido. This is Cupido's only appearance in the series.

*"segaretro.org"*



7.2



J N P

## Battle Arena Toshinden URA

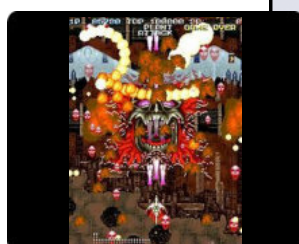
Developer	Nextech
Publisher	Sega, (jp) Takara
Release date	(jp) September 27, 1996
Genre	Fighting
Mode	1-2 Players

Battle Arena Toshinden URA is a somewhat enhanced port of Battle Arena Toshinden 2 and serves as a sequel to Battle Arena Toshinden Remix.

Four characters were removed from the playstation game; Gaia, Chaos, Uranus, and Master. Four exclusive characters are added in their place; Ripper, Ronron, Replicant, and Wolf. Gameplay was altered, making the game feel somewhat different. There are also new arenas, a new story, and a different CG intro.



8.5



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## Battle Garegga

Developer	Raizing
Publisher	Electronic Arts
Release date	(jp) February 26, 1998
Genre	Shooter
Mode	1-2 Players

Battle Garegga is a vertically scrolling shoot'em up arcade game developed and published by 8ing/Raizing in 1996 and later ported to the Sega Saturn in 1998.

Battle Garegga does away with many conventions of the genre. Enemy bullets are mostly brown and gray, making them hard to see. Screen filling bombs, usually an emergency weapon that should not be used as it lowers score, are encouraged to use as they can trigger specific events.







## Battle Monsters

<b>Developer</b>	Scarab
<b>Publisher</b>	Acclaim, (jp) Naxat Soft
<b>Release date</b>	(jp) July 2, 1995
<b>Genre</b>	Fighting
<b>Mode</b>	1-2 Players

Battle Monsters is a versus fighting game released exclusively for the Sega Saturn in 1995. It was developed by Naxat Soft and is very similar to Mortal Kombat, in that it uses digitised fighters and has an emphasis on violence.

Twelve characters are available (from a human/bird hybrid to a headless creature) with each having its own set of special moves, like juggling opponents in the air, and pit monster against monster.

6.1



J N P



## Battle Stations

<b>Developer</b>	Realtime Associates
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) May 21, 1997
<b>Genre</b>	Action, Strategy
<b>Mode</b>	1-2 Players

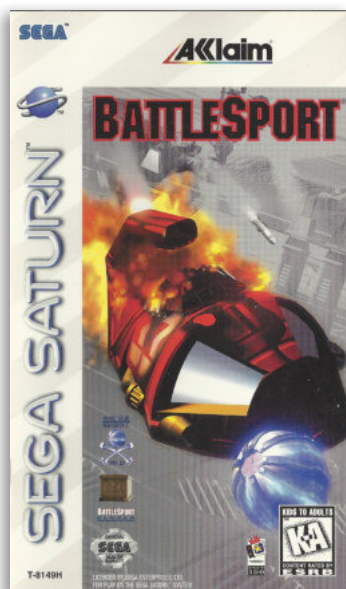
This naval combat game feature a 1 and 2 player game. Gameplay has players moving their ships strategically on an overhead map. When two ships move close enough to each other, a battle can happen. In the battle, players try maneuvering a target reticule on their opponent ship to attack them, while also attempting to move out of the way of their opponents attacks. Once one of the ships health meters become empty from taking to much damage, they are sunk.

*"mobygames.com"*

6.6



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## BattleSport

<b>Developer</b>	Studio 3DO
<b>Publisher</b>	Acclaim Entertainment
<b>Release date</b>	(us) May, 1997
<b>Genre</b>	Sports
<b>Mode</b>	1-2 Players

Battlesport simulates a future sport. Players choose a vehicle and enter the arena to face the opponents to see who scores the most goals before the clock runs out.

The ball constantly bounces over the arena making it hard to controll. A variety of weapons are available to shoot the competitor, and anyone that takes a hit while carrying the ball loses possession, sending the ball bouncing across the arena.

*"mobygames.com"*

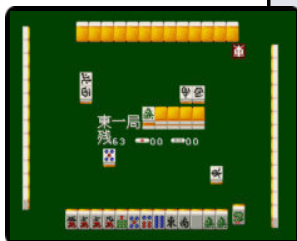
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5.3



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## Beach de Reach!

Developer	Natsu System
Publisher	Mainichi Communications
Release date	(jp) August 20, 1998
Genre	Table
Mode	1 Player

Beach de Reach! is a mahjong game where player play against anime girls. The game was developed by Natsu System and published by Mainichi Communications for the Sega Saturn.



6.1



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## Big Ichigeki! Pachi-Slot Daikouryaku: Universal Museum

Developer	Nihon Syscom
Publisher	ASK Kodansha
Release date	(jp) June 14, 1996
Genre	Gambling
Mode	1 Player

Big Ichigeki! Pachi-Slot Daikouryaku: Universal Museum is a pachi-slot game developed by Nihon Syscom and published by ASK Kodansha for the Sega Saturn.



5.0



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## Bishoujo Hanafuda Kikou Michinoku Hitou Koi Monogatari Special

Developer	O-Two
Publisher	FOG
Release date	(jp) December 11, 1997
Genre	Cards
Mode	1 Player

Bishoujo Hanafuda Kikou Michinoku Hitou Koi Monogatari Special is a card game developed by O-Two and published by FOG for the Sega Saturn. It is based on the Japanese card game Hanafuda, and was released four months after the PlayStation version.







## Bishoujo Senshi Sailormoon SuperS: Various Emotion

**Developer** Angel  
**Publisher** Angel  
**Release date** (jp) November 29, 1996  
**Genre** Fighting  
**Mode** 1-2 Players

Bishoujo Senshi Sailor Moon SuperS: Various Emotion is a typical 2D fighting game, based on Sailor Moon anime series, with story given through anime cut-scenes. The player controls one of six different characters in story mode: Sailor Moon, Sailor Chibi Moon, Sailor Venus, Sailor Mars, Sailor Mercury and Sailor Jupiter. Each character has own set of unique fighting moves.

6.1



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## Bishoujo Variety Game: Rapyulus Panic

**Developer** Shoeisha  
**Publisher** Shoeisha, BMG Victor  
**Release date** (jp) April 26, 1996  
**Genre** Mini-games  
**Mode** 1 Player

Bishoujo Variety Game: Rapyulus Panic is a minigame collection based on Japanese variety shows. The game was developed by Shoeisha and published by BMG Interactive Entertainment, which was released in Japan in 1996.

5.5



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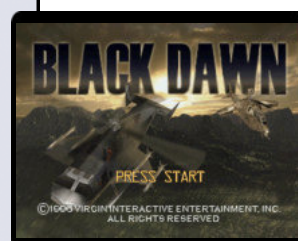
## Black Dawn

**Developer** Point of View  
**Publisher** Virgin Interactive  
**Release date** (us) January 6, 1996  
**Genre** Shooter  
**Mode** 1 Player

Black Dawn is a shooter originally developed by Black Ops Entertainment for the PlayStation and later ported by Point of View for the Sega Saturn. It is a 3D helicopter-based shooter running on the same engine as Black Ops' earlier game Agile Warrior F-111X where players is tasked with various objectives, like blowing up enemy targets or rescuing hostages.

The soundtrack was originally composed by Tommy Tallarico.

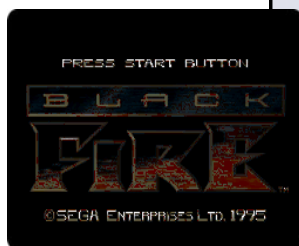
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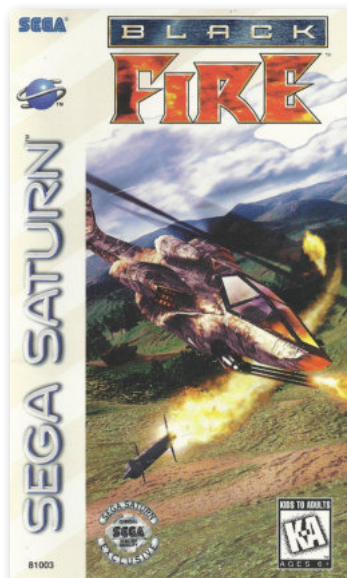
J N P

## Black Fire

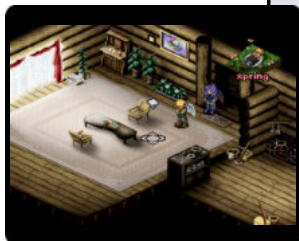
<b>Developer</b>	Nova Logic, Sega Away Team
<b>Publisher</b>	Virgin Interactive Entertainment, (us) Sega
<b>Release date</b>	(jp) December 22, 1995
<b>Genre</b>	Simulation, Action
<b>Mode</b>	1 Player

In Black Fire, the player takes control of the most sophisticated helicopter on the planet taking on dangerous enemies. The player's helicopter is state of the art, but the enemy has fighting acquired alien technology and is using it to try and conquer the world.

The game is rendered in 3-D and has a 360 degree field to maneuver. The chopper is outfitted with missiles and machine guns and flies through 15 levels, destroying enemy targets and providing support to allied units.



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## Black/Matrix

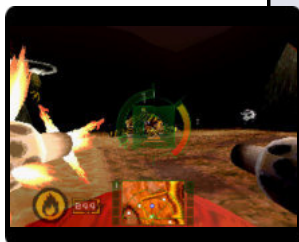
<b>Developer</b>	Flight-Plan
<b>Publisher</b>	Interchannel
<b>Release date</b>	(jp) August 27, 1998
<b>Genre</b>	Role-playing, Strategy
<b>Mode</b>	1 Player

Black/Matrix is a strategy RPG that is divided into large battles and story sequences. Players fight in turn-based mode by moving their party members on an isometric battle field, attacking and using magic, for which they require blood of defeated enemies. The experience points they gather after the battle can then be divided among their party members the way they like.

*"mobygames.com"*



X.X



J N P

## Blam! MachineHead

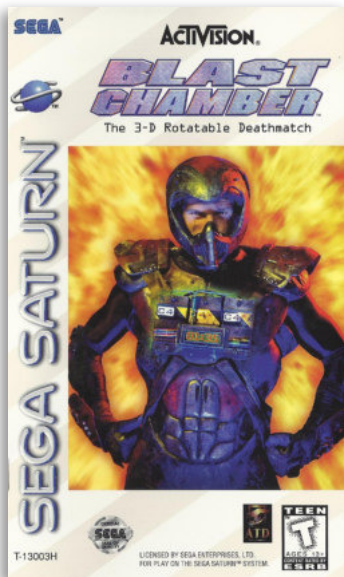
<b>Developer</b>	Core Design
<b>Publisher</b>	Virgin Interactive
<b>Release date</b>	(eu) May, 1996
<b>Genre</b>	Shooter
<b>Mode</b>	1 Player

Blam! Machinehead is basically a normal 3D shooter where players shoot enemies and explore the futuristic, barren wastelands and abandoned factories.

The game was also released for DOS and PlayStation. A Sega 32X version of the game was once in development, but cancelled.







## Blast Chamber

<b>Developer</b>	Attention To Detail
<b>Publisher</b>	Activision
<b>Release date</b>	(eu) November 13, 1996
<b>Genre</b>	Action
<b>Mode</b>	1-4 Players

Blast Chamber is an action game. In the single player game, the player navigates through 40 different cube-shaped puzzles, known as chambers. The player must collect a crystal orb and drop it off in the reactor before time runs out or the player explodes and must start over. The game places heavy emphasis on the ability to kick the walls of the cube at certain points which causes the entire chamber to rotate, which is vital to that player reaching the end of each puzzle.

7.1



N P

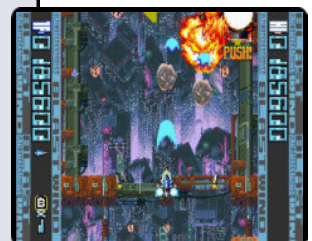
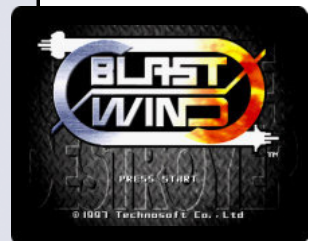


## Blast Wind

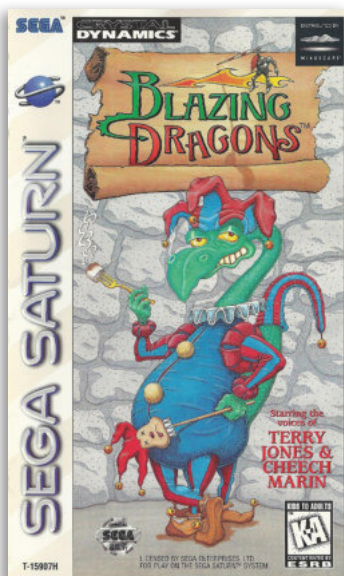
<b>Developer</b>	Tecnosoft
<b>Publisher</b>	Tecnosoft
<b>Release date</b>	(jp) January 17, 1997
<b>Genre</b>	Shooter
<b>Mode</b>	1-2 Players

Blast Wind is 2D arcade vertical scrolling shooter in post-apocalyptic universe. Players control artificial life forms - Kyo or Faun. They fight against Gorn - robotic force, who wants to destroy last remnants of humanity. Gameplay is typical shoot'em up - the player controls a ship, collects bonuses to gain more firepower, shoots enemies and bosses. Blast Wind has one unique feature - the game is non-linear, the player can choose an alternative route by pressing the special switches on levels.

7.2



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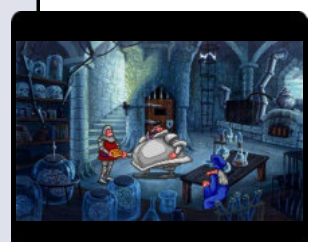
## Blazing Dragons

<b>Developer</b>	The Illusions Gaming Company
<b>Publisher</b>	Crystal Dynamics
<b>Release date</b>	(us) June 18, 1996
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

Blazing Dragons was the brainchild of Terry Jones, formerly known for his work with Monty Python and features a number of celebrity voiceovers including Harry Shearer and Cheech Marin.

The game follows the adventures of Squire Flicker, a dragon resident in the kingdom of Camelhot who specializes in inventions and is the squire of Sir Loung-ealot.

7.3



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7.6



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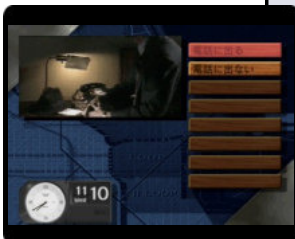
## Blue Breaker: Ken yorimo Hohoemi wo

Developer	HuneX, NEC Home Electronics
Publisher	Human
Release date	(jp) November 27, 1997
Genre	Role-playing
Mode	1 Player

Labeled as Love Role-Playing, "Blue Breaker" is a genre-crossing game that combines traditional Japanese RPG with town and dungeon exploration, party-based combat, etc., with "love adventure", in which players behavior towards girls influences the story. "Blue Breaker" features branching story progressing: events appear depending on the progress players have made with their female companions.



7.1



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## Blue Chicago Blues

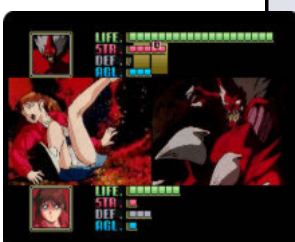
Developer	Riverhillsoft
Publisher	Riverhillsoft
Release date	(jp) September 22, 1995
Genre	Adventure
Mode	1 Player

J.B. Harold: Blue Chicago Blues is an interactive movie. Most of the player's time is spent watching movie footage (with real actors and scenery). At certain points, the movie freezes, and the player is presented with a screen with two or more choices. Each choice advances the clock, so it is necessary to plan well in order not to run out of time and to successfully solve the case.

"mobygames.com"



7.1



J

## Blue Seed: Kushinada Hirokuden

Developer	SIMS
Publisher	Sega
Release date	(jp) June 23, 1995
Genre	Role-playing
Mode	1 Player

Blue Seed, one of the earlier Saturn RPGs, is based of the anime of the same name and features the original voice cast. The game has dungeon navigation, turn-based combat, and party management, but in other aspects it differs from typical Japanese RPGs. There are no random enemies, and generally not many battles. Each character also has special abilities that must be used to solve puzzles.







## Body Special 264: Girls in Motion Puzzle Vol. 2

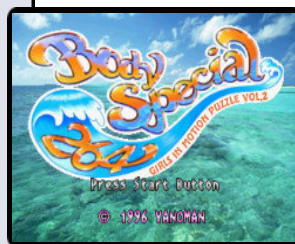
**Developer** Japan Media Programming  
**Publisher** Yanoman  
**Release date** (jp) August 2, 1996  
**Genre** Puzzle  
**Mode** 1-2 Players

Body Special 264 is the second game in Girls in Motion Puzzle jigsaw game series featuring photos and videos of Japanese bikini models. Unlike in its prequel, this game features only three models, namely Akiko Hinagata, Senna Matsuda, and Akira Kiuchi.

The game feature three gameplay modes: Movie Puzzle, VS Puzzle and Puzzle Club.

*"mobygames.com"*

7.4



J



## Bomberman Wars

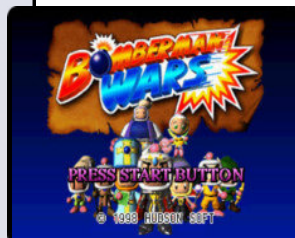
**Developer** Metro  
**Publisher** Hudson Soft  
**Release date** (jp) April 16, 1998  
**Genre** Strategy, Role-playing  
**Mode** 1-2 Players

Bomberman Wars is an entry in the Bomberman series of games. It was released for the Sega Saturn exclusively in Japan in 1998.

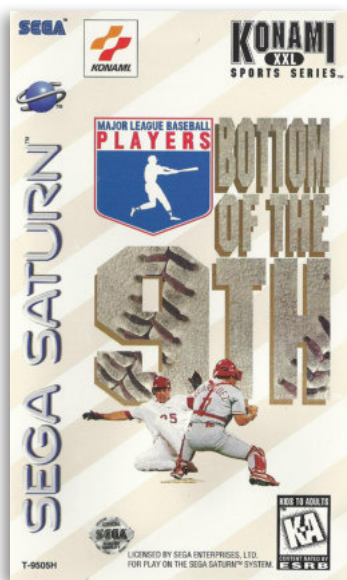
The game makes a huge departure from other games in the Bomberman lineage - it is a tactical RPG. As it uses an isometric perspective, it is often confused with Saturn Bomberman Fight!!, released a year earlier which was also exclusive to Japan.

*"segaretro.org"*

7.2



J



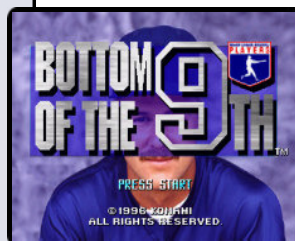
## Bottom of the 9th

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) October 18, 1996  
**Genre** Sports  
**Mode** 1-2 Players

One of the earliest in Konami's franchise, this version featured 300 actual MLB players at the time, but did not feature the MLB licensed teams. Players can choose to either play against a friend in Exhibition, Season or Playoffs. The gameplay is geared for more of a simulation style of play with the players stats determining on how well they hit, pitch and field.

*"mobygames.com"*

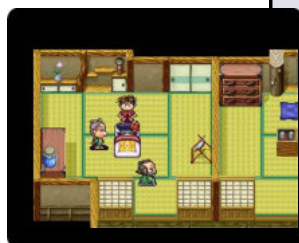
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5.0



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## Bouken Katsugeki Monomono

**Developer** Shoeisha  
**Publisher** Shoeisha  
**Release date** (jp) July 24, 1997  
**Genre** Role-playing  
**Mode** 1 Player

Bouken Katsugeki Monomono is an RPG published by Shoeisha, which was released in Japan in 1997. The battles is done in real time like a side scrolling beat'em up. Characters in the game also feature voiceovers.



8.0



J

## Brain Battle Q

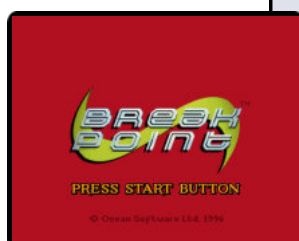
**Developer** Clef  
**Publisher** Clef  
**Release date** (jp) March 15, 1996  
**Genre** Game show  
**Mode** 1-2 Players

Brain Battle Q is a quiz game, published by Clef, which was released in Japan in 1996. The game, labeled a quiz RPG, is a standard quiz game also featuring promotional adds for the likes of Panasonic, Kenwood and others.



"segagadomain.com"

5.0



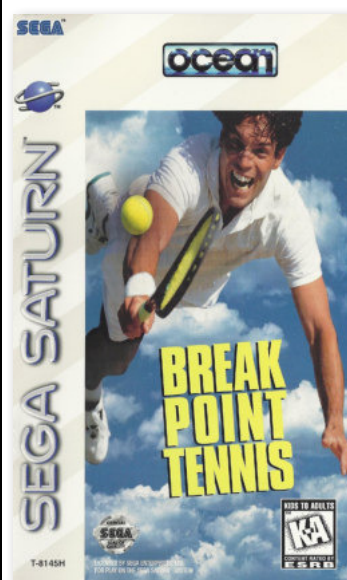
J N P

## Break Point

**Developer** Ocean Software  
**Publisher** Ocean Software, (jp) Pack-In-Soft  
**Release date** (us) November 21, 1996  
**Genre** Sports  
**Mode** 1-4 Players

Break Point is the basic tennis game. Players can play on several different courts which differ in surroundings and style. There's a couple of fantasy courts as well as some real life courts. Player can choose between various motion captured players and game modes including practice, cup, tournament and so on. The speciality in this one is the fact that players can play with up to 4 players in tournament.

"mobygames.com"





## BrainDead 13

7.1



<b>Developer</b>	ReadySoft
<b>Publisher</b>	(us) ReadySoft, (jp) Coconuts Japan
<b>Release date</b>	(us) September 30, 1996
<b>Genre</b>	Action
<b>Mode</b>	1 Player

Brain Dead 13 is an Interactive movie game produced by ReadySoft that was released for MS-DOS in 1995 and later ported to consoles in 1996. Unlike Dragon's Lair and Space Ace, which began as laserdiscs, it was released for PCs and game consoles only.

Lance, a young computer expert, is called to fix a computer at a scary, dilapidated castle. After repairing a large super-computer, Lance learns that his client, the disembodied brain of Dr. Nero Neurosis, has a diabolical plan to take over the world. He quickly finds himself in trouble, being chased around the castle by Dr. Nero Neurosis's psychotic servant Fritz.

The player must guide Lance through the castle in order to defeat Dr. Neurosis and escape with his life.

The game consists entirely of quick time events. During gameplay exploration is freer than in most previous interactive games, with most rooms linked to crossroads. This leaves the route for finding the Brain Chamber up to the player.

Even crossroads are done as quick time events. If the player fails to choose a path as soon as he reaches a crossroads or chooses the dangerous path or fails to use the other actions, this results in the game displaying the failure scenes, in which Lance becomes killed by Fritz or by his other enemies or obstacles or he falls to his doom. The death scenes are often rather violent, but over-the-top in their cartoony approach. However, the player has infinite lives, and after the death sequence, there is a revival sequence, where Lance bursts out of a coffin, is given blood, etc.

The PC, Saturn, and Jaguar CD versions were compressed onto a single CD, and as a result have considerably lower video quality than the CD-i, 3DO, and PlayStation versions, which each include two CDs. The iOS port has higher video resolution than any of the six earlier versions.



J N



The game was met with some average to mixed to unfavorable reviews. GameRankings gave the game a score of 50.25% for the Sega Saturn version. Hugh Sterbakov of GameRankings gave it a 3.8 out of 10 and said it "makes no improvement in a decade-old genre that never managed to bring its interactive excitement up to the level of its visuals." The four reviewers of Electronic Gaming Monthly lauded the game as one of the best of the FMV quick-time event games, thanks to its non-linear gameplay and forgiving difficulty (in that it does not require split-second timing).



Get the game  
or the short,  
fat, green guy  
buys it!

**BRAIN DEAD  
13**



MEETING OF THE MINDS!



SHOCKING!



SUSPENSE, DRAMA,  
INTRIGUE!



AWESOME ANIMATION!



THE LADY IS A VAMP!

DODGE HOOKS, EVADE THE ALWAYS WELL-ARMED **FRTZ**, AND HUNT DOWN THE EVIL DR. NERO NEUROSIS AS YOU RACE THROUGH HIS TWISTED CASTLE. BUT ALWAYS KEEP AN EYE OUT OR THIS EXPLOSIVELY INTERACTIVE EXPERIENCE WILL BLOW YOUR MIND!



ReadySoft Incorporated  
3375 14th Ave., Units 7 & 8  
Markham, Ontario, Canada L3R 9H2  
Tel: (905) 475-4801 Fax: (905) 475-4802

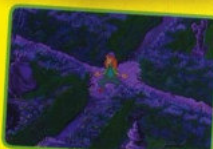
If it's a challenge you want...  
then it's a  
deadly game  
you'll get!

**BRAIN DEAD  
13**



"...MOST RADICAL COMEDY HORROR  
ACTION-ADVENTURE OF 1995!"

SPECTACULAR GRAPHICS!



YOU TELL LANCE WHICH WAY  
TO GO...



...WRONG!



"...NO CHALLENGE TOO BIG!"

IT SHOULDN'T BE LEGAL TO JAM THIS  
MUCH ANIMATION INTO ONE GAME!

DODGE HOOKS, EVADE THE ALWAYS WELL-ARMED **FRTZ**, AND HUNT DOWN THE EVIL DR. NERO NEUROSIS AS YOU RACE THROUGH HIS TWISTED CASTLE. BUT ALWAYS KEEP AN EYE OUT OR THIS EXPLOSIVELY INTERACTIVE EXPERIENCE WILL BLOW YOUR MIND!



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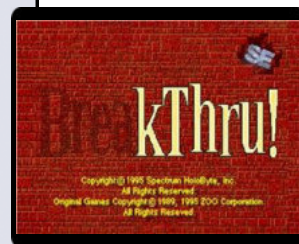


## BreakThru!

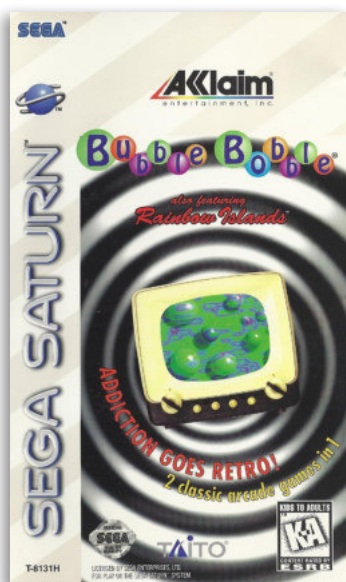
**Developer** Shoeisha  
**Publisher** BMG Victor  
**Release date** (jp) September 22, 1995  
**Genre** Puzzle  
**Mode** 1-2 Players

BreakThru! is a tile-matching puzzle game. In the game, the player must move the cursor amongst a grid of different colored squares. All squares must be “removed”, and squares can only be removed if they are directly touching two or more squares of the same color. Once squares are removed, blocks then shift downward and either to the left or right, to fill in the blanks. The game ends when either all blocks are removed, or time has run out.

5.3



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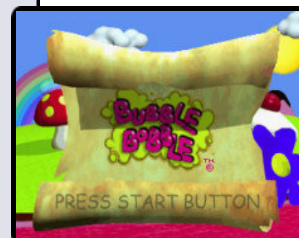


## Bubble Bobble also featuring Rainbow Islands

**Developer** Probe  
**Publisher** Acclaim  
**Release date** (us) September 3, 1996  
**Genre** Compilation  
**Mode** 1-2 Players

Bubble Bobble also featuring Rainbow Islands is a compilation of both Bubble Bobble and Rainbow Islands. Bubble Bobble is a faithful arcade conversion with some very minor graphical changes. Rainbow Islands exists in two forms, a largely unaltered arcade conversion and an enhanced mode, which updates the graphics to take advantage of the larger colour palette. Both share the same musical score and gameplay.

8.0



N P



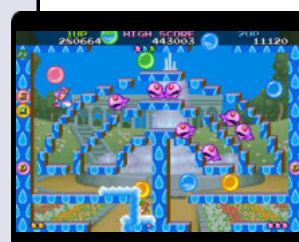
## Bubble Symphony

**Developer** Ving  
**Publisher** Ving  
**Release date** (jp) November 27, 1997  
**Genre** Action-platformer  
**Mode** 1-2 Players

Originally released in Arcades (and sometimes known as Bubble Bobble 2 due to it being the second arcade release with Bubble Bobble-style gameplay), it was brought to the Sega Saturn in 1997.

Bubble Symphony expands on the gameplay seen in Bubble Bobble by adding a pair of female dragons, Kululun and Coronon, to play as. Each dragon now has their own different attributes and can be selected by the user.

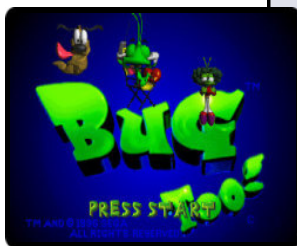
8.5



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7.2



J N P

## Bug Too!

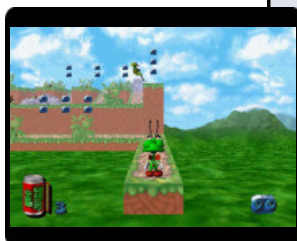
<b>Developer</b>	Realtime Associates, SegaSoft
<b>Publisher</b>	Sega
<b>Release date</b>	(us) December 6, 1996
<b>Genre</b>	Action-platformer
<b>Mode</b>	1-2 Players

Bug Too! is the sequel to Bug!. The background plot involves popular action film stars Bug, Maggot Dog, and Super Fly being signed for a six picture deal, with all six movies being filmed in a single day.

The game features the same gameplay as the first game with a few additions. Players now have the ability to 'hover' in the air to make longer jumps. Bug can also run with the press of a button to make the player travel much quicker through a level.



6.6



J N P

## Bug!

<b>Developer</b>	Realtime Associates, Sega Away Team
<b>Publisher</b>	Sega
<b>Release date</b>	(eu) May 15, 1995
<b>Genre</b>	Action-platformer
<b>Mode</b>	1 Player

Bug! is a "2.5D" platform game, which for the most part is played like a traditional side-scrolling title. At various points in the level, Bug is allowed to travel towards or away from the camera, adding a third dimension in the process, however players are always confined to corridors, meaning gameplay is not as "open" as future 3D platformers, for example, Super Mario 64. Though levels are built using 3D geometry, the objects in a level are represented by 2D sprites.



8.1



J

## Bulk Slash

<b>Developer</b>	C.A. Production
<b>Publisher</b>	Hudson Soft
<b>Release date</b>	(jp) July 11, 1997
<b>Genre</b>	Shooter
<b>Mode</b>	1 Player

Bulk Slash can be seen as a cross between Virtual On and Burning Rangers, with simple controls and an instantaneous mecha-transformation mechanic. It's much simpler than either of those two though, playing more like a traditional arcade action title.

Players can switch between controlling a walking robot or jetfighter at will, as many times as they like. As the robot players can jump and shoot, and when close to an enemy they can attack with a laser sword.





パズルボブル3

# PUZZLE BOBBLE 3

君の創ったステージが必ずどこかにある!!

セガサターン版オリジナルモードその②

**チャレンジモード**

段位が認定されるぞ!

セガサターン版オリジナルモードその①

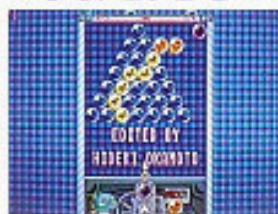
**コレクションモード**

アーケードで一般応募した  
君たちのオリジナルステージ  
1025面が入ってるよ!



セガサターン用ソフト「パズルボブル3」

'97年3月28日発売予定 メーカー希望小売価格5,800円(税別)





8.1

## Burning Rangers

<b>Developer</b>	Sonic Team
<b>Publisher</b>	Sega
<b>Release date</b>	(jp) February 26, 1998
<b>Genre</b>	Action-platformer
<b>Mode</b>	1 Player

The player takes on the role of a new recruit to the futuristic firefighting organisation of the title, and must explore locations where various emergencies have taken place, extinguishing fires and rescuing survivors.

The game is notable for its random level generation system, which is unlocked after completing the game once. To help the player find their way around these unfamiliar stages, a navigation system was included.

*"segaretro.org"*



8.0

## Bust-A-Move 2: Arcade Edition

<b>Developer</b>	Taito
<b>Publisher</b>	Acclaim, (jp) Taito
<b>Release date</b>	(jp) July 23, 1998
<b>Genre</b>	Puzzle
<b>Mode</b>	1-2 Players

Bust-A-Move 2: Arcade Edition is the sequel to the arcade version of Bust-A-Move. The game adds staples to the series such as the branching, tournament-style gameplay when playing against the computer. There is also a level editor.

The North American Saturn version of the game is notorious for having oddly designed box art, depicting severed heads in bubbles with sticks holding their eyes open.

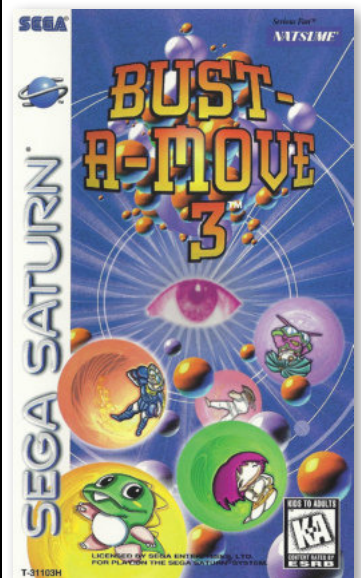


7.8

## Bust-A-Move 3

<b>Developer</b>	Taito
<b>Publisher</b>	Taito, Natsume, (eu) Acclaim, (Seganet) Sega
<b>Release date</b>	(jp) March 28, 1997
<b>Genre</b>	Puzzle
<b>Mode</b>	1-2 Players

Bust-A-Move 3 is extremely similar in design to other Bust-A-Move games, however instead of attaching its bubbles to the top of the screen, the bubbles are positioned around "nodes". Levels sometimes involve scrolling upwards, and there are also a selection of Bust-A-Move 2 levels included. It also includes the ability to select a character in versus mode. An enhanced version, titled Puzzle Bobble 3DX was also released, but this skipped Sega's consoles.







## Can Can Bunny Extra

**Developer** Cocktail Soft  
**Publisher** KID  
**Release date** (jp) October 2, 1997  
**Genre** Adventure, Simulation  
**Mode** 1 Player

Can Can Bunny Extra is a dating simulation game originally released on the X68000 and FM Towns home computers in 1993, and is part of a series of Can Can Bunny games which ran throughout the 1990s. The fifth Can Can Bunny game is also the first direct sequel within the series. The story is very similar to the one of the previous game: once again, the hero is lonely and is anxious to get a girlfriend.

*"mobygames.com"*

6.4



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## Can Can Bunny Premiere

**Developer** KID  
**Publisher** KID  
**Release date** (jp) April 5, 1996  
**Genre** Adventure  
**Mode** 1 Player

Can Can Bunny Premier is the fourth installment in the Can Can Bunny series. Compared to its predecessors, it is the most pure Japanese-style adventure, without the strategy parts of the previous game. The player chooses menu commands ("Look", "Talk", etc., as well as context-sensitive commands and dialogue choices) in order to advance the game. At several points it is possible to branch the story line, which mostly influences the amount of success the hero has had with a girl.

5.8



J



## Can Can Bunny Premiere 2

**Developer** KID  
**Publisher** KID  
**Release date** (jp) December 20, 1996  
**Genre** Adventure  
**Mode** 1 Player

In this game players take the role of a single lonely guy who wants a girlfriend. On day when he went home a huge explosion occurred. Inside his room, he saw seven little midgets: the Japanese Gods of Luck. Along with them was a beautiful girl with green hair and she gave him something which she called the "Star of Guidance". The next day he ran into some cute girl, and mysteriously, the "Star of Guidance" glowed...

*"vndb.org"*

6.8



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6.5



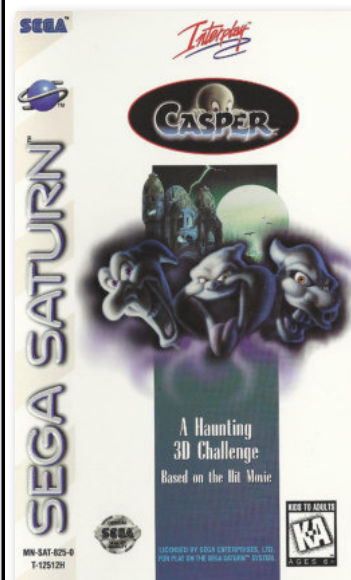
J N P

## Casper

Developer	Funcom
Publisher	Interplay
Release date	(eu) September 13, 1996
Genre	Adventure
Mode	1 Player

Based on the Casper film, the game pits players in the role of the friendly ghost trying to make a friend and a second chance at life instead of scaring everyone away.

The plot centers around the “spoiled, grasping inheritor of Whipstaff Manor” - Carrigan Crittenden. She’s after the treasure she thinks is hidden in the walls. Casper will need the help of Dr James Harvey - therapist to the dead - if he has any hope of succeeding in his adventures.



1.0



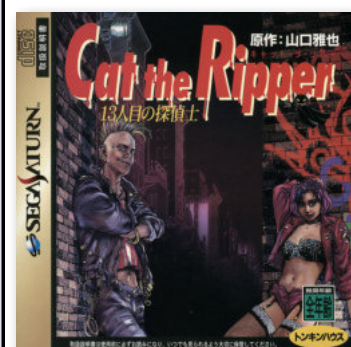
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## Cat the Ripper: 13-ninme no Tanteishi

Developer	Tonkin House
Publisher	Tonkin House
Release date	(jp) July 18, 1997
Genre	Adventure
Mode	1 Player

Cat the Ripper ~13-ninme no Tanteishi~ is an old fashioned first person adventure game, published by Tonkin House, which was released in Japan in 1997 for the Sega Saturn. The game is played like the most adventures on the system with the point and click method.

In the game, players must investigate who is behind the crimes with the sign Catis







## Capcom Generation: Dai 1 Shuu Gekitsuiou no Jidai

Developer	Capcom
Publisher	Capcom
Release date	(jp) August 27, 1998
Genre	Compilation
Mode	1-2 Players

Capcom Generation: Dai 1 Shuu Gekitsuiou no Jidai is the first of five compilations for the Saturn and PlayStation developed by Capcom.

The first volume focuses on the 194X World War II series of vertical shoot-'em-ups. Games include; 1942, 1943, and 1943 Kai.

*"segaretro.org"*

7.6



J



## Capcom Generation: Dai 2 Shuu Makai to Kishi

Developer	Capcom
Publisher	Capcom
Release date	(jp) September 23, 1998
Genre	Compilation
Mode	1-2 Players

Capcom Generation: Dai 2 Shuu Makai to Kishi is the second of five compilations for the Saturn and PlayStation developed by Capcom.

The second volume focuses on the Ghouls 'n Ghosts series of arcade platformers. Games include; Ghosts 'n Goblins (Makaimura), Ghouls 'n Ghosts (Daimakaimura), and Super Ghouls 'n Ghosts (Choumakaimura).

*"segaretro.org"*

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## Capcom Generation: Dai 3 Shuu Koko ni Rekishi Hajimaru

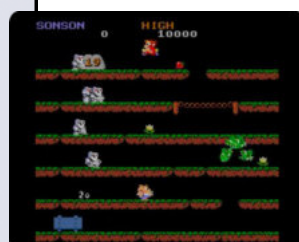
Developer	Capcom
Publisher	Capcom
Release date	(jp) October 15, 1998
Genre	Compilation
Mode	1-2 Players

Capcom Generation: Dai 3 Shuu Koko ni Rekishi Hajimaru is the third of five compilations for the Saturn and PlayStation developed by Capcom.

The third volume features four early but unrelated Capcom arcade games. Games include; Exed Exes, Pirate Ship Higemaru, Son Son, and Vulgus.

*"segaretro.org"*

7.4



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## Capcom Generation: Dai 4 Shuu Kokou no Eiyuu

Developer	Capcom
Publisher	Capcom
Release date	(jp) November 12, 1998
Genre	Compilation
Mode	1-3 Players

Capcom Generation: Dai 4 Shuu Kokou no Eiyuu is the fourth of five compilations for the Saturn and PlayStation developed by Capcom.

The fourth volume features three arcade top-down shooters. Games include; Commando (Senjou no Ookami), Mercs (Senjou no Ookami II), and Gun. Smoke.

*"segaretro.org"*



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## Capcom Generation: Dai 5 Shuu Kakutouka-tachi

Developer	Capcom
Publisher	Capcom
Release date	(jp) December 3, 1998
Genre	Compilation
Mode	1-2 Players

This volume collects the first three entries in Capcom's successful Street Fighter II series; Street Fighter II: The World Warrior, Street Fighter II': Champion Edition, and Street Fighter II' Turbo: Hyper Fighting. It was released overseas (albeit only on PlayStation) under the title of Street Fighter Collection 2, said version being the only game in the Capcom Generation line to see release in North America.



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## Chaos Control

Developer	Infogrames
Publisher	(eu) Infogrames, (jp) Virgin Interactive
Release date	(jp) December 29, 1995
Genre	Shooter
Mode	1-2 Players

Chaos Control has seen three separate releases on the Saturn. Its original Japanese incarnation, Chaos Control was released in December 1995 to mixed views from critics. When brought to Europe in 1996, many of the underlying issues were addressed, leading to faster load times, improved graphics and cutscenes, and support for the Virtua Gun. It was then re-released in Japan as Chaos Control Remix in November of that year. No versions of the game were released in North-America.

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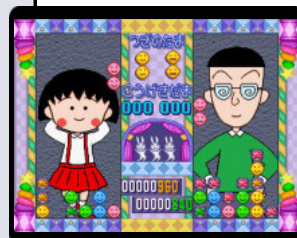




## Chibi Maruko-Chan no Taisen Pazurudama

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) December 15, 1995  
**Genre** Puzzle  
**Mode** 1-2 Players

Chibi Maruko-Chan no Taisen Pazurudama is a tile-matching puzzle game for the Sega Saturn. The game is set in the world of children's animation character, Chibi Maruko chan.



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## Chisato Moritaka: Watarasebashi/Lala Sunshine

**Developer** Sega, Oracion  
**Publisher** Sega, Oracion  
**Release date** (jp) September 11, 1997  
**Genre** Miscellaneous  
**Mode** 1 Player

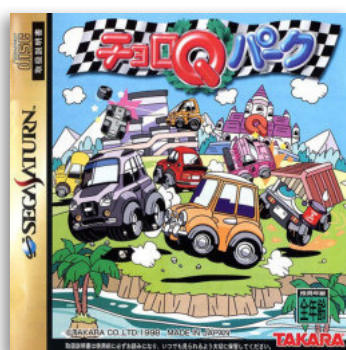
Chisato Moritaka: Watarasebashi/Lala Sunshine is a multimedia disc for the Sega Saturn by Sega and Oracion released exclusively in Japan in 1997. It contains content on Japanese pop singer Chisato Moritaka and two of her albums, Watarasebashi and Lala Sunshine.

"segaretro.org"



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## Choro Q Park

**Developer** Nextech  
**Publisher** Takara  
**Release date** (jp) March 26, 1998  
**Genre** Racing  
**Mode** 1-2 Players

Choro Q Park is a 1998 racing game for the Saturn in which players race Takara's Choro Q/Penny Racers line of toy cars.

Players must complete different races before they can move on to the higher level courses as well as visit the garage, body shop, training area and other areas.

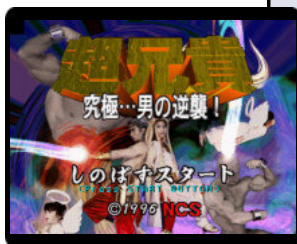


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## Chou Aniki: Kyuukyoku ... Otoko no Gyakushuu

<b>Developer</b>	Pre-Stage
<b>Publisher</b>	Nippon Computer Systems
<b>Release date</b>	(jp) March 29, 1996
<b>Genre</b>	Shooter
<b>Mode</b>	1-2 Players

Cho Aniki: Kyuukyoku Muteki Ginga Saikyou Otoko is a 2D shooter which plays like a sequel to the first game, as players once again take control of either Idaten or Benten (the heroes of the original game) with the semi-nude bodybuilders Adon and Samsom returning to their role of option characters that hover around the player.

*"mobygames.com"*



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## Choujikuu Yousai Macross: Ai Oboete Imasu ka

<b>Developer</b>	Emotion, Big West, Scarab
<b>Publisher</b>	Bandai Visual
<b>Release date</b>	(jp) June 6, 1997
<b>Genre</b>	Shooter
<b>Mode</b>	1 Player

Choujikuu Yousai Macross: Ai Oboete Imasu ka is a horizontally-scrolling shooter that ties into the Macross franchise. It is based on the 1984 animated film of the same name, which in itself was a retelling of the Choujikuu Yousai Macross television show.

The game is a reenactment of the movie as a side-scrolling shooter, with animation from the film and extra computer generated unique cutscenes to this game.





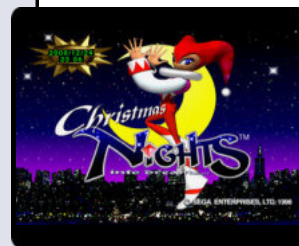


## Christmas NiGHTS into Dreams

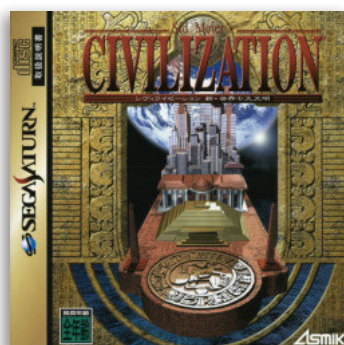
<b>Developer</b>	Sonic Team
<b>Publisher</b>	Sega
<b>Release date</b>	(jp) November 22, 1996
<b>Genre</b>	Action-platformer
<b>Mode</b>	1 Player

Christmas NiGHTS into Dreams is a one level stand-alone “demo” of NiGHTS into Dreams. The game was not sold in the same way as most Sega Saturn games. In Japan, it was part of a Christmas-themed Sega Saturn console bundle. In North America the game was given away with the purchase of select Saturn games such as Daytona USA: Championship Circuit Edition. In the UK it was included in the Sega Saturn Magazine.

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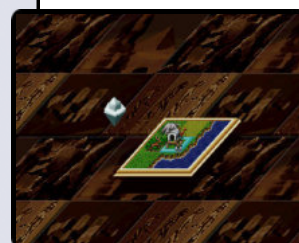
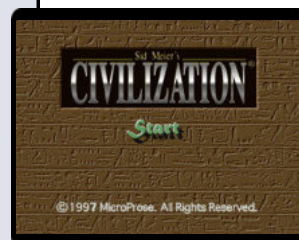


## Civilization: Shin Sekai Shichi Dai Bunmei

<b>Developer</b>	MicroProse
<b>Publisher</b>	Asmik
<b>Release date</b>	(jp) May 2, 1997
<b>Genre</b>	Strategy
<b>Mode</b>	1 Player

Sid Meier's Civilization is a port of the turn-based “4X”-type strategy game created by Sid Meier and Bruce Shelley for MicroProse in 1991. The game's objective is to “Build an empire to stand the test of time”: it begins in 4000 BC and the players attempt to expand and develop their empires through the ages from the ancient era until modern and near-future times.

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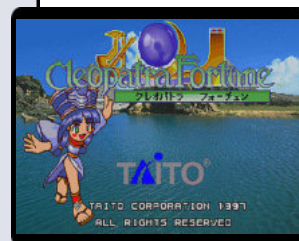
## Cleopatra Fortune

<b>Developer</b>	Natsume
<b>Publisher</b>	Taito
<b>Release date</b>	(jp) February 14, 1997
<b>Genre</b>	Puzzle
<b>Mode</b>	1-2 Players

Cleopatra Fortune is a 1997 puzzle game for arcades ported to the Saturn, PlayStation, & Dreamcast systems.

The gameplay is similar to Tetris, but here the player has to direct blocks of stone and treasure to create closures, which then eliminates the treasure and adds to the player's score. Also, if a full line of stone blocks is formed, they will disappear in a similar fashion to Tetris, and also add to the player's score.

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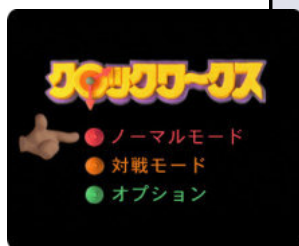
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## ClockWerx

<b>Developer</b>	Axes Art Amuse
<b>Publisher</b>	Tokuma Shoten
<b>Release date</b>	(jp) August 9, 1996
<b>Genre</b>	Puzzle
<b>Mode</b>	1-2 Players

ClockWerx is a puzzle game originally released for PC computers, before being ported to the Saturn. It is presented by Alexey Pajitnov, the creator of Tetris, but he has nothing to do with this game's production.

The object of the game is to solve a series of increasingly difficult levels by swinging a rotating wand from dot to dot until the player reaches the "goal" dot. Enemy wands that kill the player if touched march in pre-determined patterns around each level's grid.



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## Clockwork Knight

<b>Developer</b>	Sega
<b>Publisher</b>	Sega
<b>Release date</b>	(jp) December 9, 1994
<b>Genre</b>	Platformer
<b>Mode</b>	1 Player

Clockwork Knight is a side-scrolling platformer in the vein of the Mario and Sonic series. Unlike those games, however, the game uses prerendered digitized 2D sprites of high-resolution 3D models similar to the Donkey Kong Country series, or Killer Instinct, on top of fully 3D levels (and with fully 3D bosses).

The goal of the game is to reach the end of the stage before time or hit points (typically three, though Gold Keys can increase that maximum) run out.



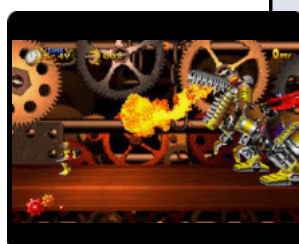
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## Clockwork Knight 2

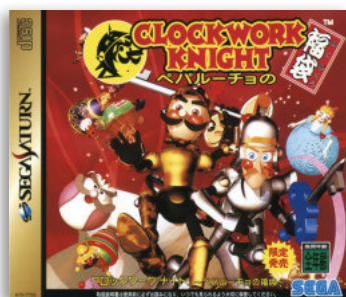
<b>Developer</b>	Sega
<b>Publisher</b>	Sega
<b>Release date</b>	(jp) July 28, 1995
<b>Genre</b>	Platformer
<b>Mode</b>	1 Player

Clockwork Knight 2 is often labeled as "Part 2", symbolising the fact they are essentially two halves of the same game. Both share much of the graphics and music and have identical gameplay. The original Clockwork Knight is often considered to be the lesser game, mostly due to the fact it was rushed to become a launch title. Clockwork Knight 2 had a much healthier development cycle, allowing for much improved graphics and levels set on Pepperouchau's steed, Barobaro.



J N P





## Clockwork Knight: Pepperouchau no Fukubukuro

<b>Developer</b>	Sega
<b>Publisher</b>	Sega
<b>Release date</b>	(jp) December 15, 1995
<b>Genre</b>	Compilation
<b>Mode</b>	1 Player

Clockwork Knight: Pepperouchau no Fukubukuro is a Sega Saturn game which brings together Clockwork Knight and Clockwork Knight 2 onto one disc. The game comes with a free set of Clockwork Knight round style Calenders for the year 1996.

The games are virtually the same, bar presumed bug fixes and the original Clockwork Knight running on the second games engine.

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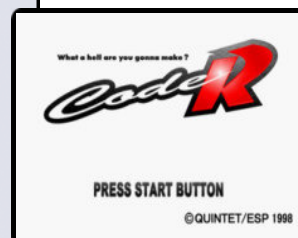
## Code R

<b>Developer</b>	Team Seven
<b>Publisher</b>	Quintet, ESP
<b>Release date</b>	(jp) July 9, 1998
<b>Genre</b>	Adventure, Racing
<b>Mode</b>	1 Player

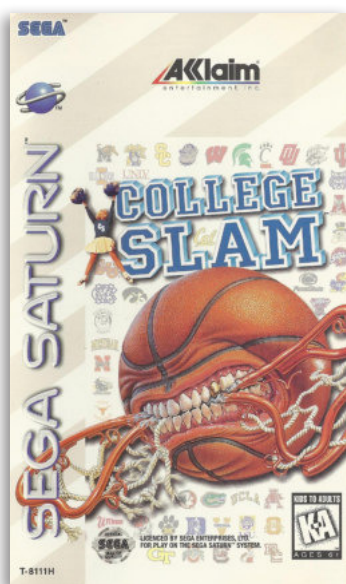
Code R is an unique 3D racing game mixed with a manga-like visual-novel style adventure game in a story mode. The player is a race driver, and in story mode, he can move around the city, visit special places and talk with various people, the game has even day and night cycles.

Besides the story mode, the player can race in 2 additional modes, time attack and battle mode where players race in a car.

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## College Slam

<b>Developer</b>	Iguana Entertainment
<b>Publisher</b>	Acclaim
<b>Release date</b>	(us) February, 1996
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

College Slam is a 1996 college basketball game for various platforms, including the Sega Mega Drive and Sega Saturn, by Acclaim and Iguana Entertainment released exclusively in the US.

In the season mode, the player can pick from 44 teams, and then play a 20-game season against quality competition. In the tournament mode, 16 teams compete for a chance to win the national championship. The player also has the ability to edit teams and players.

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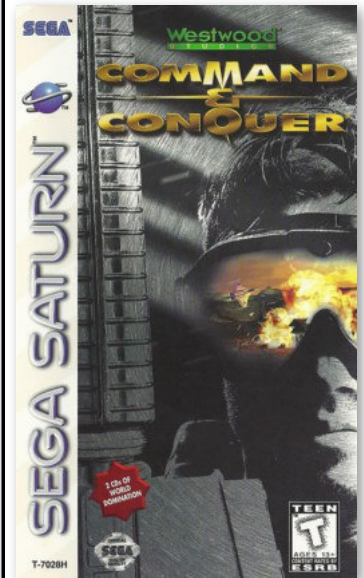


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## Command & Conquer

<b>Developer</b>	Westwood Studios
<b>Publisher</b>	Virgin Interactive, (jp) Sega
<b>Release date</b>	(eu) December 6, 1996
<b>Genre</b>	Strategy
<b>Mode</b>	1 Player

Command & Conquer is a real time strategy game developed by Westwood Studios and published by Virgin Interactive for IBM compatible computers running DOS in August 1995. The Sega Saturn version of Command & Conquer derives from the DOS original, being the most accurate console port of the game. There is no support for the Shuttle Mouse meaning the controls are considered to be more cumbersome than computer versions, and the resolution is fixed at 320x240.



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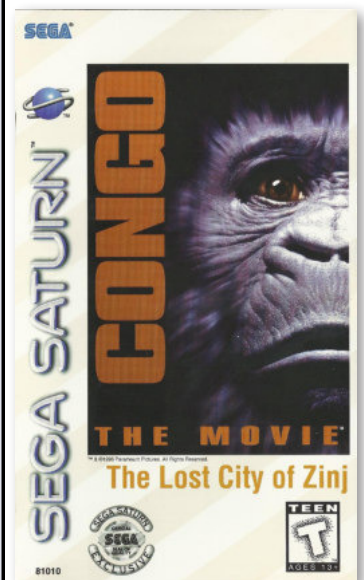
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## Congo The Movie: The Lost City of Zinj

<b>Developer</b>	Jumpin' Jack Software, Sega Away Team
<b>Publisher</b>	Sega
<b>Release date</b>	(us) April, 1996
<b>Genre</b>	Shooter
<b>Mode</b>	1 Player

Congo the Movie: The Lost City of Zinj is a first-person shooter developed by Jumpin Jack and published by Sega for the Sega Saturn in 1996.

The game uses elements of the film Congo to tell a side story following the exploits of Butembo Kabalo, the only survivor of the first Travicom expedition in search of diamonds in the Congo jungle.



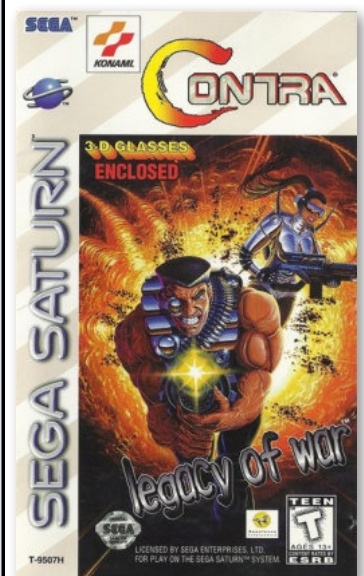
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## Contra: Legacy of War

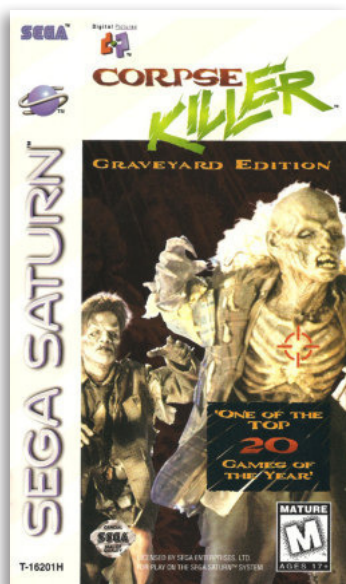
<b>Developer</b>	Appaloosa Interactive, Konami of America
<b>Publisher</b>	Konami
<b>Release date</b>	(us) May 21, 1997
<b>Genre</b>	Third-person shooter
<b>Mode</b>	1-2 Players

Contra: Legacy of War is a 3D action game produced by Konami and developed by Appaloosa Interactive that was originally released in 1996 for the PlayStation and Saturn. It was the first of two Contra games that were externally developed by Appaloosa, followed by C: The Contra Adventure in 1998. The game marks the series' jump to three-dimensional graphics and controversial changes in gameplay.



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## Corpse Killer

<b>Developer</b>	Digital Pictures
<b>Publisher</b>	Digital Pictures
<b>Release date</b>	(us) 1995
<b>Genre</b>	Shooter
<b>Mode</b>	1 Player

Corpse Killer features live action full motion video in a format similar to other games developed by Digital Pictures. Most of the gameplay is similar to other shooting full motion video games such as Lethal Enforcers. The player moves through the jungle shooting various zombies, collecting better ammunition (to prepare for a raid on Hellman's compound) and medicine to recover health.

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## Cotton 2

<b>Developer</b>	Success
<b>Publisher</b>	Success
<b>Release date</b>	(jp) December 4, 1997
<b>Genre</b>	Shooter
<b>Mode</b>	1-2 Players

Cotton 2: Magical Night Dreams was first released first as an arcade game on Sega's ST-V hardware in 1997. Only months later, it received a virtually arcade-perfect console port on the Saturn. Considered the true sequel to the first game in the series, Cotton 2 also marks the introduction of two new primary characters: Appli, a young princess, and her anthropomorphic hat, Needle. The first release of Cotton 2 on the Saturn included a mini-calendar for 1998.

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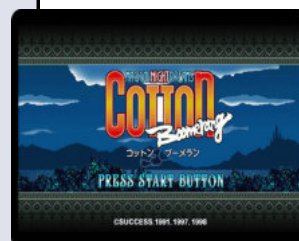


## Cotton Boomerang

<b>Developer</b>	Success
<b>Publisher</b>	Success
<b>Release date</b>	(jp) October 8, 1998
<b>Genre</b>	Shooter
<b>Mode</b>	1-2 Players

Cotton Boomerang was also originally an ST-V arcade game, and it, too, received a faithful home port on the Saturn. Like Marchen Adventure Cotton 100%, Cotton Boomerang remixes graphics and gameplay from the previous game in the series (Cotton 2) with a number of new ideas. The gameplay in general is much more manic than Cotton 2, and Silk and Needle are playable as independent characters.

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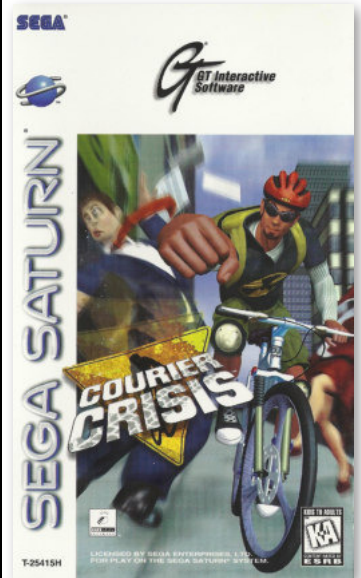
J N P

## Courier Crisis

<b>Developer</b>	New Level Software, Take 2 Interactive
<b>Publisher</b>	(us) GT Interactive, (eu) Sega, (jp) BMG Japan
<b>Release date</b>	(us) December 20, 1997
<b>Genre</b>	Action, Racing
<b>Mode</b>	1 Player

Courier Crisis is a game that simulates the life of a bicycle courier. As players peddle around a virtual city, they must pick up packages from grumpy customers, and then deliver them to other grumpy customers before a timer runs out.

The 3D city and the traffic in Courier Crisis are the biggest obstacles. There are many different areas of the city in which players can do delivery runs, such as the wharf, China town, the slums, and the city center.



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## Creature Shock

<b>Developer</b>	Argonaut Software, Interactive Studios
<b>Publisher</b>	Data East
<b>Release date</b>	(jp) January 19, 1996
<b>Genre</b>	First-person shooter
<b>Mode</b>	1 Player

Creature Shock is a 1994 sci-fi first-person shooter game released on the PC and 3DO and later ported to the Saturn.

Gameplay is divided into two portions: an on-rails shoot 'em up portion in which the player pilots a ship through various pre-rendered environments and an adventure-style first-person action portion where players chose between track-based paths at various nodes.



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## Creature Shock: Special Edition

<b>Developer</b>	Argonaut Software, Interactive Studios
<b>Publisher</b>	Data East
<b>Release date</b>	(us) 1996
<b>Genre</b>	First-person shooter
<b>Mode</b>	1 Player

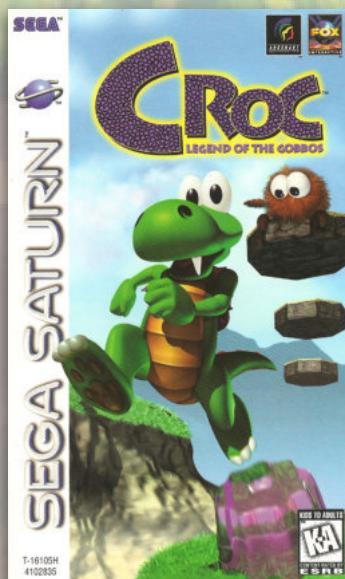
Two versions were released for the Saturn: the Japanese release, which is similar to the PlayStation version, and the North American release, which is labeled as a "Special Edition". The Special Edition features slightly enhanced visuals and some options which do not appear in other versions of the game, but its main feature is two exclusive rail shooter levels with polygon graphics.





## Croc: Legend of the Gobbos

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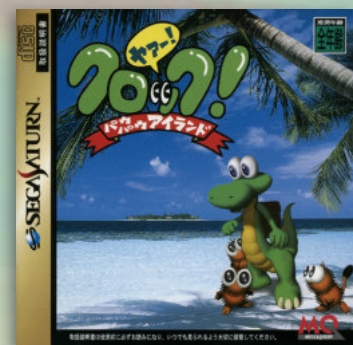


<b>Developer</b>	Argonaut Software
<b>Publisher</b>	(us) Fox Interactive, (eu) EA, (jp) Media Quest
<b>Release date</b>	(eu) October 10, 1997
<b>Genre</b>	Platformer
<b>Mode</b>	1 Player

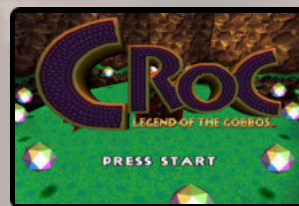
Croc: Legend of the Gobbos is a platform game published by Fox Interactive and developed by Argonaut Software for the PlayStation, Sega Saturn, Microsoft Windows and Game Boy Color. It follows protagonist Croc, and his attempts to rescue the furry creatures known as Gobbos from the antagonist, Baron Dante.

The game started development as a 3D platform game Mario spinoff starring Yoshi that was intended to be made exclusively for Nintendo 64. Argonaut pitched the game to Nintendo but was rejected. This ended the relationship between the two companies that began with the development of Star Fox. Due to the game being rejected, Argonaut had to find other publishers to finance and publish the game. The Japanese publisher (Mitsui) selected the Sony PlayStation, the Sega Saturn, and PC as the platforms. The original contract focused on Sega but the market shifted and the Sony PlayStation became the primary platform. The game was executive produced at Argonaut by Jez San and John Edelson. The lead programmers were Lewis Gordon and Anthony Lloyd, and the lead designer was Nic Cusworth. Characters were designed by Simon Keating. The Yoshi game concept later served as an inspiration on the development of Super Mario 64, according to Argonaut. The music for Croc: Legend of the Gobbos was composed by Justin Scharvona, Karin Griffin, Martin Gwynn Jones and Richard Joseph.

Croc is a free-roaming game title, with Croc's movement differing slightly depending on whether players use the directional pad or the analog controller to control him. His main moves consist of a tail whip attack that can temporarily destroy enemies, and a hit drop used for smashing open crates (similar to a mechanic used in the Super Mario series). Croc also possess the ability to swim in select levels. Throughout the game Croc collects crystals which serve as health in a similar fashion to golden rings in Sonic the Hedgehog, meaning the player will lose a life if hit without holding any crystals in their inventory. Crystals retained at the end of a level are stored, with Croc gaining an extra life for every 100 he collects.



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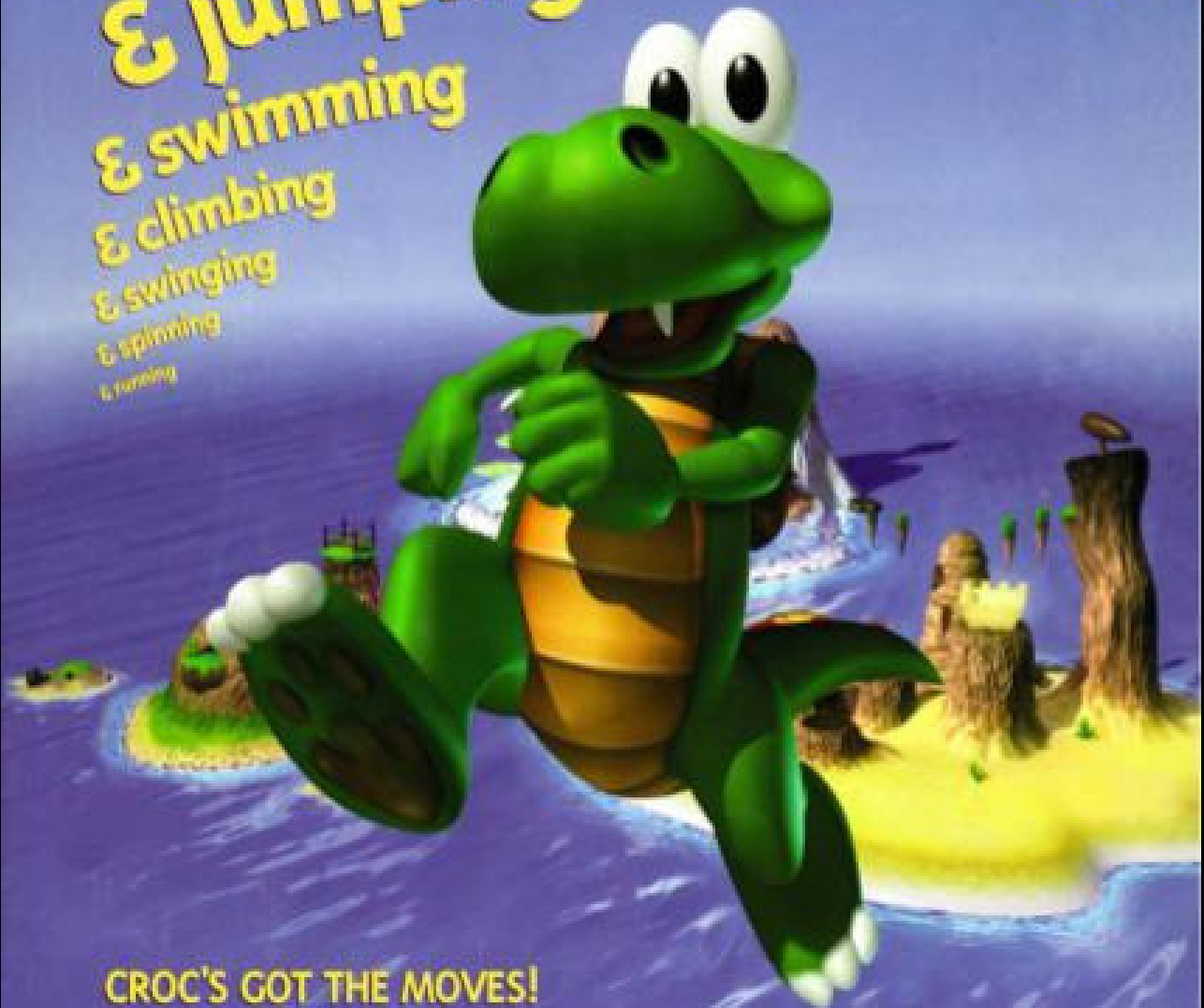


Progressing through the levels involves finding and hitting the Beany Gong at the end of the level to move onto the next, facing two bosses during each island. However, to fully complete the game, Croc has to rescue the captured Gobbos throughout each level. Each level contains six Gobbos, including one hidden behind a door at the end of the level. This Gobbo can only be released by collecting five colored crystals throughout the level. Collecting all the Gobbos before a boss level unlocks an extra level in which a Jigsaw Piece can be earned. When the player collects all of these pieces, a new island is opened up, leading to the game's final boss, Baron Dante, in crystal form.

In 2014, GamesRadar listed the game one of the best Sega Saturn games, stating that the game "gave players on Sega and Sony's machines a chance to explore 42 brightly colored levels' worth of Argonaut's take on the Mushroom Kingdom, earning the company a bestseller of its own in the process."

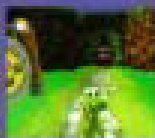


Go island hopping  
& jumping  
& swimming  
& climbing  
& swinging  
& spinning  
& running



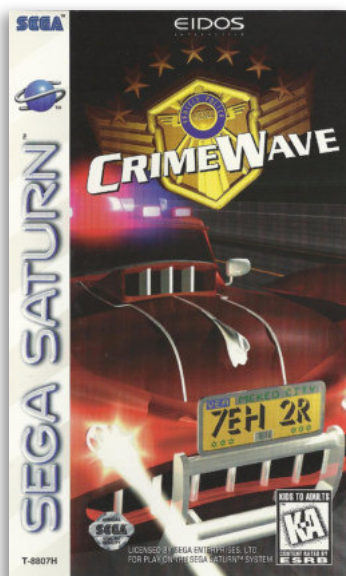
## CROC'S GOT THE MOVES!

is, of them, making him the most hyper-active hero available for your Sega Saturn. Guide him through a beautifully-rendered 3D world, on a free-wheeling, free-roaming adventure against the evil Baron Dante and his devilish assistants - the Gobbos!



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## Crimewave

<b>Developer</b>	Eidos Interactive
<b>Publisher</b>	Eidos Interactive, (jp) Virgin Interactive
<b>Release date</b>	(eu) November 8, 1996
<b>Genre</b>	Racing, Shooter
<b>Mode</b>	1-2 Players

Crimewave is a car-based shoot-'em-up by Eidos Interactive. It is a Saturn exclusive, and not to be confused with the similarly titled "Crime Wave" seen on Amiga, Atari ST and DOS computers in 1990.

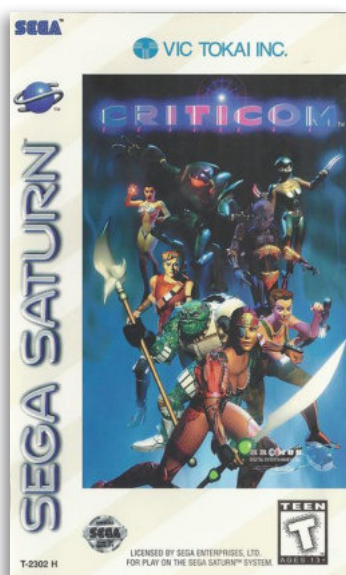
The game has the player drive one of eight vehicles around a city destroying criminals. The city is split into sections, which can only be accessed when crime levels have fallen to a certain value.

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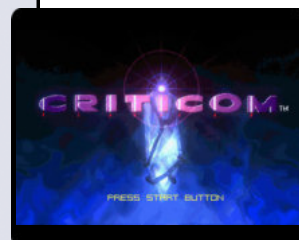


## Criticom

<b>Developer</b>	Kronos Digital Entertainment, Point of View
<b>Publisher</b>	VIC Tokai
<b>Release date</b>	(us) February, 1996
<b>Genre</b>	Fighting
<b>Mode</b>	1-2 Players

The fighting action takes place on a round, elevated platform. Each fighter begins the fight with a full power meter and one power meter refill in reserve that is activated when the primary meter is depleted. Thus, there are no rounds. The fight runs until one fighter is knocked out, one is knocked out of the arena, or the time runs out. As the game progresses, the player gains access to two additional "levels" for the character, which unlocks new moves and new appearance.

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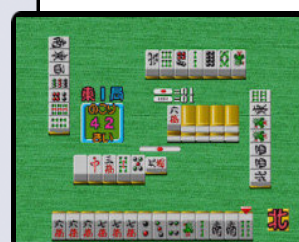


## Cross Romance: Ai to Mahjong to Hanafuda to

<b>Developer</b>	Digitalware, Nihon Bussan
<b>Publisher</b>	Nihon Bussan
<b>Release date</b>	(jp) October 9, 1997
<b>Genre</b>	Table
<b>Mode</b>	1 Player

Cross Romance: Ai to Mahjong to Hanafuda to is a mahjong and hanafuda game published by Nihon Bussan for the Sega Saturn. It features adult orientated mahjong and hanafuda.

5.0



J



6.5



J

## Cross Tantei Monogatari: Motsureta Nanatsu no Labyrinth

<b>Developer</b>	WorkJam
<b>Publisher</b>	WorkJam
<b>Release date</b>	(jp) June 25, 1998
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

Cross Tantei Monogatari: Motsureta Nanatsu no Labyrinth is the first game created by WorkJam, the company responsible for developing the Jake Hunter (Tantei Jinguji Saburo) series post DataEast.

The game features an adult theme and like all Japanese adventure games, this is very text heavy.



7.4



J

## Crows: The Battle Action for SegaSaturn

<b>Developer</b>	Athena
<b>Publisher</b>	Athena
<b>Release date</b>	(jp) December 18, 1997
<b>Genre</b>	Beat-'em-up
<b>Mode</b>	1-2 Players

Crows is based on the Japanese comic manga series of the same name. The game is a beat 'em up, and is drawn in a super-deformed style.

The game has not been ported to any other consoles, nor made available for download on any modern gaming consoles, and is often listed as one of the more rare Saturn games.



7.3



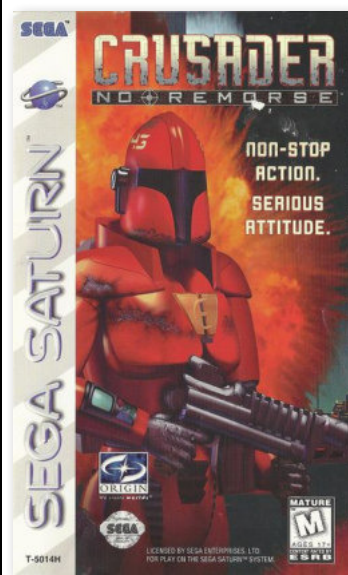
N P

## Crusader: No Remorse

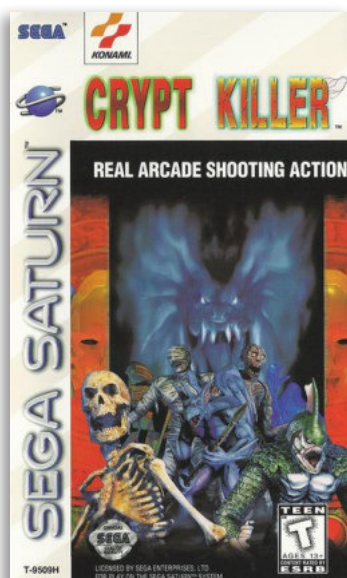
<b>Developer</b>	Realtime Associates
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) December 24, 1996
<b>Genre</b>	Action
<b>Mode</b>	1 Player

Crusader: No Remorse is an action game first released in 1995 for the PC DOS, with the PlayStation and Saturn ports following in 1997. Set in a dystopian future 22nd century, the game centers on an elite supersoldier who defects from the tyrannical world government, the World Economic Consortium, and joins the Resistance rebels.

Critically well-received, No Remorse was followed by the PC-only sequel Crusader: No Regret in 1996.







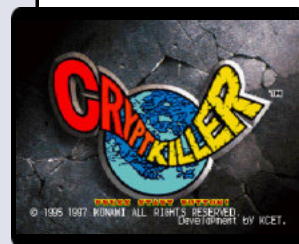
## Crypt Killer

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) March 7, 1997  
**Genre** Light-gun  
**Mode** 1-2 Players

Crypt Killer, known as Henry Explorers in Japan, is a light-gun game. It made use of Sega's virtua gun which was developed for the Virtua Cop series of games.

Players simultaneous travel through levels "on tracks" in a similar way to Virtua Cop. At certain points on each level the players choose their path by selecting to go one of two different ways. Despite its horror theme the game doesn't take the theme seriously at all, relying on extensive gameplay instead due to its difficulty.

5.0



J N P





屍を晒すか、秘宝を手にするか。



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7.0

## Cube Battler: Anna Mirai-hen

Developer Yanoman  
 Publisher Yanoman  
 Release date (jp) May 23, 1997  
 Genre Puzzle  
 Mode 1-2 Players

Cube Battler: Anna Mirai-hen is a puzzle game. It is the sequel and identical to Cube Battler: Debugger Shou-hen. The game with a calendar.

*"segagadomain.com"*

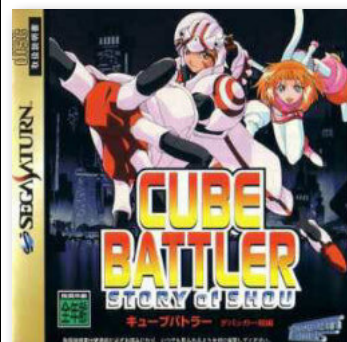


5.5

## Cube Battler: Debugger Shou-hen

Developer Yanoman  
 Publisher Yanoman  
 Release date (jp) February 28, 1997  
 Genre Puzzle  
 Mode 1-2 Players

The playing screen is split in to two playing fields, similar to Puyo Puyo or many other puzzle games. The background is sectioned up in to nine squares with an animation running in the background. The pieces that players must place in to the background are cubes. These cubes all have a different part of the background animation running on them in colour. It is up to the players to match these with the background.



7.5

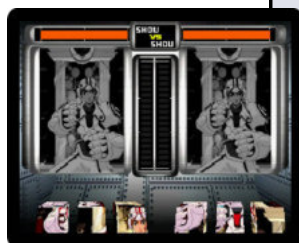
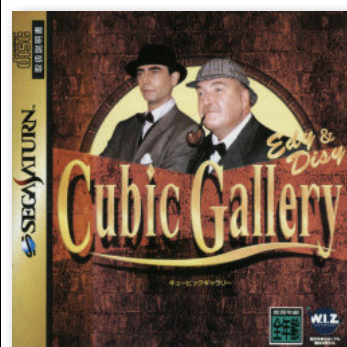
## Cubic Gallery

Developer We Net  
 Publisher We Net  
 Release date (jp) May 17, 1996  
 Genre Edutainment  
 Mode 1 Player

In this game, two guys with very bad acting skills take users on an educational tour of the Cubic Gallery, teaching them all about art.

The game was published by W.I.Z., which was released in Japan in 1996.

*"segagadomain.com"*



J



J



J





## Culdcept

**Developer** Omiya Soft  
**Publisher** Omiya Soft  
**Release date** (jp) October 30, 1997  
**Genre** Table  
**Mode** 1-4 Players

Culdcept is a turn-based strategy game. It has drawn comparisons to other modern strategy titles, and also shares features with non-video games Monopoly and Magic: The Gathering.

As players advance through the game, they earn cards that they can use to create customised “books” (decks of 50 cards) with which to better defeat their foes. Although the game is relatively intricate, it slowly nurtures the player through basic game concepts.

8.0



J



## Cyber Doll

**Developer** Be Top  
**Publisher** I'MAX  
**Release date** (jp) August 9, 1996  
**Genre** Role-playing  
**Mode** 1 Player

Cyber Doll is a futuristic RPG. Players fight randomly appearing enemies in turn-based combat, that is viewed from a platform perspective. Players have separate hit points for their body parts, and so do the enemies. Players have a wide variety of weapons. Targeting body parts adds to combat strategy: for example, if the HP of enemy legs is depleted, he won't be able to move and to attack players in close range.

“mobygames.com”

8.2



J



## Cyber Speedway

**Developer** Nextech  
**Publisher** Sega  
**Release date** (jp) May 26, 1995  
**Genre** Racing  
**Mode** 1-2 Players

Cyber Speedway, known as Gran Chaser in Japan, is a 1995 racing game developed by NexTech and published by Sega for the Sega Saturn.

The game is a hover sled racing game set in the distant future. The civilizations of many planets have decided to end all wars. Instead, they will settle their differences in the Cyber Race. The players are the best hope to protect and expand the Earth's power.

6.9



JNP



7.9



J N P

## Cyber Troopers Virtual-On

Developer	CRI
Publisher	Sega
Release date	(us) November 8, 1996
Genre	Fighting
Mode	1-2 Players

Virtual-On is set up similar to a Versus fighting game. Two Virtuaroids (Mecha) face each other on a stage. Players use a variety of firearms, explosives, melee weapons, and other techniques to destroy the enemy for a set number of rounds, usually a single battle, or best two out of three rounds, like fighting games.

A remake of the Operation Moongate was released for the PlayStation 2 as part of the Sega Ages 2500 line, featuring improved framerates and music.



7.9



J

## Cyberbots: FullMetal Madness

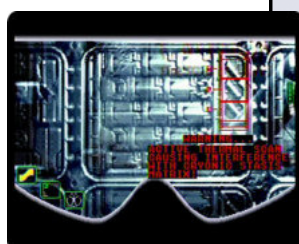
Developer	Capcom
Publisher	Capcom
Release date	(jp) March 28, 1997
Genre	Fighting
Mode	1-2 Players

Cyberbots: Full Metal Madness is a sci-fi one-on-one fighting game in which several characters converge in the wastes of the far future and must fight each other for their own personal reasons aboard giant battle mechs.

A Limited Edition was released of the game and contains: Hardback book with manga, models, and sketches and a Cyber Gouki pop-up stand.



6.7



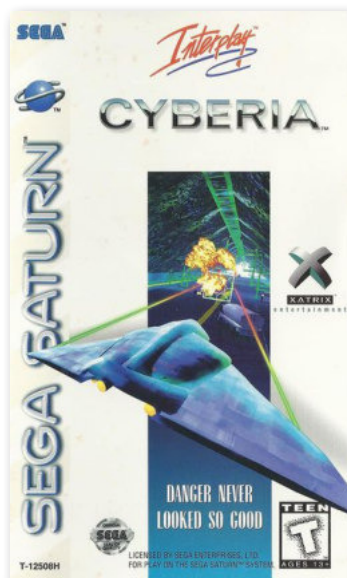
J N P

## Cyberia

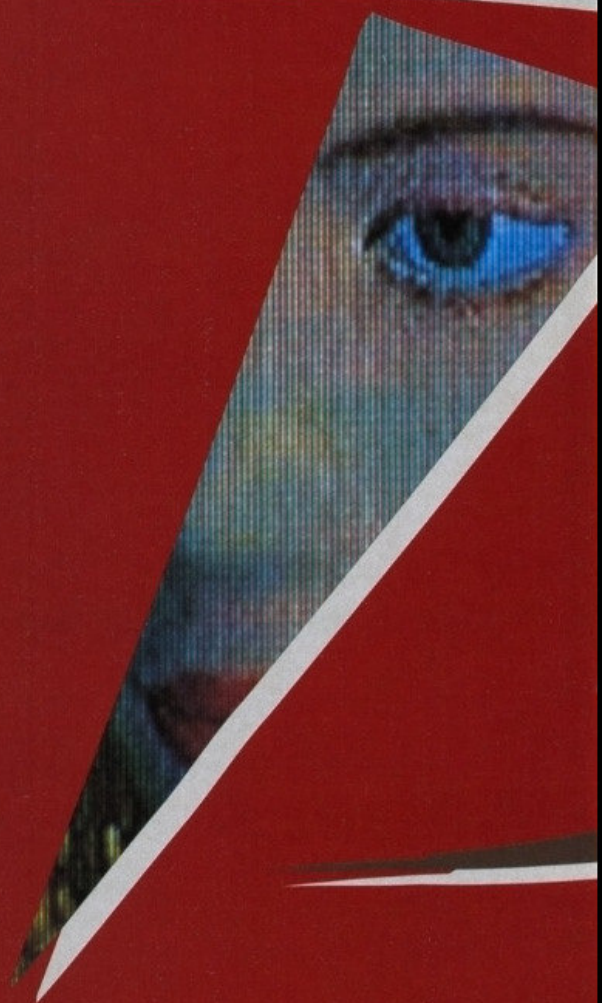
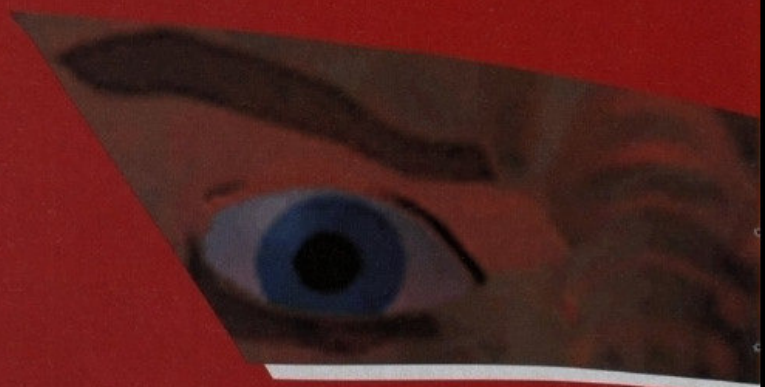
Developer	Xatrix Entertainment
Publisher	Interplay
Release date	(us) January, 1996
Genre	Adventure
Mode	1 Player

Cyberia is an action game with puzzle sequences and a heavy reliance on scripted events and cutscenes. The game allows limited navigation between locations, which usually lead to a puzzle or (more often) action scenes that involve either shooting down planes with a gun turret or navigating various flying vehicles, destroying enemies in a Star Wars: Rebel Assault-style confrontations.

*"mobygames.com"*







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**Acclaim**

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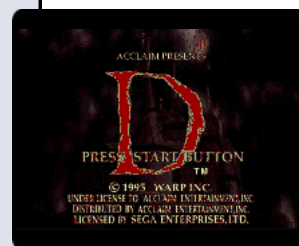


## D

<b>Developer</b>	Warp
<b>Publisher</b>	Acclaim, (jp) Acclaim Japan
<b>Release date</b>	(jp) July 28, 1995
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

D is a psychological horror puzzle adventure. Since the storyline and graphics depicted violence unlike anything seen in a previous video game, head developer Kenji Eno deliberately chose to bypass censorship. He submitted a “clean” version to pass publisher approval late, knowing that they would be require him to hand deliver the game to the manufacturer. On his way to the manufacturer, he switched the “clean” with his master version containing the more disturbing content.

6.2



J N P



## Daibouken: Saint Elmos no Kiseki

<b>Developer</b>	Soft Office, FAB
<b>Publisher</b>	Pai
<b>Release date</b>	(jp) April 19, 1996
<b>Genre</b>	Strategy, Role-playing
<b>Mode</b>	1 Player

Dai Bouken: Saint Elmos no Kiseki is a simulation RPG by Soft Office, a small company known for G-Vector. The game feature similar theme as the Uncharted Waters series.

Players start off in their home port, have an audience with the queen and is sent off on a quest for adventure.

5.0



J



## Daikoukai Jidai Gaiden

<b>Developer</b>	Koei
<b>Publisher</b>	Koei
<b>Release date</b>	(jp) January 29, 1998
<b>Genre</b>	Strategy, Role-playing
<b>Mode</b>	1 Player

Daikoukai Jidai Gaiden is a spin-off of the SNES and Genesis game, Uncharted Waters: New Horizons. It updates graphics and adds several tweaks to the game mechanics.

Major characters from the second installment return for this side story. The playable charaters include Miranda Verte, an amateur navigator from Genoa, and Salvador Leis, the adopted son of Khayr ad-Din.

“koei.wikia.com”

8.0



J



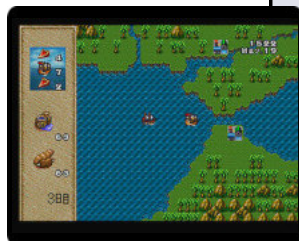
7.5

## Daikoukai Jidai II

**Developer** Koei  
**Publisher** Koei  
**Release date** (jp) March 28, 1997  
**Genre** Strategy, Role-playing  
**Mode** 1 Player

In the first Uncharted Waters game, it was the 15th century and the New World was discovered. Now in New Horizons, it is the early 16th century and the age of exploration and sea trade is underway. Players choose from any one of six adventurers (scenarios), each with their own distinctive but intertwining plot, to embark on a quest of sailing, seamanship and exploration. Regardless of the character chosen, Uncharted Waters is a top-down sailing simulation.

“mobygames.com”



J

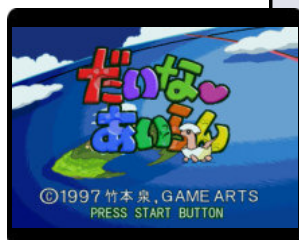
7.0

## Daina Airan

**Developer** Game Arts  
**Publisher** Game Arts  
**Release date** (jp) February 14, 1997  
**Genre** Action  
**Mode** 1 Player

Dinosaur Island is an interactive animation. All the animation is full screen and in real time powered by the actual Saturn. Not FMV that is usually the case. Story wise Dinosaur Island is fun packed with loads of typical Japanese style humour. A group of contemporary explorers in Iceland enter a deep, long, cavernous corridor and discover a lost world of dinosaurs still existing in the center of the Earth.

“segagagadomain.com”



J

7.5

## Daisenryaku Strong Style

**Developer** SystemSoft, Dual  
**Publisher** Oz Club  
**Release date** (jp) June 27, 1997  
**Genre** Strategy  
**Mode** 1-5 Players

Daisenryaku Strong Style is an entry in the long-running series of strategy games by SystemSoft and SystemSoft Alpha in Japan.

The game feature mouse support.



J





## Daisuki

**Developer** Gaga Communications  
**Publisher** Gaga Communications  
**Release date** (jp) July 4, 1997  
**Genre** Adventure, Simulation  
**Mode** 1 Player

Daisuki is a dating simulation game for the Sega Saturn. The game is set in the year 2040 and the player have enrolled in to the Union Academy. While there players must meet several different women. The game also feature several mini games, such as race the players and even a space shooter and 1 on 1 beat'em up.

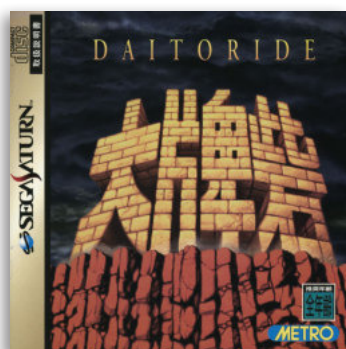
The game also contains a interview disc containing anime characters.

*"segagadomain.com"*

6.0



J

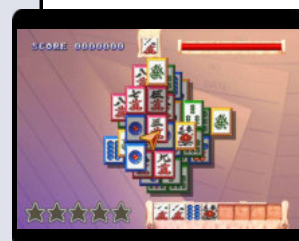
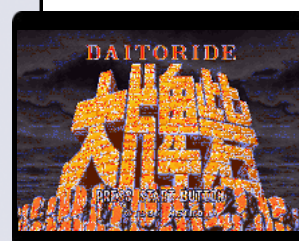


## Daitoride

**Developer** Metro  
**Publisher** Metro  
**Release date** (jp) June 28, 1996  
**Genre** Puzzle  
**Mode** 1-2 Players

Daitoride is a puzzle game similar to Shanghai. Players match two of the same mahjong title together. However they can only select tiles that are directly viewable. Selecting a tile under another isn't possible.

6.0



J



## Darius Gaiden

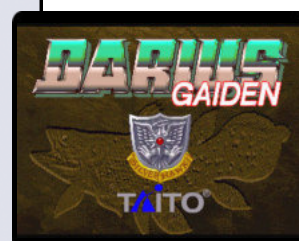
**Developer** Aisystem Tokyo  
**Publisher** Acclaim, (jp) Taito  
**Release date** (jp) December 15, 1995  
**Genre** Shooter  
**Mode** 1-2 Players

Darius Gaiden, planned to be released as Darius III, is the third arcade installment of the Darius series. Gaiden was ported to the Sega Saturn and released in late 1995, curiously arriving before the Saturn port of Darius II.

Gaiden follows the established formula closely, but dropped the multiple screen setup. Difficulty is considered to be lower than in part II.

*"segaretro.org"*

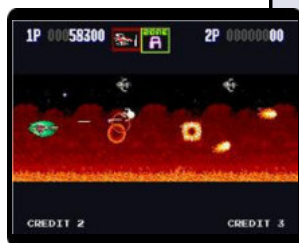
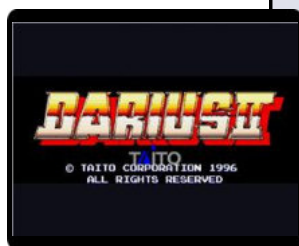
7.9



JNP



7.3



J

P

## Darius II

Developer	I.T.L
Publisher	Taito
Release date	(jp) June 7, 1996
Genre	Shooter
Mode	1-2 Players

Darius II is a side-scrolling space shoot 'em up developed by Taito as a direct sequel to the 1986 game Darius. It was originally released in 1989 for the arcade.

The game was ported to several Sega systems, including the Mega Drive and Master System, whose Western releases were renamed Sagaia for unknown reasons. A port to the Sega Saturn using the original name was released exclusively in Japan and Europe.



4.0

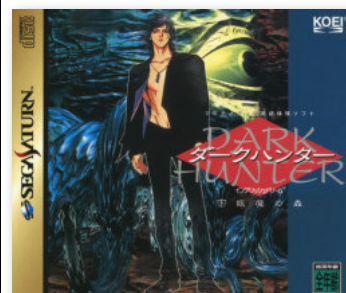


J

## Dark Hunter (Ge) Youma no Mori

Developer	Koei
Publisher	Koei
Release date	(jp) May 30, 1997
Genre	Adventure, Edutainment
Mode	1 Player

Dark Hunter: Shita Youma no Mori is the second part of the horror adventure games that was released as part of Koei's "English Dream" series, a collection of games used to help teach the English language. The game can also be used to teach english speaking players Japanese since it's fully bilingual.



5.0



J

## Dark Hunter (Jou) Ijigen Gakuen

Developer	Koei
Publisher	Koei
Release date	(jp) April 4, 1997
Genre	Adventure, Edutainment
Mode	1 Player

Dark Hunter: Jou Ijigen Gakuen is the first chapter in the Koei-developed educational adventure title Dark Hunter. Dark Hunter strives to aid in the English learning process by strengthening vocabulary and other language skills through an interactive story infused with elements of science fiction and horror.





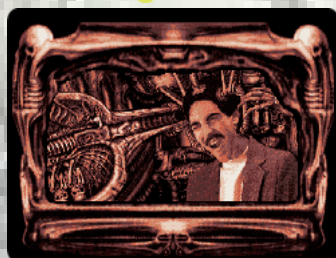
## Dark Seed

5.6



**Developer** Cyberdreams  
**Publisher** Gaga Communications  
**Release date** (jp) July 7, 1995  
**Genre** Adventure  
**Mode** 1 Player

Dark Seed is a psychological horror point-and-click adventure game developed and published by Cyberdreams in 1992. It exhibits a normal world and a dark world counterpart, which is based on the artwork by H. R. Giger.



When Cyberdreams approached H. R. Giger about providing artwork for a video game, the artist disliked the proposed use of VGA Mode 13h's 320 by 200 graphics and demanded higher resolution. The developers agreed to use 640 by 350 mode instead, although doing so reduced the palette from 256 to 16 colors. Cyberdreams received access to almost all of Giger's artwork. Developers used an Epson flatbed scanner to import selected body parts and landscape fragments in monochrome, then with DeluxePaint II Enhanced for DOS assembled them into single images. An Amiga and a SVHS camera digitized actors' poses that Cyberdreams further edited on PCs. After the company decided that the images were inadequate late in the development process, developers hand colored the art for six more months.

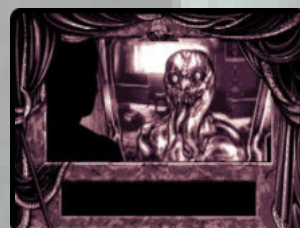
Players take the role of Mike Dawson, a successful advertising executive and writer who has recently bought an old mansion on Ventura Drive in the small town of Woodland Hills. On his first night at the house, Mike has a nightmare about being imprisoned by a machine that shoots an alien embryo into his brain. He wakes up with a severe headache and, after taking some aspirins and a shower, explores the mansion. He finds clues about the previous owner's death, which reveal the existence of a parallel universe called the Dark World ruled by sinister aliens called the Ancients.

On the second day, he travels to that universe through the living room mirror and meets the Keeper of the Scrolls, a friendly darkworlder. She tells him that the nightmare he had on his first night was real and warns him that if the embryo—the eponymous Dark Seed—is born, it will kill him and all of humanity. The only way to stop this, she says, is to destroy the Ancient's Power Source.

On the third and final day, Mike executes an elaborate plan that culminates with the Ancient ship's departure on the Dark World, depriving them of their power source, and the destruction of the living room mirror, sealing the Ancients out of the Normal World. The game ends with the town librarian visiting Mike and telling him she found some pills in her purse prescribed to Mike. The medication will presumably kill the embryo inside his head. A morphing animation reveals that, unbeknown to the librarian, she is the Keeper of the Scrolls' counterpart. Mike then states that he's just beginning to understand.

Unlike most point-and-click adventure games, which give the player time to explore, many actions in Dark Seed must occur within precise time limits, or the game will end up in an unwinnable state. As a result of this, one must start over repeatedly to win without resorting to a walkthrough.

The original game was released for DOS first, then Amiga, Amiga CD32, Macintosh, Sega Saturn and PlayStation. The PlayStation and Saturn versions were released only in Japan; however, the Saturn version is not dubbed in Japanese, only subtitled, making the game's story still accessible to English speakers. However, these ports have been criticized for doubling the speed that time flows in the game, as well as speeding up the soundtrack. The Saturn version is compatible with the Sega Saturn Netlink Mouse.





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## Dark Seed II

<b>Developer</b>	EDS, B-F., Gaga C., Cyberdreams, Destiny S.P.
<b>Publisher</b>	Bandai Visual, B-Factory
<b>Release date</b>	(jp) August 29, 1997
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

Dark Seed II sees recurring protagonist Mike Dawson's continued adventures in the H.R. Giger artwork-based "Dark World." The game was designed and written by future James Bond novelist Raymond Benson. As was the case with Dark Seed, console versions of Dark Seed II were released only in Japan, though they were additionally fully dubbed in Japanese. Unlike the original game, the Saturn version of Dark Seed II does not support the Saturn mouse.

7.0

# Dark Seed II™

PRESS START BUTTON



J



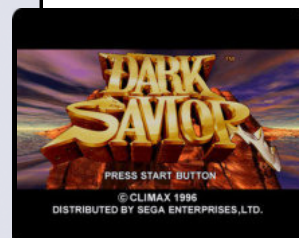
## Dark Savior

<b>Developer</b>	Climax Entertainment
<b>Publisher</b>	Sega, (jp) Climax Entertainment
<b>Release date</b>	(jp) August 30, 1996
<b>Genre</b>	Action role-playing
<b>Mode</b>	1 Player

Dark Savior is an indirect sequel to Landstalker: The Treasures of King Nole on the Mega Drive that combines 2D sprites with a 3D environment.

The game is a combination of three different gameplay genres: a platform jumping game, a puzzle adventure game, and a fighting game. Aside from one or two sections which blend platform jumping and puzzle elements, these three gameplay types are kept distinct and separate.

7.4



J N P



## Darklight Conflict

<b>Developer</b>	Rage Software
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) July 1, 1997
<b>Genre</b>	Action, Simulation
<b>Mode</b>	1 Player

Darklight Conflict is a space combat simulator. In this game, players take the part of a contemporary human fighter pilot abducted by the alien Repton species during an aerial battle, and biologically modified to become a starfighter pilot for them in their war against the Evil Ovon race.

The missions are varied, ranging from combat missions to missions where players need to defend their mothership, clear an asteroid field, or retrieve an item.

6.6

# darklight CONFLICT

PRESS START BUTTON

Copyright 1997 Rage Software  
Darklight Conflict is a trademark of Electronic Arts Ltd.

N P



7.2



J N P

## Daytona USA

Developer	Sega AM2
Publisher	Sega
Release date	(jp) April 1, 1995
Genre	Racing
Mode	1 Player

Due to its popularity of the arcade game, Daytona USA was released as a western launch title for the Sega Saturn in 1995. This version, like the Sega Saturn itself, was rushed for a quick release and was widely criticised for its lower framerate (~20FPS) and numerous graphical concerns. The Saturn's draw distance is shorter, meaning that only the scenery close to the horizon is rendered, and suffers heavily from "clipping" as the game fails to disguise the problem.

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8.1



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## Daytona USA Circuit Edition

Developer	Sega AM2, Sega AM3, Sega CS R&D 2
Publisher	Sega
Release date	(jp) January 24, 1997
Genre	Racing
Mode	1-2 Players

Daytona USA Circuit Edition is a second update to the Sega Saturn version of Daytona USA. It builds upon the western release of Daytona USA: Champion Circuit Edition released several months prior. Though the western Champion Circuit Edition and Japanese Circuit Edition are by-and-large the same game, Circuit Edition adds further tweaks to the formula, creating the definitive copy of Daytona USA for the Saturn.



7.3

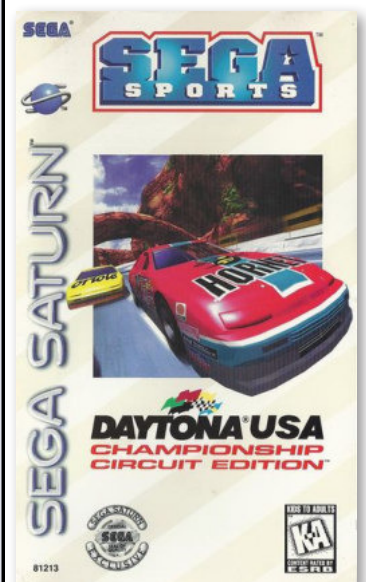


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## Daytona USA: Championship Circuit Edition

Developer	Sega AM2, Sega AM3, CS Team
Publisher	Sega
Release date	(eu) November 14, 1996
Genre	Racing
Mode	1-2 Players

Daytona USA: CCE exists due to dissatisfaction with the original release of Daytona USA for the Saturn. To compensate, CCE brings a number of additions and changes to the table, utilising the Saturn's hardware more effectively than its predecessor. Daytona USA: Championship Circuit Edition includes a steady framerate of 30FPS, a new selection of cars, two new courses, a two player mode and a new soundtrack.







## Dead or Alive

<b>Developer</b>	Tecmo
<b>Publisher</b>	Tecmo
<b>Release date</b>	(jp) October 9, 1997
<b>Genre</b>	Fighting
<b>Mode</b>	1-2 Players

Dead or Alive is a 1996 fighting game by Tecmo and the first entry in Team Ninja's long-running Dead or Alive series. It was released first in arcades, followed by home ports for the Sega Saturn in Japan, and later for the PlayStation in all regions.

Dead or Alive was a commercial success, helping Tecmo overcome their financial problems. The success of the game helped turn the series into a franchise, including several sequels and numerous spinoffs.

7.8



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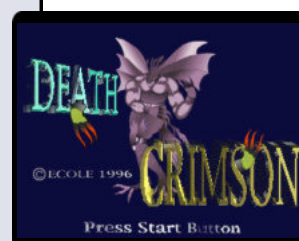
## Death Crimson

<b>Developer</b>	Ecole
<b>Publisher</b>	Ecole
<b>Release date</b>	(jp) August 9, 1996
<b>Genre</b>	Light-gun
<b>Mode</b>	1 Player

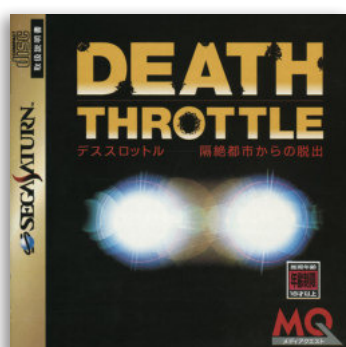
Death Crimson is a lightgun game often considered to be one of the worst games for the system due to the awful graphics and poor gameplay. The game is said to became so famous for being so shit that every copy of the original print sold out. These days it is a highly regarded cult game for the Saturn with copies selling for over 10'000 yen at one point in time.

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## Death Throttle: Kakuzetsu Toshi Kara no Dasshutsu

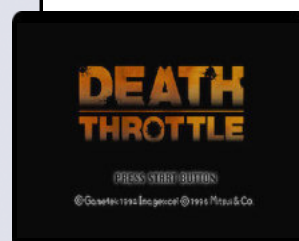
<b>Developer</b>	MediaQuest, Infini Entertainment Technology
<b>Publisher</b>	MediaQuest
<b>Release date</b>	(jp) July 12, 1996
<b>Genre</b>	Action, Racing
<b>Mode</b>	1 Player

Death Throttle: Kakuzetsu Toshi kara no Dasshutsu is a first-person vehicular combat game. It was originally released as Quarantine for DOS computers and the 3DO in 1994.

The game is similar to Crazy Taxi, with the player driving a taxi and moving people to and from various locations on the map.

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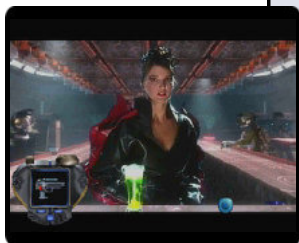
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## DeathMask

<b>Developer</b>	Vantan International, Electric Dreams Inc.
<b>Publisher</b>	Vantan International
<b>Release date</b>	(jp) February 16, 1996
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

Angel Devoid: Face of the Enemy is a 1996 FMV based tech noir graphic adventure game originally developed by Electric Dreams Inc. and released by Mindscape for DOS and Mac OS.

The player character is a police detective, who wears the face of an infamous criminal terrorist Angel Devoid. Wandering around the fictional Neo-City, the player meets Devoid's acquaintances and has to survive against death hazards.



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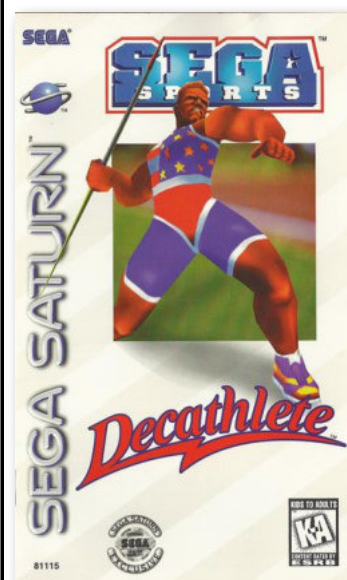
J N P

## DecAthlete

<b>Developer</b>	Sega AM3
<b>Publisher</b>	Sega
<b>Release date</b>	(jp) July 12, 1996
<b>Genre</b>	Sports
<b>Mode</b>	1-2 Players

Decathlete is an athletics themed 1994 arcade game. A well-received home port was released on the Sega Saturn in 1995, scoring mainly positive reviews for its arcade faithful conversion, due to the similar hardware of the ST-V arcade and the Saturn.

The gameplay is largely based on quick repeated button pressing for gaining speed, and timed single button presses for jumping and releasing projectiles, in a similar style to the 1983 Konami release, Track & Field.



7.6



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## Deep Fear

<b>Developer</b>	Sega CS R&D 2, System Sacom, SIMS, ISCO
<b>Publisher</b>	Sega
<b>Release date</b>	(jp) July 16, 1998
<b>Genre</b>	Survival horror
<b>Mode</b>	1 Player

Deep Fear offers unique gameplay features such as buttons that allow the player to use items in real-time, aiming while moving, and falling oxygen levels.

The plot is inspired by the films Leviathan and The Abyss. The game takes place 300 meters below the surface of the Pacific Ocean in a naval fueling and research facility. Players assume the role of John Mayor, an ex-Navy SEAL who has joined forces with a civilian rescue organisation called ERS.







## Defcon 5

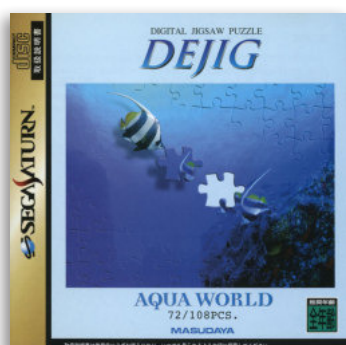
<b>Developer</b>	Millennium Interactive
<b>Publisher</b>	(us) Data East, (jp) Multisoft, (eu) GT Interactive
<b>Release date</b>	(jp) May 31, 1996
<b>Genre</b>	Adventure, first-person shooter
<b>Mode</b>	1 Player

Defcon 5 is a single player adventure and first-person shooter. The game is reminiscent of the System Shock series in terms of gameplay. The player must explore the base to find items which is needed to establish a line of defence and ultimately escape the installation. This involves fighting off the invading enemies by deploying the defence turrets effectively and using the installation's computer terminals (called "VOS terminals") to hinder the intruder's advance.

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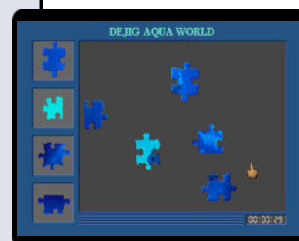
## Dejig Aqua World

<b>Developer</b>	Masudaya
<b>Publisher</b>	Masudaya
<b>Release date</b>	(jp) April 25, 1997
<b>Genre</b>	Puzzle
<b>Mode</b>	1 Player

Dejig Aqua World is a jigsaw simulator for the Sega Saturn released as part of Masudaya's Dejig (Digital Jigsaw Puzzle) series.

The game feature 20 puzzles in total consisting of 72 and 108 piece puzzles. Once the puzzle is complete players will be able to watch a video of the image in action.

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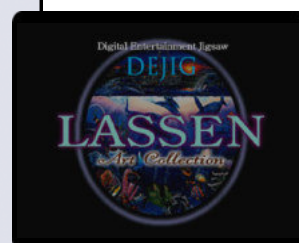
## Dejig Lassen: Art Collection

<b>Developer</b>	Masudaya
<b>Publisher</b>	Masudaya
<b>Release date</b>	(jp) December 4, 1997
<b>Genre</b>	Puzzle
<b>Mode</b>	1 Player

This volume of Dejig features 20 of Christian Riese Lassen art for players to put back together in the shape of a jigsaw puzzle. The puzzles include the standard rectangular type and round types.

As an added bonus there's also a video documentary of Christian Riese Lassen which one can easily tell has been encoded from a video tape.

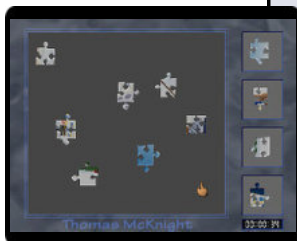
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## Dejig McKnight: Art Collection

<b>Developer</b>	Masudaya
<b>Publisher</b>	Masudaya
<b>Release date</b>	(jp) December 4, 1997
<b>Genre</b>	Puzzle
<b>Mode</b>	1 Player

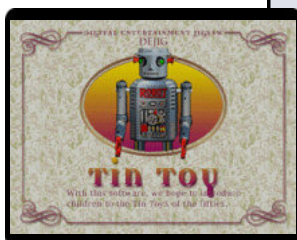
This volume of Dejig features 20 of Thomas McKnight art for players to put back together in the shape of a jigsaw puzzle.

As an added bonus there's also a video interview of Thomas McKnight and his wife talking about the pictures.

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## Dejig Tin Toy

<b>Developer</b>	Masudaya
<b>Publisher</b>	Masudaya
<b>Release date</b>	(jp) April 25, 1997
<b>Genre</b>	Puzzle
<b>Mode</b>	1 Player

Dejig Tin Toys is based upon tin toys from the 1950's. There are 20 puzzles in total ranging from the pretty easy 72 piece puzzle to the more time consuming 108 piece puzzles.

As well as the puzzles there are also movie sections that show players the toys in "action".

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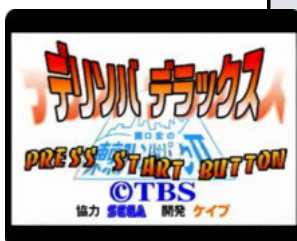


## Delisoba Deluxe

<b>Developer</b>	Cave, Sega (cooperation)
<b>Publisher</b>	TBS
<b>Release date</b>	(jp) n/a
<b>Genre</b>	Racing
<b>Mode</b>	1 Player

Delisoba Deluxe was made as a tie-in to TBS's mid-1990s Japanese game show Tokyo Friend Park, where one of the games, Delisoba ("delivery soba"), had celebrities command a virtual motorcycle trying to deliver soba to the Fuji Network TV Studios. Deluxe is a "port" of this game to the Saturn, which adds features such as a time attack and track editor, and was not sold in stores, but rather given away at the show (either to winners or to audience members).

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## Denpa Shounen Teki Game

**Developer** Success, Fupac  
**Publisher** Hudson Soft  
**Release date** (jp) March 5, 1998  
**Genre** Mini-games  
**Mode** 1-7 Players

Denpa Shounen Teki Game is a party game for the Sega Saturn, consisting of 10 minigames.

There are two versions of the game: T-14316G (not for sale) and T-14318G (store exclusive). There is also a sequel or second part, Denpa Shounenteki Game 2.

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## Densetsu no Ogre Battle

**Developer** Riverhillsoft  
**Publisher** Riverhillsoft  
**Release date** (jp) November 1, 1996  
**Genre** Strategy, Role-playing  
**Mode** 1 Player

Densetsu no Ogre Battle is a 1993 strategy RPG by Quest for the SNES and the first game in their Ogre Battle series. It was ported to the Sega Saturn by Riverhillsoft in 1996.

The game begins in the outskirts of the Zeteginan Empire, twenty-four years after the founding of the empire through conquest. The main character is leading a revolution against this empire, which has turned to evil through the use of black magic by the mage Rashidi.

8.3



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## Densha de Go! EX

**Developer** Taito  
**Publisher** Takara  
**Release date** (jp) October 1, 1998  
**Genre** Simulation  
**Mode** 1 Player

Densha de Go! EX is an entry in Taito's Densha de Go! series of train simulation games released by Takara for the Sega Saturn in 1998. Takara also made a dedicated controller for the game.

Originally, this game was scheduled to be released as a port of Arcade version Densha de Go! EX from Nihon Flex. After Nihon Flex went bankrupt in May 1998, it was released from Takara.

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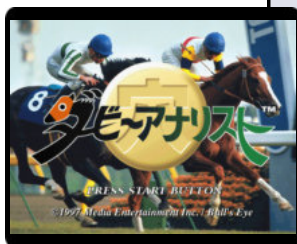
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レース月日	4月6日
開催レース場	中山 東京 福島 新潟 札幌 京都 阪神 中京 小倉 函館
レース番号	11 R
レース条件	G1 G2 G3 特別 年功
クラス	オープン 1500万 900万 500万 未勝利 新馬
馬齢	3才 4才 4才上 5才上
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距離	16 00m
コース	芝 ダート
予想馬場	良 悪 重 不良
出走頭数	16 頭

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## Derby Analyst

**Developer** Media Entertainment  
**Publisher** Media Entertainment  
**Release date** (jp) May 30, 1997  
**Genre** Gambling, Simulation  
**Mode** 1 Player

Derby Analyst is a gambling game based on horse racing for the Sega Saturn. The game was published by Media Entertainment, which was released in Japan in 1997.



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## Derby Stallion

**Developer** Bits Laboratory  
**Publisher** ASCII  
**Release date** (jp) March 25, 1999  
**Genre** Simulation  
**Mode** 1 Player

Derby Stallion is a racehorse breeding simulator by Parity Bit and ASCII ported to the Sega Saturn in 1999. It is part of ASCII's popular racehorse simulation series of the same name.

The game was popular enough to warrant it's self it's very own limited edition Saturn which also just happens to be the most expensive Saturn made by Sega.



6.7



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## Dero~n Dero Dero

**Developer** Tecmo  
**Publisher** Tecmo  
**Release date** (jp) January 26, 1996  
**Genre** Puzzle  
**Mode** 1-2 Players

Dero~n Dero Dero is a 1995 arcade game by Tecmo ported to the Sega Saturn in 1996. Other ports were released overseas as Tecmo Stackers, as was a planned North American release for November 1996.

The game plays similarly to other falling-block puzzle games in the vein of Puyo Puyo, except that after each clear, the remaining blocks "reach out" (stretch to the left, down, and to the right), finding other blocks of the same color to hook up to.







## Desire

<b>Developer</b>	C's ware
<b>Publisher</b>	Imadio
<b>Release date</b>	(jp) September 11, 1997
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

Desire is a Japanese-style adventure game. The game is played via a standard text interface where the player selects commands from a menu, interacting with other characters and places. The game consists of four chapters which make up the same storyline, but viewed by different characters.

The game comes with trading cards. The premium pack comes with an additional calendar and Eve The Lost One demo.

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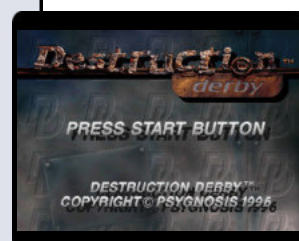
## Destruction Derby

<b>Developer</b>	Perfect Entertainment
<b>Publisher</b>	Psygnosis, (jp) Soft Bank
<b>Release date</b>	(eu) August 15, 1996
<b>Genre</b>	Racing
<b>Mode</b>	1 Player

Destruction Derby is a racing game developed for the Sega Saturn by Reflections Interactive. It was the first in the series, and went under a working title of Demolish 'Em Derby, being based on the real-life demolition derby sport. Though advertised, the Saturn version of the game was not released in North America.

The game is notable for being one of the first to allow cars to receive damage when hit, affecting the handling and performance of the vehicle.

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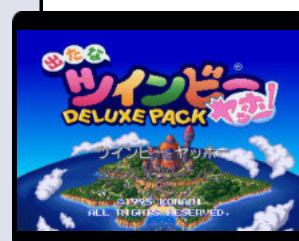
## Detana!! TwinBee Yahoo! Deluxe Pack

<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(jp) September 29, 1995
<b>Genre</b>	Compilation
<b>Mode</b>	1-2 Players

Detana!! TwinBee Yahoo! Deluxe Pack is a Saturn/PlayStation compilation of two games from Konami's TwinBee series. The series is considered to be part of the sub-genre of "cute 'em up": games that feature comical and brightly-colored graphics.

It contains the arcade games Detana!! TwinBee (released in a home version for the PC Engine) and Twinbee Yahoo! (never released for home).

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## Devicereign

<b>Developer</b>	Starlight Marry
<b>Publisher</b>	MediaWorks
<b>Release date</b>	(jp) February 25, 1999
<b>Genre</b>	Simulation, Strategy
<b>Mode</b>	1 Player

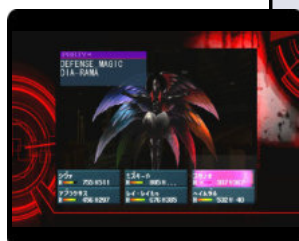
DeviceReign is a Strategy game, developed by Starlight Marry and published by Media Works, which was released in Japan in 1999.

The game feature the typical Japanese adventure game with pretty art with a load of text and voice talent over it. But also has battle sections, which are played out in the classic grid style as seen in many war simulation games.

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## Devil Summoner Soul Hackers: Akuma Zensho Dainishuu

<b>Developer</b>	Atlus
<b>Publisher</b>	Atlus
<b>Release date</b>	(jp) December 23, 1997
<b>Genre</b>	Miscellaneous
<b>Mode</b>	1 Player

Devil Summoner Soul Hackers: Akuma Zensho Dainishuu is not really a game as such but more of an information disc featuring many art and CG images from the game.

The game was published by Atlus, which was released in Japan in 1997.



8.1



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## Devil Summoner: Soul Hackers

<b>Developer</b>	Atlus
<b>Publisher</b>	Atlus
<b>Release date</b>	(jp) November 13, 1997
<b>Genre</b>	Role-playing
<b>Mode</b>	1 Player

Forming part of the Megami Tensei series, Soul Hackers is the second game in the Devil Summoner sub-series.

The game takes place in the fictional Amani City, a technologically-advanced Japanese metropolis. As with other entries, its narrative takes the form of a modern-day detective story as opposed to the series' more prevalent post-apocalyptic settings.







## Dezaemon 2

<b>Developer</b>	Athena
<b>Publisher</b>	Athena
<b>Release date</b>	(jp) October 9, 1997
<b>Genre</b>	Shooter, Miscellaneous
<b>Mode</b>	1-2 Players

Dezaemon 2, technically 4th in the series, allows the user to create home-made shoot-'em-up games. Additions in Dezaemon 2 include the ability to create dedicated horizontal shooters as well as those which rely on 3D polygon graphics.

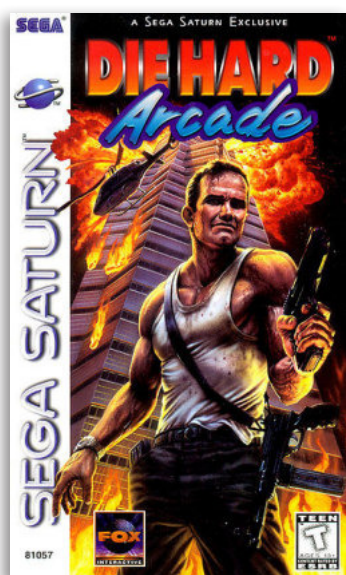
There is an extensive library of video games made using the Dezaemon 2 engine, currently totalling over 200.

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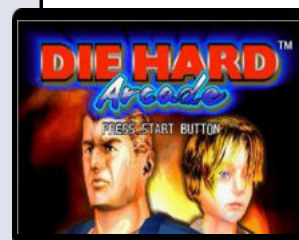
## Die Hard Arcade

<b>Developer</b>	Sega AM1, Sega Technical Institute
<b>Publisher</b>	Sega
<b>Release date</b>	(jp) January 24, 1997
<b>Genre</b>	Beat-'em-up
<b>Mode</b>	1-2 Players

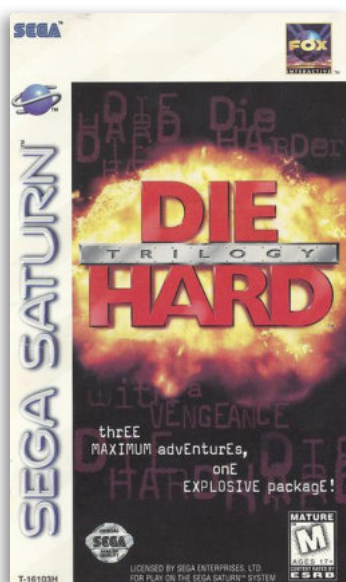
Die Hard Arcade, known in Japan as Dynamite Deka, is a beat 'em up. An original property in Japan, the game was published outside Japan by Fox Interactive as a licensed product based on the Die Hard movie franchise.

The Saturn port includes a port of Sega's 1979 arcade game Deep Scan, which can be used to gain extra credits. Unlike most arcade ports, no additional credits are provided; losing a single life results in a game over.

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## Die Hard Trilogy

<b>Developer</b>	Probe Entertainment
<b>Publisher</b>	Fox Interactive, (jp) Sega
<b>Release date</b>	(us) January 21, 1997
<b>Genre</b>	Action
<b>Mode</b>	1 Player

Die Hard Trilogy is based on the first three installments of the Die Hard movies. The game features three games in one, each based on a movie installment and featuring a different genre and game play style respectively.

Die Hard is a third-person shooter. Die Hard 2: Die Harder is an on rails-shooter. In Die Hard with a Vengeance, the player goes on a joyride driving a taxi-cab, sports car, and dump truck through New York.

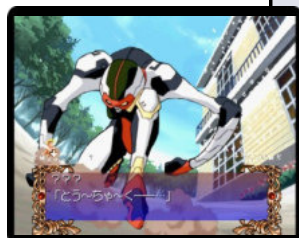
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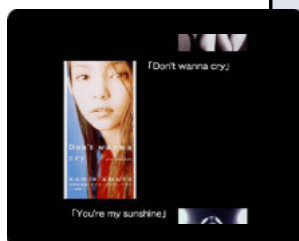
## Digital Ange: Dennou Tenshi SS

Developer	Koga Game Factory
Publisher	Tokuma Shoten Intermedia
Release date	(jp) June 20, 1997
Genre	Adventure, Simulation
Mode	1 Player

Digital Ange: Dennou Tenshi SS is a visual novel developed by Koga Game Factory and published by Tokuma Shoten Intermedia for the Sega Saturn.



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## Digital Dance Mix Vol.1 Namie Amuro

Developer	Sega AM2
Publisher	Sega
Release date	(jp) January 10, 1997
Genre	Mini-games
Mode	1-2 Players

Digital Dance Mix Vol.1 Namie Amuro is a Sega Saturn game made by Sega AM2. It is based on the Japanese singer Namie Amuro.

Produced by Yu Suzuki, it is a music game that consisted of various minigames, including a rhythm game and a puzzle game. This game predated the release of, and anticipated elements of, Konami's popular Beatmania and Dance Dance Revolution arcade games.



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## Digital Monster Ver. S Digimon Tamers

Developer	Bandai
Publisher	Bandai
Release date	(jp) September 23, 1998
Genre	Adventure
Mode	1 Player

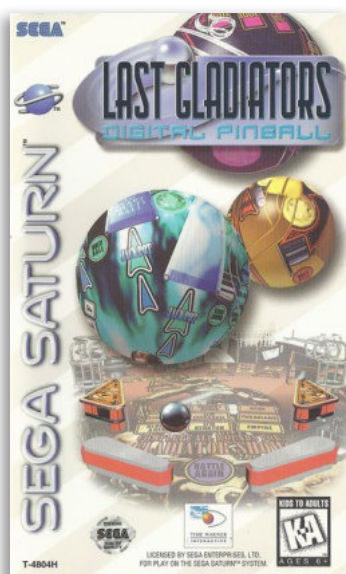
Digital Monster Ver. S: Digimon Tamers is part of the Digimon franchise. This was actually the first Digimon video game and plays more like an expanded version of the LCD handheld toys.

The gameplay involves raising a digimon from birth, utilizing many of the same features from the handheld toys such as feeding, praising, scolding, and training.

"segaretro.org"







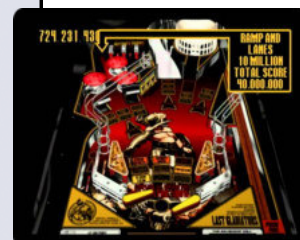
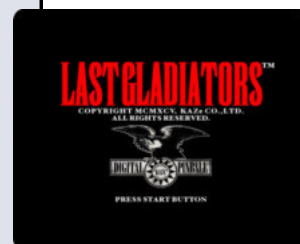
## Digital Pinball: Last Gladiators

<b>Developer</b>	KAZe
<b>Publisher</b>	Time Warner Interactive, (eu) Sega, (jp) KAZe
<b>Release date</b>	(jp) June 23, 1995
<b>Genre</b>	Pinball
<b>Mode</b>	1 Player

Digital Pinball: Last Gladiators is a pinball simulator. It has four different tables (Gladiators, Knight of the Roses, Dragon Showdown and Warlock). Each table has approximately 10 rounds and a multiball mode.

In 1997, the game received a Japan-only updated rerelease titled Digital Pinball: Last Gladiators Ver.9.7.

7.5



J N P



## Digital Pinball: Necronomicon

<b>Developer</b>	KAZe
<b>Publisher</b>	KAZe
<b>Release date</b>	(jp) November 15, 1996
<b>Genre</b>	Pinball
<b>Mode</b>	1-2 Players

Digital Pinball: Necronomicon is the successor to Digital Pinball: Last Gladiators. Like the title indicates, the theme of and inspiration to the game is derived from the fictional book Necronomicon and the general work of horror author H.P. Lovecraft.

Like with its predecessor, the tables are displayed in an isometric view, similar to the Pro Pinball series.

*"mobygames.com"*

8.3



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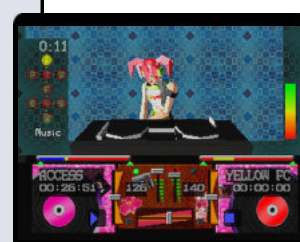
## DJ Wars

<b>Developer</b>	Exit
<b>Publisher</b>	Spike
<b>Release date</b>	(jp) December 18, 1997
<b>Genre</b>	Rhythm
<b>Mode</b>	1 Player

DJ Wars is a Sega Saturn rhythm game. In the game players have to master their DJ Skills to work in night clubs. The better they are the better the club they can play in. The game may be seen as odd at first and mixing 2 sets of tunes plus adding samples and fade outs etc. all in real time may be quite a task first time round. Luckily with practice it becomes easier, enabling players to make some excellent tunes.

*"segagagadomain.com"*

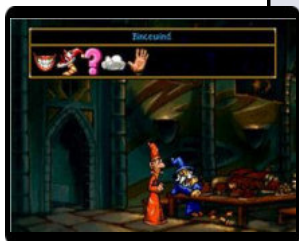
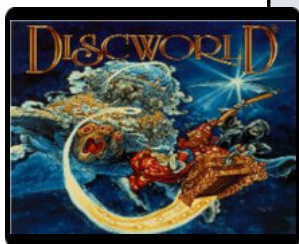
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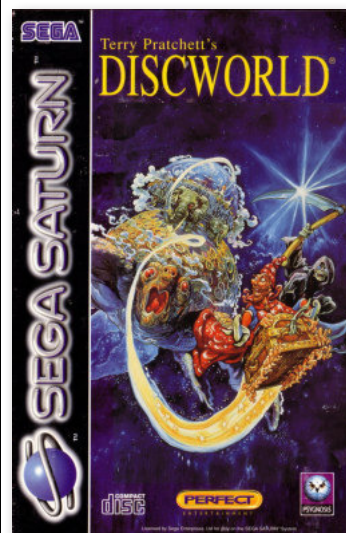
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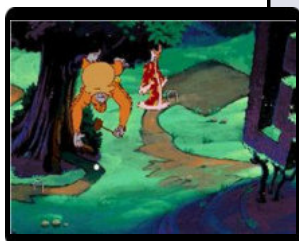
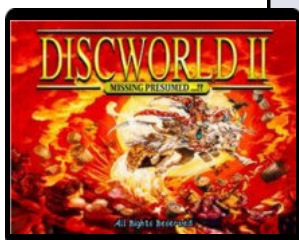
## Discworld

<b>Developer</b>	Perfect Entertainment
<b>Publisher</b>	Psygnosis, (jp) Media Entertainment
<b>Release date</b>	(eu) August 15, 1996
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

Discworld is a 1995 point-and-click adventure game originally developed by Teeny Weeny Games and Perfect 10 Productions. It stars Rincewind the Wizard and is set on Terry Pratchett's Discworld. The game's plot is based roughly around the events in the book Guards! Guards!, but also borrows elements from numerous other Discworld novels. Discworld has been praised for its humour, voice-acting and graphics, though some criticized its gameplay and difficult puzzles.



8.1



P

## Discworld II: Missing Presumed...!?

<b>Developer</b>	Perfect Entertainment
<b>Publisher</b>	Sega
<b>Release date</b>	(eu) September, 1997
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

In Discworld II the player controls Rincewind the "wizzard", who has been burdened with the task of coercing Death out of his impromptu retirement and back into his regular duties. The game borrows from a number of Discworld books, but the plot is essentially a mesh of Reaper Man and Moving Pictures.

The Saturn version was only released in Europe.



7.0



J

## Doraemon: Nobita to Fukkatsu no Hoshi

<b>Developer</b>	Sakata SAS
<b>Publisher</b>	Epoch
<b>Release date</b>	(jp) March 15, 1996
<b>Genre</b>	Action-platformer
<b>Mode</b>	1 Player

Doraemon: Nobita to Fukkatsu no Hoshi ("Doraemon: Nobita and the Planet of Revival") is a side-scrolling action platformer, and one of the many titles based on the long-running children's cartoon. The game is divided into short platform stages, each with a specific objective or goal that must be completed to move on. Between stages, there are voiced visual novel-style sequences which move the story forward.





## Doom

6.9



<b>Developer</b>	Rage Software
<b>Publisher</b>	(us) GT Interactive, (jp) Soft Bank
<b>Release date</b>	(us) March 26, 1997
<b>Genre</b>	First-person shooter
<b>Mode</b>	1 Player

Doom is a 1993 science fiction horror-themed first-person shooter by id Software. It is considered one of the most significant and influential titles in video game history, for having pioneered the now-ubiquitous first-person shooter. The original game was divided into three nine-level episodes and was distributed via shareware and mail order. The Ultimate Doom, an updated release of the original game featuring a fourth episode, was released in 1995 and sold at retail.



In Doom, players assume the role of an unnamed space marine, who became popularly known as “Doomguy”, fighting his way through hordes of invading demons from Hell. With one third of the game, nine levels, distributed as shareware, Doom was played by an estimated 15–20 million people within two years of its release, popularizing the mode of gameplay and spawning a gaming sub-culture. In addition to popularizing the FPS genre, it pioneered immersive 3D graphics, networked multiplayer gaming, and support for customized additions and modifications via packaged files in a data archive known as “WADs”. As a sign of its effect on the industry, first-person shooter games from the genre’s boom in the 1990s, helped in no small part by the game’s release, became known simply as “Doom clones”. Its graphic violence, as well as satanic imagery, made Doom the subject of considerable controversy.

The development of Doom started in 1992, when John D. Carmack developed a new 3D game engine, the Doom engine, while the rest of the id Software team finished the Wolfenstein 3D prequel, Spear of Destiny. When the game design phase began in late 1992, the main thematic influences were the science fiction action film Aliens and the horror film Evil Dead II. The title of the game was picked by John Carmack: “There is a scene in The Color of Money where Tom Cruise shows up at a pool hall with a custom pool cue in a case. ‘What do you have in there?’ asks someone. ‘Doom.’ replied Cruise with a cocky grin. That, and the resulting carnage, was how I viewed us springing the game on the industry.”

Designer Tom Hall wrote an elaborate design document called the Doom Bible, according to which the game would feature a detailed storyline, multiple player characters, and a number of interactive features. However, many of his ideas

were discarded during development in favor of simpler design primarily advocated by John Carmack, resulting in Hall in the end being forced to resign due to not contributing effectively in the direction the rest of the team was going. Most of the level design that ended up in the final game is that of John Romero and Sandy Petersen. The graphics, by Adrian Carmack, Kevin Cloud and Gregor Punchatz, were modelled in various ways: although much was drawn or painted, several of the monsters were built from sculptures in clay or latex, and some of the weapons are toy guns from Toys “R” Us. A heavy metal-ambient soundtrack was supplied by Bobby Prince.

Doom became a “killer app” that all capable consoles and operating systems were expected to have, and versions of Doom have subsequently been released for a large portion of systems.



Despite its name, the Sega Saturn version consists of two games; The Ultimate Doom (a 1995 update of the 1993 game, Doom) and its sequel Doom II: Hell on Earth (1994), alongside a few extra levels seen in a previous PlayStation version of this package.

The Saturn version derives from the 1995 PlayStation version, which itself derives from the Atari Jaguar port of the game (as do most home versions of the era). On the Jaguar, several levels from the original Doom were visibly altered for performance reasons - this, and several minor changes carry through to the Saturn.

For the PlayStation version, significant changes were made to create a more “atmospheric” tone, including a different lighting system and the omission of the original MIDI soundtrack. Intermission scenes were dropped and some secret levels (notably the Wolfenstein 3D-inspired levels of Doom II) were dropped and replaced with new maps. Enemy placement is at times very different, and Doom II’s super shotgun can be used in The Ultimate Doom levels.



The Saturn port(s) builds on this, however it is thought to have been rushed, originally hitting North America in March 1997. A combination of poor frame rates, slower enemies (yet curiously faster reload times) and numerous missing visual and audio effects led it to be panned by critics, as did a missing multiplayer mode, despite being advertised on the box (along with 60 levels, when in reality there are 59). Also notable is the use of Final Doom screenshots from a completely different release not included here. This is despite intervention from id Software and John Carmack himself.

When brought to Europe, support for the Taisen Cable was added (despite the accessory not being officially released in the region), and when released in Japan in July, the speed was increased to help it try and match the PlayStation version (though it is still slower in comparison). The Japanese version also adjusts the soundtrack to bring it more in-line with Sony’s version.

Doom was notorious for its high levels of graphic violence and satanic imagery, which generated controversy from a broad range of groups. Doom for the Genesis 32X was among one of the first video games to be given an M for Mature rating from the Entertainment Software Rating Board due to its violent gore and nature. Yahoo! Games listed it as one of the top ten most controversial games of all time. It was criticized by religious organizations for its diabolic undertones and was dubbed a “mass murder simulator” by critic and Killology Research Group founder David Grossman. Doom prompted fears that the then-emerging virtual reality technology could be used to simulate extremely realistic killing.

The game again sparked controversy throughout a period of school shootings in the United States when it was found that Eric Harris and Dylan Klebold, who committed the Columbine High School massacre on April 20, 1999, were avid players of the game. While planning for the massacre, Harris said in his journal that the killing would be “like playing Doom”, and “it’ll be like the LA riots, the Oklahoma bombing, WWII, Vietnam, Duke Nukem and Doom all mixed together”, and that his shotgun was “straight out of the game”. A rumor spread afterwards that Harris had designed a Doom level that looked like the high school, populated with representations of Harris’s classmates and teachers, and that Harris practiced for his role in the shootings by playing the level over and over. Although Harris did design Doom levels, which later became known as the ‘Harris levels’, none have been found to be based on Columbine High School. While Doom and other violent video games have been blamed for nationally covered school shootings, 2008 research featured by Greater Good Science Center shows that the two are not closely related.





## DoDonPachi

<b>Developer</b>	Cave
<b>Publisher</b>	Atlus
<b>Release date</b>	(jp) September 18, 1997
<b>Genre</b>	Shooter
<b>Mode</b>	1-2 Players

DoDonPachi is a “bullet hell” shooter developed by Cave as the sequel to DonPachi. Compared to DonPachi, DoDonPachi is generally known for introducing new gameplay elements while improving or changing existing ones. The overall background of the game, unlike following sequels, remains more or less centered around a supposed invasion by a mysterious race of mechanized aliens, which the player is called to face throughout its run.

8.2



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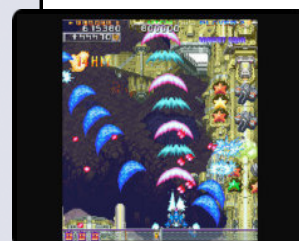
## DonPachi

<b>Developer</b>	Cave
<b>Publisher</b>	Atlus
<b>Release date</b>	(jp) April 26, 1996
<b>Genre</b>	Shooter
<b>Mode</b>	1-2 Players

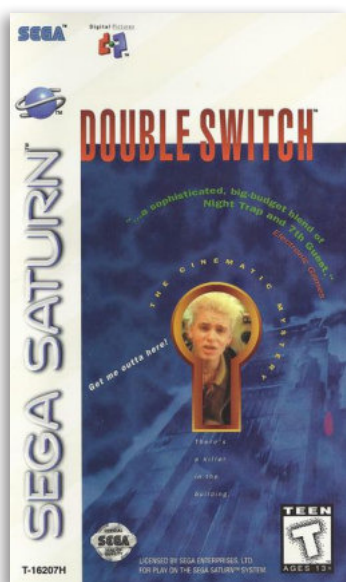
DonPachi is the first in the DonPachi series and was not released outside of Japan. The original arcade game is often credited for popularising the “bullet hell” shoot-’em-up sub-genre, which has the player constantly focus on enemy and bullet patterns, attempting not to be killed. As the enemies in DonPachi often fire huge amounts of bullets in all sorts of directions, it requires a lot of memorisation and skill in order to complete.

“segaretro.org”

7.8



J



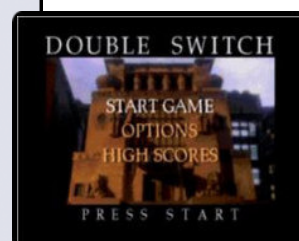
## Double Switch

<b>Developer</b>	Digital Pictures
<b>Publisher</b>	Digital Pictures
<b>Release date</b>	(us) November, 1995
<b>Genre</b>	Action, Interactive movie
<b>Mode</b>	1 Player

Double Switch is an adventure interactive movie game released to the Mega-CD and then later, Sega Saturn.

Double Switch is a “trap-’em-up” game very similar to Night Trap in gameplay and visual presentation. The player has to manipulate cameras to avoid or set traps, affecting the course of the storyline which is represented by live action movie sequences.

3.4



N



7.0

## Doukoku Soshite...

<b>Developer</b>	Sakata SAS, Studio Line
<b>Publisher</b>	Data East
<b>Release date</b>	(us) February 26, 1998
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

Dōkoku Soshite... is an adventure game that incorporates elements of both Western and Japanese adventure styles. Like most “digital novels”, there are multiple endings depending on the decisions players make during the game (mostly concerning the relationship with girls). However, unlike digital novels, the game offers Western-style gameplay with free movement, interaction with the environment, inventory, and item-based puzzles.

*“mobygames.com”*



8.0

## Doukoku Soshite... Final Edition

<b>Developer</b>	Data East
<b>Publisher</b>	Data East
<b>Release date</b>	(jp) August 6, 1998
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

Doukoku Soshite... Final Edition is the special edition of Doukoku Soshite..., a well praised adventure game from Sakata SAS and Studio Line.

The Final Edition included several extra items, including two CD singles, another set of trading cards, and an art book for the first game with a sneak look at the art from the second game in the series.

*“segagagadomain.com”*



5.7

## Doukyuusei 2

<b>Developer</b>	Flight-Plan
<b>Publisher</b>	NEC Interchannel
<b>Release date</b>	(jp) July 11, 1997
<b>Genre</b>	Adventure, Simulation
<b>Mode</b>	1 Player

Dōkyūsei 2 is a classic “love adventure”, a genre that is also referred to as “dating simulations”.

The player plays the role of a high school male student. In the winter vacation of the last school year (from 22 December to 7 January), he has to choose one girl to be his girlfriend. The player has to meet girls and make friends with one of them until the relationship develops to a point that the girl is willing to become his girlfriend.





## Doukyuusei if

5.3

**Developer** Flight-Plan  
**Publisher** NEC Interchannel  
**Release date** (jp) August 9, 1996  
**Genre** Adventure, Simulation  
**Mode** 1 Player

Doukyuusei if is the prequel to Doukyuusei 2. The game, a dating sim originally developed by Elf, is about a young man trying to find love during his final year of high school.



1

これまで悟空を始めたくさんの戦士たちが、幾多のバトルを繰り広げて来た…。  
 ある者はただ純粋に強くなることだけを追い求めた…。  
 また、ある者は戦士の“誇り”を護るために戦場に赴いた…。  
 戦士たちは闘いの答えをその戦場に見いだすことはできたのだろうか……？  
 そして今、新たな戦場が超戦士たちを待ち受ける！  
 この闘いの“真”の答えを導くのはキミ自身しかいない!!

武闘伝シリーズではおなじみの  
 「デュアルスクリーン」を採用！  
 さらに4方向にアングルが切り  
 替わる「バックグラウンド・  
 チェンジシステム」も新たに導入!!

誰もが楽しめるバトル設定で、  
 ビギナーからエキスパートまで  
 が大興奮!「勝ち抜き」「フリー対戦」  
 「団体戦」でゲームモードも多彩に  
 なったぞ!

11月17日発売予定!!  
**DRAGON BALL Z**  
 ドラゴンボール  
 真武闘伝

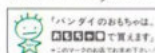
たいせんかくとう  
 対戦格闘アクションゲーム  
 CD-ROM ¥6,800(予価)(税別)

新登場の「Mr.サターンモード」!  
 頭脳(?)を使ってゼニーを倒せ!!  
 でも、最後の武器は祈るだけだ

白熱する武闘台!「天下第一武闘会」  
 を制するのは誰だ?



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 000000で買えます。  
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7.4



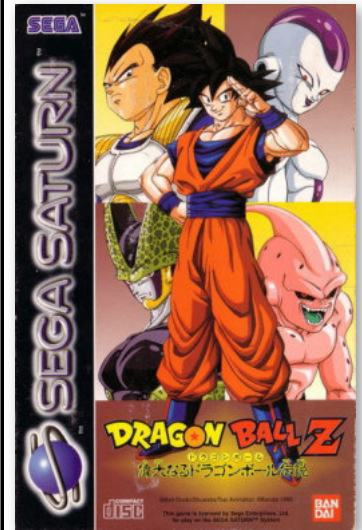
J P

## Dragon Ball Z Idainaru Dragon Ball Densetsu

<b>Developer</b>	Tose
<b>Publisher</b>	Bandai
<b>Release date</b>	(jp) May 31, 1996
<b>Genre</b>	Fighting
<b>Mode</b>	1-2 Players

Dragon Ball Z Idainaru Dragon Ball Densetsu utilizes a unique system of play that is different from most other fighters. The graphics feature 2-D sprites in a three dimensional world. Although each battle begins on the ground, the majority of the action is featured skyward.

The game was released in Japan, France, Spain and Portugal, but not the rest of Europe and North America.



7.7



J

## Dragon Ball Z: Shinbutouden

<b>Developer</b>	Tose
<b>Publisher</b>	Bandai
<b>Release date</b>	(jp) November 17, 1995
<b>Genre</b>	Fighting
<b>Mode</b>	1-2 Players

Dragon Ball Z: Shin Super Butōden is the fourth installment in the Super Butōden series. The game features 27 playable characters. Its story mode ranges from the Android Saga to the Cell Games.

Shin Butōden also features two other exclusive modes: Group Battle and Mr. Satan mode. In Mr. Satan mode, Mr. Satan is trying to raise enough money to pay off his debt to Android #18, and the player places bets on matches and cheats by using several items.



9.0



J N P

## Dragon Force

<b>Developer</b>	Sega, J-Force
<b>Publisher</b>	Sega, (us) Working Designs
<b>Release date</b>	(jp) March 29, 1996
<b>Genre</b>	Strategy
<b>Mode</b>	1 Player

Dragon Force is a real-time strategy and tactics video game from Sega created for the Sega Saturn.

The player assumes the role of one of the continent's eight rulers and sets out to, depending on the ruler, unite the continent, bring peace to the land, and put a stop to the great evil that wants to destroy the land. Each of the eight rulers move along predetermined paths between towns and castles, with castles being the primary objective of the game.







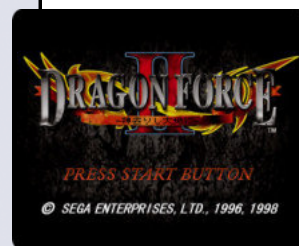
## Dragon Force II: Kami Sarishi Daichi ni

**Developer** Chime, Sega, ALU  
**Publisher** Sega  
**Release date** (jp) April 2, 1998  
**Genre** Strategy  
**Mode** 1 Player

Dragon Force II: Kami Sarishi Daichi ni is the sequel to Dragon Force.

The game was released only in Japan in 1998, much to the dismay of the die-hard strategy RPG gamers. 14 years later the combined efforts of the team Verve Fanworks have released their first playable patch of Dragon Force II.

8.9



J



## Dragon Master Silk

**Developer** Gimmick House  
**Publisher** Datam Polystar  
**Release date** (jp) March 28, 1997  
**Genre** Role-playing  
**Mode** 1 Player

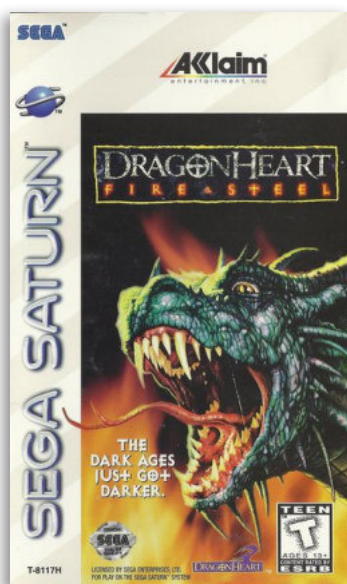
The plot of this semi-comical RPG is rather simple: an angelic creature named Silk must defeat the Prince of Darkness, who rules his own dungeon full of claustrophobic corridors and monsters.

The game is a dungeon crawler with Japanese-style turn-based combat. The entire game is viewed from first person perspective. The largest bulk of the game is navigating 3D dungeons, fighting regular enemies and bosses.

7.5



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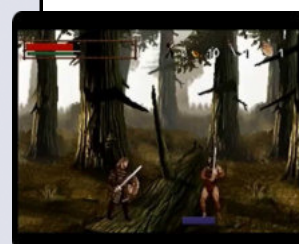
## DragonHeart: Fire & Steel

**Developer** Funcom  
**Publisher** Acclaim  
**Release date** (us) December 26, 1996  
**Genre** Action  
**Mode** 1 Player

DragonHeart, a tie-in for the movie of the same name, puts players in the shoes of dragon hunter Bowen, as he faces the last dragons still surviving, and then ends up befriendng one, Draco.

The gameplay is quite similar to the Golden Axe series. Players hack'n'slash their way through the nine levels of the game, killing dragons, befriendng Draco and then going after Einon with Draco's help (who will toast everything in the way with his flame breath).

7.0



N P



6.9



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## Dream Generation: Koi ka? Shigoto ka!?...

<b>Developer</b>	Reindeer
<b>Publisher</b>	Nippon Computer Systems
<b>Release date</b>	(jp) July 30, 1998
<b>Genre</b>	Adventure, Simulation
<b>Mode</b>	1 Player

Dream Generation: Koi ka? Shigoto ka!?... is a dating simulation game for the Sega Saturn. In it, players walk the city visiting places trying to make other characters happy in the hope that one day they will get married.

“segagadomain.com”



7.0



J

## Dream Square Hinagata Akiko

<b>Developer</b>	Video System
<b>Publisher</b>	Video System
<b>Release date</b>	(jp) February 14, 1997
<b>Genre</b>	Miscellaneous
<b>Mode</b>	1 Player

Dream Square Hinagata Akiko is a multimedia disc for the Sega Saturn, featuring Japanese actress and singer Akiko Hinagata in various video sequences. The game was also released as special Edition with a special presentation box and a 1997 to 2001 calendar.

Akiko Hinagata (born January 27, 1978) is a Japanese actress and former gravure idol. She made her acting debut in 1992 in the TBS drama Obenkyō. In 1994, she was chosen Fuji Television Visual Queen.



5.2



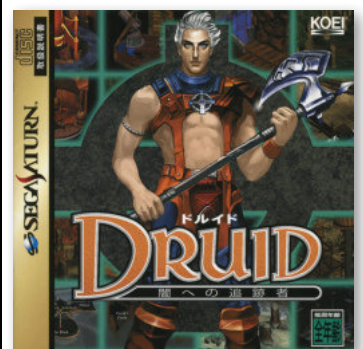
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## Druid: Yami-He no Tsuiseki Sha

<b>Developer</b>	Koei
<b>Publisher</b>	Koei
<b>Release date</b>	(jp) July 2, 1998
<b>Genre</b>	Action role-playing
<b>Mode</b>	1 Player

The gameplay of Druid is somewhat similar to that of Ultima VIII: Pagan. It is an action RPG with simple point-and-click interface and action-oriented combat. Players can execute two different types of physical attacks (high and low) and cast a variety of spells. There is no party in the game.

“mobygames.com”





## Duke Nukem 3D

7.7



N P

<b>Developer</b>	Lobotomy Software
<b>Publisher</b>	Sega
<b>Release date</b>	(us) October 29, 1997
<b>Genre</b>	First-person shooter
<b>Mode</b>	1 Player

Duke Nukem 3D is a MS-DOS first-person shooter developed by 3D Realms and published by GT Interactive Software. The shareware version of the game was originally released on January 29, 1996, while the full version was released on April 19, 1996 as version 1.3d. It is a sequel to the platform games Duke Nukem and Duke Nukem II, published by 3D Realms.

Duke Nukem 3D was developed on a budget of roughly \$300,000. The development team consisted of eight people for most of the development cycle, increasing to 12 or 13 people near the end. Scott Miller of 3D Realms recalled that “with Duke 3D, unlike every shooter that came before, we wanted to have sort of real life locations like a cinema theatre, you know, strip club, bookstores...”

LameDuke is a beta version of Duke Nukem 3D, which was released by 3D Realms as a “bonus” one year after the release of the official version. It has been released as is, with no support. LameDuke features four episodes: Mr. Caliber, Mission Cockroach, Suck Hole, and Hard Landing. Certain weapons were altered from the original versions and/or removed.

Duke Nukem 3D features the adventures of the titular macho Duke Nukem, voiced by Jon St. John, who fights against an alien invasion on Earth. Along with Wolfenstein 3D and Doom, Duke Nukem 3D is considered to be responsible for popularizing first-person shooters, and was released to major acclaim. Reviewers praised the interactivity of the environments, gameplay, level design, and unique risqué humor, a mix of pop-culture satire and lampooning of over-the-top Hollywood action heroes. The game’s violent nature, erotic elements, and portrayal of women incited controversy.

As a first-person shooter whose gameplay is similar to Doom, the gameplay of Duke Nukem 3D involves moving through levels presented from the protagonist’s point of view, shooting enemies on the way. The environments in Duke Nukem 3D are highly destructible and interactive; most props can be destroyed by the player.

Levels were designed in a fairly non-linear manner such that players can advantageously use air ducts, back doors, and sewers to avoid enemies or find hidden caches. These locations are also filled with objects with which the player can interact, that either benefit the player in some form, light switches make it easier to see, while water fountains and broken hydrants provide some health points or simply diversion, and tipping strippers provokes a quote from Duke, and a provocative reveal from the dancer.

Duke’s arsenal consists of the “Mighty Foot” (a basic kick attack), a pistol, a shotgun, a triple-barrelled chain gun, a rocket-propelled grenade launcher, pipe bombs, freeze and shrink rays, laser land mines, and the rapid fire “Devastator” rocket launcher. There is also an extra weapon known as the “Expander”, the opposite of the shrink ray weapon, which is only available in the Atomic Edition version of the game.

Duke’s arsenal consists of the “Mighty Foot” (a basic kick attack), a pistol, a shotgun, a triple-barrelled chain gun, a rocket-propelled grenade launcher, pipe bombs, freeze and shrink rays, laser land mines, and the rapid fire “Devastator” rocket launcher. There is also an extra weapon known as the “Expander”, the opposite of the shrink ray weapon, which is only available in the Atomic Edition version of the game.

Various items can be picked up during gameplay. The portable medkit allows players to heal Duke at will. Steroids speed up Duke’s movement, as well as instantly reversing the effects of the shrink ray weapon and increasing the strength of Duke’s Mighty Foot for a short period. Night vision goggles allow players to see en-





emies in the dark. The “HoloDuke” device projects a hologram of Duke which can be used to distract enemies. Protective boots allow Duke to cross dangerously hot or toxic terrain. In sections where progress requires more aquatic legwork, scuba gear, an aqua-lung, allows Duke to take longer trips underwater. Duke’s jet pack allows the player to move vertically and gain access to otherwise inaccessible areas.

The game features a wide variety of enemies; some of which are aliens and other mutated humans. The LAPD have been turned into “Pig Cops”, a play on the derogatory term “pig” for police officers, with LARD emblazoned on their uniforms. As is usual for a first-person shooter, Duke Nukem encounters a large number of lesser foes, as well as bosses, usually at the end of episodes. Like Duke, these enemies have access to a wide range of weapons and equipment, and some weaker enemies have jet packs.

Duke Nukem 3D was ported to many consoles of the time. All of the ports featured some sort of new content.

Duke Nukem 3D for Sega Saturn was ported by Lobotomy Software and published by Sega in 1997. Rather than running in Ken Silverman’s original Build engine used to power the PC version of Duke 3D, the Saturn version runs on Lobotomy’s own in-house 3D “SlaveDriver” engine, previously seen with PowerSlave/Exhumed and set to be seen again with Quake. Improvements to the SlaveDriver engine in this iteration include the ability to support larger maps, as well as more dynamic lighting.

Conversely, the Build engine was at its heart a 2D system making use of raycasting solutions (much like the earlier Wolfenstein 3D and Doom), leading to visible distortions when the player looks up or down. The converted maps of the Saturn version mean this is no longer an issue, and many other graphical quirks associated with raycasting are also eliminated.

Like most console conversions of the era, the game aims for a 30FPS frame rate but regularly misses its target. It does, however, perform more consistently than its rival PlayStation conversion, whose use of a Build-esque software rendering engine and unlocked frame rate causes gameplay to run between rare highs of 60FPS and lows of 10FPS, depending on the scene.

The Saturn version is also more accurate than the Nintendo 64 conversion, retaining more of the PC game’s original graphics and offering an in-game soundtrack. However, the N64 port benefits from the system’s analogue controls, smoother frame rate and split-screen multiplayer option.

The game was one of the few games that made use of the Sega Saturn’s Sega NetLink modem for multiplayer between two players. Players had the choice of playing through the Single Player game cooperatively or competitively through “Dukematch” across all the levels in the game.

The game also contains a mini game called Death Tank Zwei that can be accessed if players break every toilet and urinal in the game. It is also unlocked if they have save data from either Quake or PowerSlave/Exhumed. The supports up to 7 players by plugging a controller into Port 1 and using the 6 Player Adaptor in the second port. It’s prequel, Death Tank, can be found on Powerslave/Exhumed. The game was later ported and improved on the Xbox 360.

Duke Nukem 3D was attacked by some critics, who alleged that it promoted pornography and murder. In response to the criticism encountered, censored versions of the game were released in certain countries in order to avoid it being banned altogether. A similar censored version was carried at Wal-Mart retail stores in the United States.







## Dungeon Master Nexus

**Developer** Victor Soft  
**Publisher** Victor Soft  
**Release date** (jp) March 26, 1998  
**Genre** Role-playing  
**Mode** 1 Player

Dungeon Master Nexus is the first game in the Dungeon Master series using a 3D graphics engine. The game features 3 dungeons with 15 levels in total. Upon entering the ground level of the dungeon, the player is to compose his party made up of up to 4 heroes from the “Hall of Champions”. Most monsters and adversaries (mummies, trees, goblins, knights, dragons) making appearance in the game are also featured in the original Dungeon Master game.

“mobygames.com”

6.6



1



## Dungeons & Dragons Collection

**Developer** Capcom  
**Publisher** Capcom  
**Release date** (jp) March 4, 1999  
**Genre** Compilation  
**Mode** 1-2 Players

Dungeons & Dragons Collection is a two-disc compilation of the previously released beat ‘em up arcade games Dungeons & Dragons: Tower of Doom and Dungeons & Dragons: Shadow over Mystara. It was released exclusively for the Sega Saturn. Due to the limitations of the Saturn there is a maximum of two players instead of the original four.

8.4



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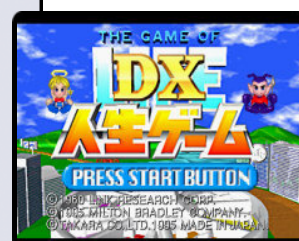
## DX Jinsei Game

**Developer** Takara  
**Publisher** Takara  
**Release date** (jp) December 15, 1995  
**Genre** Table  
**Mode** 1-4 Players

DX Jinsei Game is a board game for the Sega Saturn. It was followed by DX Jinsei Game II. The game is based upon the board game, Game of Life. The idea of the game is to travel around the board, answering questions or playing games depending upon what section the players land on. The main point is to make a successful life.

“segagagadomain.com”

7.8



1



7.2

## DX Jinsei Game II

Developer	Takara
Publisher	Takara
Release date	(jp) July 24, 1997
Genre	Table
Mode	1-4 Players

DX Jinsei Game II is a sequel to DX Jinsei Game. Featuring better presentation than the original plus a whole new animated board may makes this a lot nicer on the eyes while playing. The game is pretty much the same as the original apart from a few extra bells and whistles.

*"segagadomain.com"*



6.0

## DX Nippon Tokkyuu Ryokou Game

Developer	Japan Media Programming
Publisher	Takara
Release date	(jp) December 20, 1996
Genre	Table
Mode	1-5 Players

DX Nippon Tokkyuu Ryokou Game is a board game for the Sega Saturn. The game was developed by Japan Media Programming and published by Takara, which was released in Japan in 1996.

The game has players answering questions about traveling and famous places in Japan.



5.9

## D-Xhird

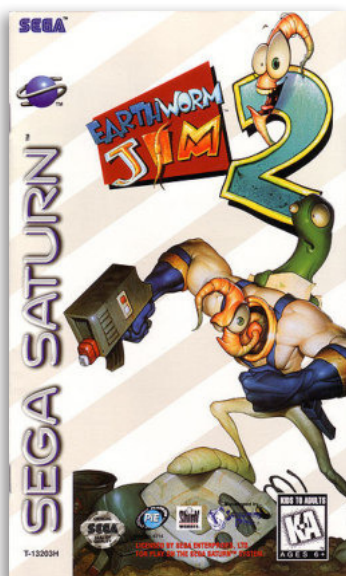
Developer	Takara
Publisher	Takara
Release date	(jp) May 30, 1997
Genre	Fighting
Mode	1-2 Players

D-Xhird is 3D weapon-based 1vs 1 fighting game, similar to Battle Arena Toshinden (1 character from Battle Arena Toshinden, Eiji Shinjo comes back as unlockable character). The player can choose 1 from 10 initially playable characters (+4 unlockable heroes), each with own weapon. Game is based on 3D arenas - players can strafe and be thrown out from ring. Gameplay is typical - player must beat opponent to go to next opponent.

*"mobygames.com"*







## Earthworm Jim 2

<b>Developer</b>	Screaming Pink
<b>Publisher</b>	Playmates, (eu) Virgin Interactive, (jp) Takara
<b>Release date</b>	(us) January, 1996
<b>Genre</b>	Action-platformer
<b>Mode</b>	1 Player

The Sega Saturn version of Earthworm Jim 2 was ported to the system (alongside a PlayStation version) by Screaming Pink. It uses the enhanced audio soundtrack seen in the PC version, while making a number of improvements to the game's graphics (namely the backgrounds, which are unique to these two versions). A great deal still resembles that of the Mega Drive original, however, and many of the sprites remain largely unchanged.

7.6



J N P

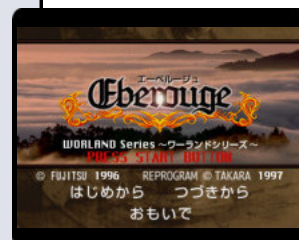


## Eberouge

<b>Developer</b>	Japan Media Programming
<b>Publisher</b>	Takara
<b>Release date</b>	(jp) May 30, 1997
<b>Genre</b>	Adventure, Simulation
<b>Mode</b>	1 Player

Eberouge is a dating simulation game for the Sega Saturn. The story happens in a parallel world named EbeLand. The setting is similar to the medieval age in Europe. Magic is common and is a common subject taught in colleges. In this world, the ecosystem is originated and supported by a central huge tree. However, due to the overdevelopment of industries and use of fossil fuel, global warming is rampant. The huge tree is dying, which endangers the game world.

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## Eberouge Special: Koi to Mahou no Gakuen Seikatsu

<b>Developer</b>	Japan Media Programming
<b>Publisher</b>	Takara
<b>Release date</b>	(jp) June 11, 1998
<b>Genre</b>	Adventure, Simulation
<b>Mode</b>	1 Player

Eberouge Special: Koi to Mahou no Gakuen Seikatsu is another love romance game set a classic European maritime mixed with modern times. The game is the third game in the series. The game begins when the player's character arrives at the magic school when he's 15 years old. During the game the student will meet different teachers and girl classmates that he can date.

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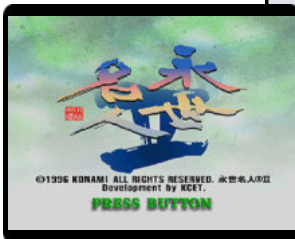
## Eisei Meijin

<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(us) September 29, 1995
<b>Genre</b>	Table
<b>Mode</b>	1-2 Players

Eisei Meijin is a shougi game, published by Konami, which was released in Japan in 1995 for the Sega Saturn.



6.1



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## Eisei Meijin II

<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(us) December 20, 1996
<b>Genre</b>	Table
<b>Mode</b>	1-2 Players

Eisei Meijin II is a shougi game, published by Konami, which was released in Japan in 1996 for the Sega Saturn. It is the sequel to Eisei Meijin.

The game is similar to the original apart from a different front end.



8.0



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## Eiyuu Shigan: Gal ACT Heroism

<b>Developer</b>	Microcabin
<b>Publisher</b>	Microcabin
<b>Release date</b>	(jp) April 16, 1998
<b>Genre</b>	Role-playing
<b>Mode</b>	1 Player

Eiyū Shigan: Gal Act Heroism differs in premise and structure from the vast majority of Japanese RPGs by focusing on non-linear questing rather than following a developed narrative. The game is set on a nameless island, which has elements of medieval fantasy as well as futuristic civilization. It allows the player to control a party of three female students from the School of Adventuring.







## Elevator Action Returns

**Developer** Ving  
**Publisher** Ving  
**Release date** (jp) February 14, 1997  
**Genre** Action-platformer  
**Mode** 1-2 Players

Elevator Action Returns, released as Elevator Action II in North America, is a side-scrolling action game by Taito originally released for the arcades in 1994 as a sequel to the 1983 arcade game Elevator Action.

The game retains the elevator-based gimmick from the original, but expands and improves on the gameplay system and replaces the spy motif with a new scenario involving a paramilitary team fighting against a terrorist group.

8.8



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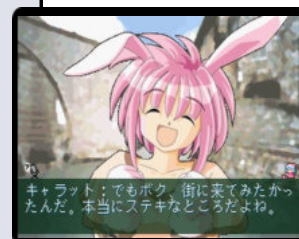
## Eternal Melody

**Developer** Starlight Marry, MediaWorks  
**Publisher** MediaWorks  
**Release date** (jp) October 4, 1996  
**Genre** Adventure, Simulation  
**Mode** 1 Player

Eternal Melody is a complex and simple game at the same time. After the introductory segment(s), players are allowed to choose three characters (out of twelve) to form a party with. Different characters think differently not only of the players hero, but of each other; in other words, different pairings aren't just interesting due to different dialogue and events, but also for varying levels of difficulty and replayability.

"Vysethedetermined2@youtube"

7.7



J



## Etude Prologue: Yureugoku Kokoro no Katachi

**Developer** Takuyo  
**Publisher** Takuyo  
**Release date** (jp) November 26, 1998  
**Genre** Adventure, Simulation  
**Mode** 1 Player

Étude Prologue: Yureugoku Kokoro no Katachi is a visual novel published by Takuyo for the Sega Saturn. The game was released for Windows earlier the same year, and for PlayStation 2 and PlayStation Portable in 2006 and 2007 respectively.

8.0



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4.0



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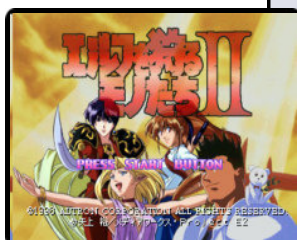
## Elf wo Karu Monotachi

Developer	Altron
Publisher	Altron
Release date	(jp) April 25, 1997
Genre	Adventure
Mode	1 Player

Elf o Karu Monotachi is an Adventure game based on the 1996 Those Who Hunt Elves anime. It was published by Altron, which was released in Japan in 1997.



6.0



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## Elf wo Karu Monotachi II

Developer	Altron
Publisher	Altron
Release date	(jp) July 16, 1998
Genre	Adventure
Mode	1 Player

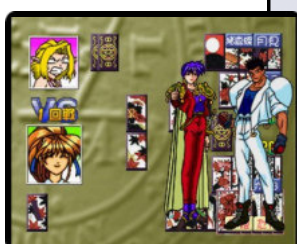
Elf wo Karu Monotachi II, sequel to Elf wo Karu Monotachi, was published by Altron and released in Japan in 1998. Unlike the original this follow up is basically an interactive anime.

As soon as players start the game the first problem arise. The muscle bound male of the group needs to take a dump but there is no toilet paper. This set the mood of the rest of the story.

*"segagadomain.com"*



6.0



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## Elf wo Karu Monotachi: Hanafuda Hen

Developer	Altron
Publisher	Altron
Release date	(jp) September 4, 1997
Genre	Cards
Mode	1 Player

Elf wo Karu Monotachi: Hanafuda Hen is basically a hanafuda game with the characters of Elf Wo Karu Monotachi thrown in along with a small story.

According to the sticker on the front of the case the game come with a card giving players the chance to get original hanafuda trading cards.

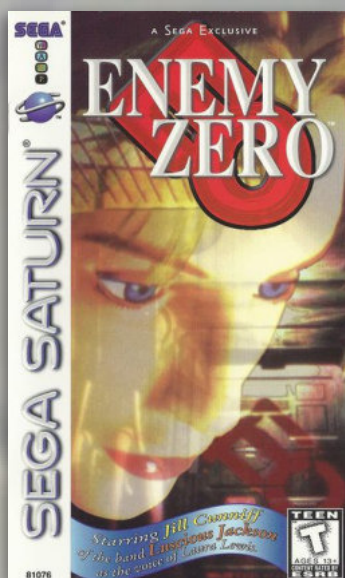
*"segagadomain.com"*





## Enemy Zero

7.4



<b>Developer</b>	Warp
<b>Publisher</b>	Sega, (jp) Warp
<b>Release date</b>	(jp) December 13, 1996
<b>Genre</b>	Survival horror, adventure
<b>Mode</b>	1 Player

Enemy Zero is a 1996 survival horror stealth adventure video game for the Sega Saturn, developed by WARP and directed by Kenji Eno. After its Saturn release, it was ported to Microsoft Windows. It was the second game to star the digital character Laura Lewis—the first being D. Laura is voiced by Jill Cunniff of the band Luscious Jackson in the English versions and Yui Komazuka in the Japanese version.

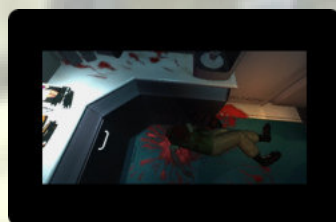
Enemy Zero began life on Sony's PlayStation. Irritated by Sony's failure to meet even a third of preorders for the PlayStation version of D, at a Sony conference Kenji Eno made a shocking move. Eno showed a preview of Enemy Zero. At the end of the clip the PlayStation logo appeared, but slowly transitioned into the Sega Saturn logo. Despite popular opinion that the Saturn cannot handle 3D games as well as the PlayStation, Eno commented "...the PlayStation and the Saturn aren't that different, so moving it [Enemy Zero] to Saturn wasn't too difficult." Fumito Ueda, director of the cult video games Ico and Shadow of the Colossus, worked as an animator on this game, before becoming a video game director. The game was in development for nine months.

The game start with the crew members of the spaceship Aki in a state of suspended animation. All of a sudden, the ship emergency program wake them up. Apparently, a hostile alien life form had penetrated the spaceship. Now Laura, the heroine of the game, has to establish contact with her comrades, finding her way through the maze-like corridors of the giant vessel. She will also have to defend herself against the aliens, which seem even more intimidating because they are totally invisible.

Gameplay sequences alternate between interactive FMV and real time exploration, both from a first person perspective. The interactive FMV component uses gameplay identical to the earlier game, D.

The real time component of E0 is unique. Enemies are invisible, and location is only possible through the use of sound, with notes of different pitch helping the player find the distance and direction of enemies. Additionally, every gun in the game must be charged up immediately before each shot, and charging a shot for too long will cause the charge to dissipate, after which the charging must start over. Since all available guns have very limited range, this makes timing crucial; beginning to charge the gun too late or too soon will allow the enemy to reach Laura, resulting in an immediate game over. Reloading the gun and moving the character around are mechanics have been made intentionally slow, which stimulates players to avoid combat and direct contact with the alien enemies as much as possible. In the early segments of the game, avoiding detection is not only recommended; it is required, since the player has no means to defend him or herself without a gun.

20 copies of a limited edition of the Saturn version were produced and sold for a price roughly equal to 2,000 US dollars. These special copies were hand-delivered to recipients by Kenji Eno himself. The game thus holds the record for the "Most Exclusive Special Edition" of a video game, according to the 2012 Guinness World Records Gamer's Edition.



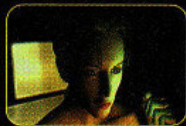




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enemy zero

**To boldly die where no one has died before.** This is Enemy Zero, and you are Laura Lewis. You're on a space station and your crew members are being picked off one by one by an alien beast. No sweat, it's a shooting game and you can handle a gun. But you can't see the alien, only hear it. Scared? Thanks to the eerie soundtrack and intensely graphic cinematic effects you will be. Just be careful. In space no one can hear you wet your pants.



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## EMIT Vol.1: Toki no Maigo

<b>Developer</b>	Koei
<b>Publisher</b>	Koei
<b>Release date</b>	(jp) March 25, 1995
<b>Genre</b>	Adventure, Edutainment
<b>Mode</b>	1 Player

EMIT Vol. 1: Toki no Maigo (“Lost in Time”) is the first in a trilogy of adventure games about a young girl, Yuri, who bumps into a strange old man looking for a watchmaker’s one day and eventually gets caught up in a time-travelling situation.

The games consists of a series of videos which can have either English or Japanese audio or subtitles interspersed with English training exercises.

5.0



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## EMIT Vol.2: Inochigake no Tabi

<b>Developer</b>	Koei
<b>Publisher</b>	Koei
<b>Release date</b>	(jp) April 1, 1995
<b>Genre</b>	Adventure, Edutainment
<b>Mode</b>	1 Player

EMIT Vol. 2: Inochigake no Tabi (“Desperate Journey”) is the second game in the EMIT trilogy. It continues the plot from the first game, building on its events regarding the schoolgirl Yuri and a time-travelling mystery she works to uncover.

As with the first game, the game offers both English audio and subtitles.

“giantbomb.com”

5.2



J



## EMIT Vol.3: Watakushi ni Sayonara wo

<b>Developer</b>	Koei
<b>Publisher</b>	Koei
<b>Release date</b>	(jp) April 1, 1995
<b>Genre</b>	Adventure, Edutainment
<b>Mode</b>	1 Player

EMIT Vol. 3: Watashi ni Sayonara o (“Farewell to Me”) is the third and final game in the EMIT series of visual novels from Koei. The main character, Yuri, continues to dig deeper into where the mysterious old man and the “other her” come from. It follows from the end of the second game’s plot and concludes the story.

“giantbomb.com”

4.3



J



8.5

## Eve Burst Error

**Developer** C's ware  
**Publisher** Imagineer, C's ware  
**Release date** (jp) January 24, 1997  
**Genre** Adventure  
**Mode** 1 Player

Eve burst error is set in modern-day Japan. The player controls two characters: a young, seemingly careless private investigator Kojiroh, and the special agent Marina.

The original version was a full-fledged hentai game with explicit sex scenes. Subsequent releases removed those, but still contained a lot of sexual innuendo in the dialogues and images of half-naked girls.

*"mobygames.com"*



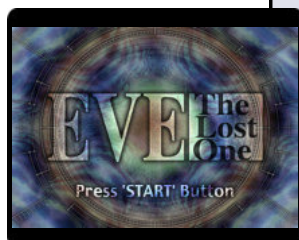
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8.6

## Eve The Lost One

**Developer** C's ware  
**Publisher** Imadio  
**Release date** (jp) March 12, 1998  
**Genre** Adventure  
**Mode** 1 Player

EVE: The Lost One is a sequel to Eve burst error. The events of the game take place three years after those of the first game. The player is able to control two characters - the female detective Kyoko and the mysterious Snake, as they try to solve a complex mystery full of betrayals and political intrigues. In order to complete the game successfully, the player will have to experience it from the perspectives of both heroes, helping each other to gather clues and to unlock events.



J







## F1 Challenge

<b>Developer</b>	Bell, (some graphics) Jitensha, (sound) T's Music
<b>Publisher</b>	Sega
<b>Release date</b>	(jp) November 2, 1995
<b>Genre</b>	Racing
<b>Mode</b>	1 Player

F1 Challenge, known as F-1 Live Information in Japan, is a formula one racing game for the Sega Saturn. Unlike later games this is only licensed by the Formula One Constructors Association (FOCA), not the Fédération Internationale de l'Automobile (FIA).

The game is very similar to other titles produced by Sega. Its form is that of an arcade-style simulator that carries a variety of courses that range from easy to hard with a small selection of cars to choose from.

7.1



J N P



## Falcom Classics

<b>Developer</b>	Falcom
<b>Publisher</b>	JVC
<b>Release date</b>	(jp) November 6, 1997
<b>Genre</b>	Compilation
<b>Mode</b>	1 Player

Falcom Classics is a compilation of three classic games by Falcom for the Sega Saturn. Each game has been enhanced to take advantage of the superior specifications of the Saturn console, though their non-enhanced counterparts can also be played. Some games also has new features to counter the age of the gameplay mechanics (like the addition of a dash button for Ys).

Games Include; Dragon Slayer, Xanadu, and Ys.

*"segaretro.org"*

8.5



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## Falcom Classics II

<b>Developer</b>	EXE Create
<b>Publisher</b>	JVC
<b>Release date</b>	(jp) October 29, 1998
<b>Genre</b>	Compilation
<b>Mode</b>	1 Player

This is the second compilation of classic Nihon Falcom games redone for the Saturn. It contains remakes of: Taiyou no Shinden: Asteka II and Ys II: Ancient Ys Vanished - The Final Chapter.

As before, all games feature newly remade graphics and music, as well as new gameplay features to counter the age of the gameplay mechanics in the games.

*"mobygames.com"*

7.5



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## Farland Saga

Developer	TGL
Publisher	TGL
Release date	(jp) January 29, 1998
Genre	Strategy
Mode	1 Player

Farland Story is an anime-style tactical RPG. The game mainly consists of large strategic battles, during which players navigate their troops over an isometric battle fields, attack the enemies physically or cast spells. Terrain height plays a role in the battles, since some spells will only affect one level of terrain and one direction.

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6.0



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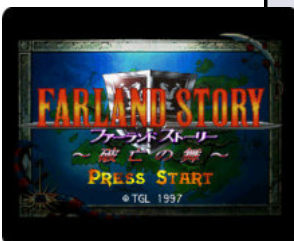
## Farland Saga: Toki no Michishirube

Developer	TGL
Publisher	TGL
Release date	(jp) December 17, 1998
Genre	Strategy
Mode	1 Player

Toki no Michishirube is a direct sequel to the first Farland Saga game. It is an anime-style strategy RPG which consists mainly of large strategic battles, taking place on isometric battle fields. The player moves the characters over the battle field, attacking physically or casting spells. After a battle, characters gain experience points, which the player can freely distribute among the party members.



4.3



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## Farland Story: Habou no Mai

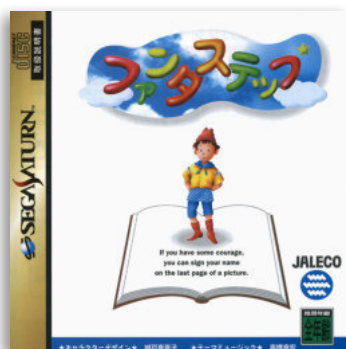
Developer	TGL
Publisher	TGL
Release date	(jp) March 28, 1997
Genre	Role-playing
Mode	1 Player

Farland Story: Habou no Mai is a port of Farland Story 2, originally released in 1995 on Super Famicom. The game is a spin-off title in the Farland Story franchise and should not be confused with the second game in the series.

*"giantbomb.com"*







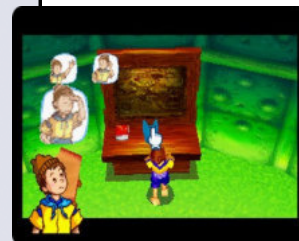
## Fantastep

**Developer** Jaleco  
**Publisher** Jaleco  
**Release date** (jp) April 25, 1997  
**Genre** Adventure  
**Mode** 1 Player

Fantastep is an adventure game with RPG elements. The actual playing areas are all in 3D connected by a 2D map. Players can move freely around areas but have to use a GUI for commands in a similar fashion to Wonder Project J on the Super Famicom.

*"segagadomain.com"*

7.8



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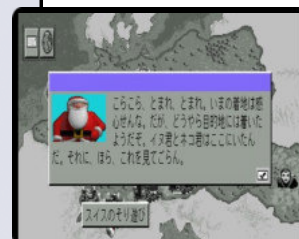
## Father Christmas

**Developer** Gaga Communications  
**Publisher** Gaga Communications  
**Release date** (jp) December 8, 1995  
**Genre** Adventure  
**Mode** 1 Player

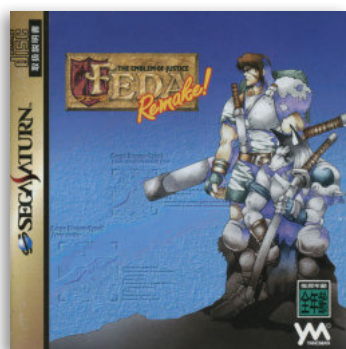
Father Christmas is an adventure game based on the children's book of the same name. The game was published by Gaga, which was released in Japan in 1995.

The game came with a face towel with a Father Christmas motif.

6.5



1



## FEDA Remake!: The Emblem of Justice

**Developer** Max Entertainment  
**Publisher** Yanoman  
**Release date** (jp) May 24, 1996  
**Genre** Strategy, Role-playing  
**Mode** 1 Player

Feda: The Emblem of Justice is a tactical role playing game originally released for the Super Famicom in 1994. The game centers around two soldiers forced to fight against the now-corrupted empire they used to serve. The game is composed of two primary play modes: exploration and battles. The game feature cinematic battle scenes similar to the Shining Force series.

7.6



1



5.3



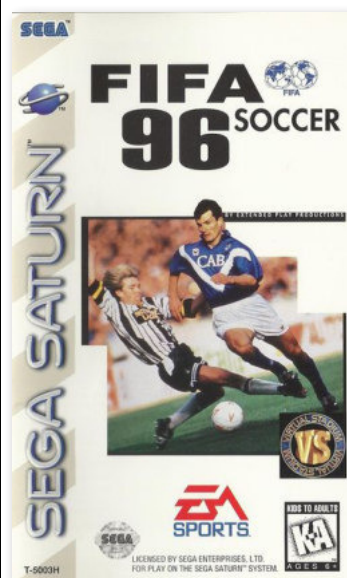
J N P

## FIFA Soccer 96

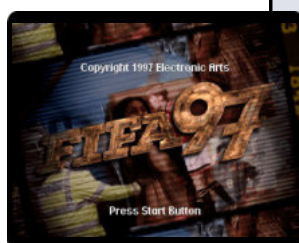
<b>Developer</b>	Extended Play Productions, EA Canada, Probe
<b>Publisher</b>	Electronic Arts, (jp) Electronic Arts Victor
<b>Release date</b>	(us) December, 1995
<b>Genre</b>	Sports
<b>Mode</b>	1-6 Players

FIFA 96 is the third entry in the FIFA Series, its tagline being Next Generation Soccer. It was the first in the series to feature real-time 3D graphics on the Sega Saturn, PlayStation, 32X, and DOS versions, using technology called "Virtual Stadium".

It was also revolutionary at the time of release for having a running commentary provided by John Motson.



6.5



N P

## FIFA Soccer 97

<b>Developer</b>	Perfect Entertainment
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) March 20, 1997
<b>Genre</b>	Sports
<b>Mode</b>	1-6 Players

FIFA Soccer 97, called FIFA 97 in Europe, is a sequel (or update) to FIFA Soccer 96. It was released for the Sega Saturn in 1997, following delays.

Players can choose from league or cup tournament, and practice their skills before playing. The game can be tailored to action or simulation style, with fouls, injuries and offsides available to toggle on or off. This version also includes a 6 vs 6 indoor play mode, and various multiplayer options.



7.0



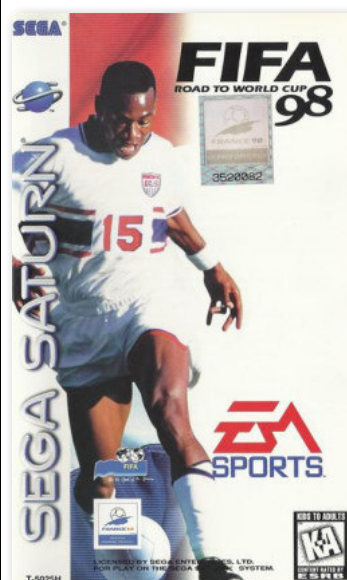
N P

## FIFA Road to World Cup 98

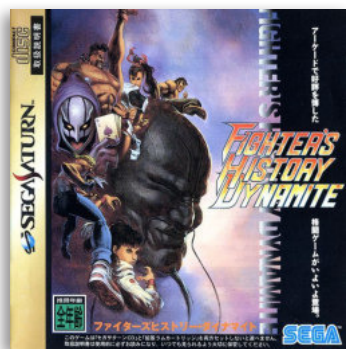
<b>Developer</b>	Climax Studios
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) December 18, 1997
<b>Genre</b>	Sports
<b>Mode</b>	1-8 Players

FIFA 98 marks the start of an upward trend in the series. It boasts a refined graphics engine, team and player customisation options, 16 stadia, improved artificial intelligence, a "Road to World Cup" mode with all FIFA-registered national teams, and a licensed soundtrack featuring popular musical artists of the time.

While each country got the same game disc, packaging featured players from that country's national soccer team.







## Fighter's History Dynamite

**Developer** Rutubo Games  
**Publisher** Sega  
**Release date** (jp) July 4, 1997  
**Genre** Fighting  
**Mode** 1-2 Players

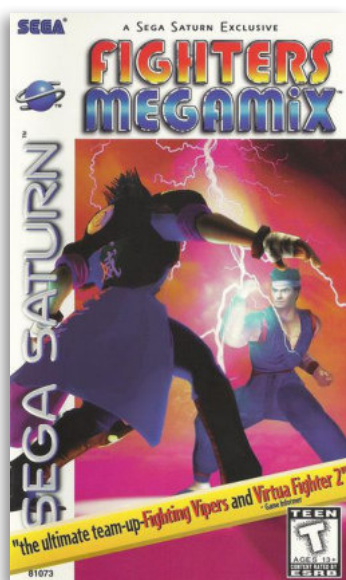
Fighter's History Dynamite, also known as Karnov's Revenge, was first released for the arcades in 1994. All eleven fighters from the previous game return and are joined by two new characters: Yungmie and Zazie.

The Saturn version allows players to assign all four basic attacks into a single button (C and Z by default), which is required for certain characters in order to perform certain special moves.

7.6



J



## Fighters Megamix

**Developer** Sega AM2  
**Publisher** Sega  
**Release date** (jp) December 21, 1996  
**Genre** Fighting  
**Mode** 1-2 Players

Fighters Megamix combines several characters from various Sega games, from the complete cast of Virtua Fighter 2 and Fighting Vipers to Janet from Virtua Cop 2 and the Hornet car from Daytona USA, while allowing to play the bosses of both games without codes.

The game was awarded a 9.25/10 from Game Informer, the highest score any Saturn game received from the magazine. They praised the game's roster and variety of move sets.

8.2



J N P



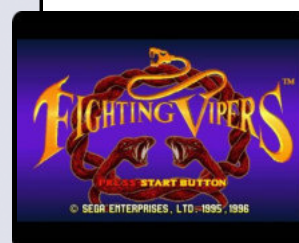
## Fighting Vipers

**Developer** Sega AM2  
**Publisher** Sega  
**Release date** (jp) August 30, 1996  
**Genre** Fighting  
**Mode** 1-2 Players

Fighting Vipers, a 3D fighting game, was first released in the arcade in 1995 using the Sega Model 2 hardware, and became one of the highest grossing arcade games of 1996.

Each of the 9 characters featured in the game sports armor of some kind or another that can be broken off by opponents, leaving characters more vulnerable to taking damage. A human shaped meter in the top corners of the screen monitors damage to the armor.

7.8



J N P



5.4



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## Final Fight Revenge

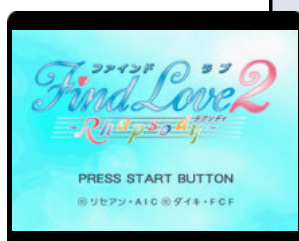
<b>Developer</b>	Capcom
<b>Publisher</b>	Capcom
<b>Release date</b>	(jp) March 30, 2000
<b>Genre</b>	Fighting
<b>Mode</b>	1-2 Players

Final Fight Revenge is a American-developed 3D fighting game originally released for arcades in 1999. The game feature ten playable fighters; Cody, Guy, Haggar, El Gado, Poison, Andore, Damnd, Sodom, Edi E., and Rolento. Each character has their own set of grappling moves and command-based Special Moves.

The Saturn port was only available in Japan. However, the game can be played in English if the console's internal language is set to English.



7.0



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## Find Love 2: Rhapsody

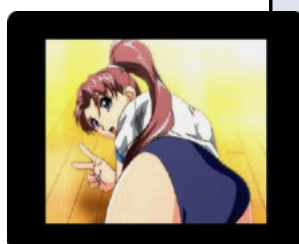
<b>Developer</b>	Daiki, F Creative Factory
<b>Publisher</b>	Daiki
<b>Release date</b>	(jp) November 26, 1998
<b>Genre</b>	Adventure, Simulation
<b>Mode</b>	1 Player

Find Love 2: Rhapsody is a visual novel developed and published by Daiki for the Sega Saturn. The game can be seen as the usual dating sim where the player, as a young male, is looking for a girlfriend.

The game recieved a promotional disc (see below) before it's initial release to hype up the game.



8.0



J

## Find Love 2: The Prologue

<b>Developer</b>	Daiki, F Creative Factory
<b>Publisher</b>	Daiki
<b>Release date</b>	(jp) June 4, 1998
<b>Genre</b>	Miscellaneous
<b>Mode</b>	1 Player

Find Love 2: The Prologue is a 1998 multimedia disc released in Japan for the Sega Saturn by Daiki. It serves as a promotional disc for Find Love 2: Rhapsody, released later. The disc feature information about the main characters as well as the story to the main game.







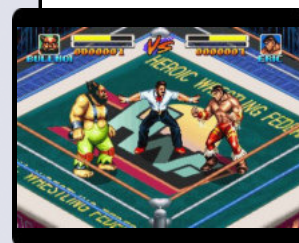
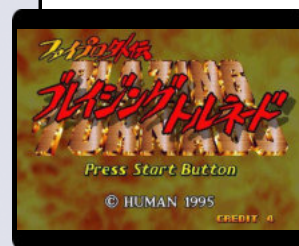
## Fire Pro Gaiden: Blazing Tornado

<b>Developer</b>	Human
<b>Publisher</b>	Human
<b>Release date</b>	(jp) August 25, 1995
<b>Genre</b>	Sports
<b>Mode</b>	1-2 Players

Blazing Tornado was initially a standalone wrestling arcade game from Human, though the move animations were the same as the Fire Pro games. When it was ported to the Sega Saturn, however, it was retitled Fire Pro Gaiden: Blazing Tornado, officially adding the game to the series. The Blazing Tornado characters also found their way into Super Fire Pro Wrestling X Premium.

*"tvtropes.org"*

6.7



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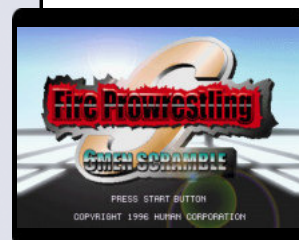


## Fire Pro Wrestling S: 6Men Scramble

<b>Developer</b>	Human
<b>Publisher</b>	Human
<b>Release date</b>	(jp) December 27, 1996
<b>Genre</b>	Sports
<b>Mode</b>	1-6 Players

Fire Pro Wrestling S: 6 Men Scramble is the follow up to Super Fire Pro Wrestling X Premium. As with all games in the Fire Prowrestling series, it features professional wrestlers with fictitious names. The game's story mode was called "Victory Road", which enabled "Title Match" when completed. The game also includes a deep wrestler edit mode.

8.8



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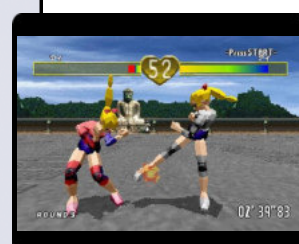
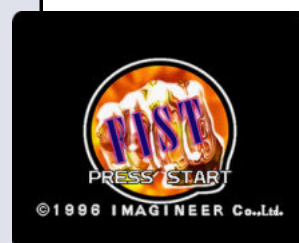
## FIST

<b>Developer</b>	Imagineer, Genki
<b>Publisher</b>	Imagineer
<b>Release date</b>	(jp) November 22, 1996
<b>Genre</b>	Fighting
<b>Mode</b>	1-2 Players

FIST is the third game in the Seifuku Densetsu Pretty Fighter series and the first in the series not only in 3D, but also to feature playable male characters. The game is very similar to Sega's Virtua Fighter series, Namco's Tekken series and other 3D fighting games.

Like its predecessors in the Seifuku Densetsu Pretty Fighter series, FIST received poorly rated reviews due to the limited movesets for each character, while being very unoriginal.

2.9



1



7.6

## Fishing Koushien

**Developer** A Wave  
**Publisher** King Records  
**Release date** (jp) March 15, 1996  
**Genre** Sports  
**Mode** 1 Player

Fishing Koushien, a fishing simulation for the Sega Saturn, was published by King Records, which was released in Japan in 1996. The game feature four different modes.



J



7.6

## Fishing Koushien II

**Developer** A Wave  
**Publisher** King Records  
**Release date** (jp) May 30, 1997  
**Genre** Sports  
**Mode** 1-2 Players

Fishing Koushien II is a fishing simulation for the Sega Saturn and a sequel to Fishing Koushien.

Graphically the game may be seen as nice with some decent water effects plus pretty good looking polygon fish. It can also be seen as an improvement over the original in maybe every department so it might be worth picking up for an fishing game enthusiast.

*"segagadomain.com"*



J



6.5

## Formula Grand Prix Team Unei Simulation

**Developer** Coconuts Japan  
**Publisher** Coconuts Japan  
**Release date** (jp) November 13, 1997  
**Genre** Strategy, Simulation  
**Mode** 1 Player

Formula Grand Prix Team Unei Simulation is a game for the Sega Saturn. Despite its looks, it is not strictly a racing game - it is a racing simulation, wherein the player makes choices regarding the construction (and strategy) of formula one cars, but does not do any of the actual racing.



J



*"segaretro.org"*





## Formula Karts Special Edition

**Developer** Manic Media  
**Publisher** Sega  
**Release date** (eu) May 22, 1997  
**Genre** Racing  
**Mode** 1-2 Players

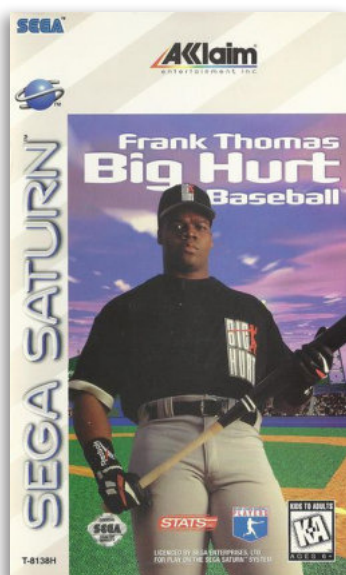
Formula Karts, released for both Sega Saturn and PC, is a semi-realistic racing title that attempts to capture the spirit of kart racing with its low slung feeling of speed, and corner after corner of impressive handling (and inevitable sliding). The title supports both simulation and arcade modes, and features some effective race AI for non-player vehicles.

*"mobygames.com"*

7.0



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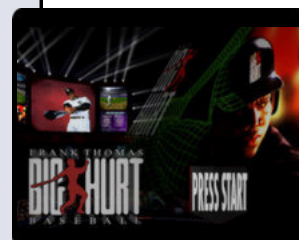
## Frank Thomas Big Hurt Baseball

**Developer** Iguana Entertainment  
**Publisher** Acclaim  
**Release date** (us) March, 1996  
**Genre** Sports  
**Mode** 1-2 Players

Frank Thomas Big Hurt Baseball is a multiplatform baseball simulation game that was licensed by the Major League Baseball Players Association, featuring the likeness, motion captured movements, and "Big Hurt" branding of player Frank Thomas.

All the teams, statistics, and players are meant to simulate the 1995 Major League Baseball season.

5.7



J N P

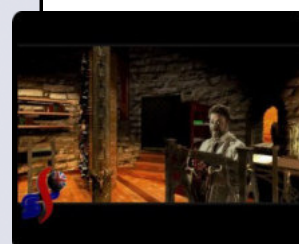


## Frankenstein: Through the Eyes of the Monster

**Developer** Amazing Media  
**Publisher** Interplay  
**Release date** (eu) 1997  
**Genre** Adventure  
**Mode** 1 Player

Frankenstein: Through the Eyes of the Monster is a point-and-click adventure that stars Tim Curry as Dr. Frankenstein, and has the player controlling a newly created Frankenstein monster. The game plays entirely from first-person perspective. Players wander around the huge laboratory, looking for clues and solving puzzles. The game features live actors filmed over pre-rendered backgrounds.

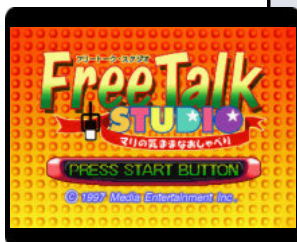
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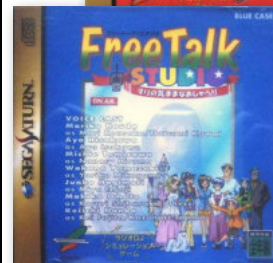
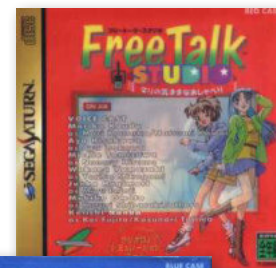


J

## Free Talk Studio: Mari no Kimamana Oshaberi

Developer	Digitalware
Publisher	Media Entertainment
Release date	(jp) May 9, 1997
Genre	Simulation
Mode	1 Player

This is a Japan-only radio DJ simulation game. Two different packaging editions were produced, a blue case and a red case. The blue case contains three cards featuring the lead voice actress from the game, Mariko Kōda, alongside the characters she played, Mari Kousaka and Natsumi Kawai; the red case contains a photo booklet which also focuses on her. The game is set up much like a dating sim.



7.3



J

## Friends: Seishun no Kagayaki

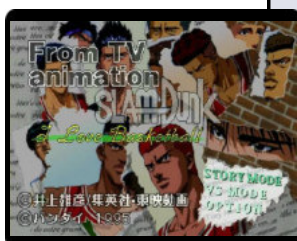
Developer	Stack
Publisher	NEC InterChannel
Release date	(jp) April 29, 1999
Genre	Simulation, Adventure
Mode	1 Player

Friends: Seishun no Kagayaki is a visual novel, developed and published by NEC Interchannel, which was released in Japan in 1999.

The game works fine without the 4MBIT Ram cartridge, however if used, one will find the game has quicker loading times, better animation and more speech.



6.6

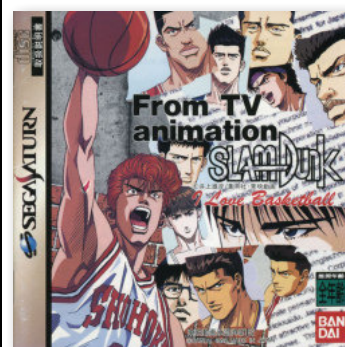


J

## From TV Animation Slam Dunk: I Love Basketball

Developer	Bandai
Publisher	Bandai
Release date	(jp) August 11, 1995
Genre	Sports
Mode	1-2 Players

Slam Dunk is based on the popular manga/anime of the same title, created by Takehiko Inoue. The game follows the story of Sakuragi Hanamichi, a high school delinquent, as he joins a basketball team in an attempt to win the heart of a young woman. The story follows the same plot as the series and progresses between basketball matches as players progress through the story mode.





ファンキーシリーズ第二弾! セガのアーケードゲームを吉本がリメイク!!

# FUNKY HEAD BOXERS

ファンキーヘッドボクサーズ

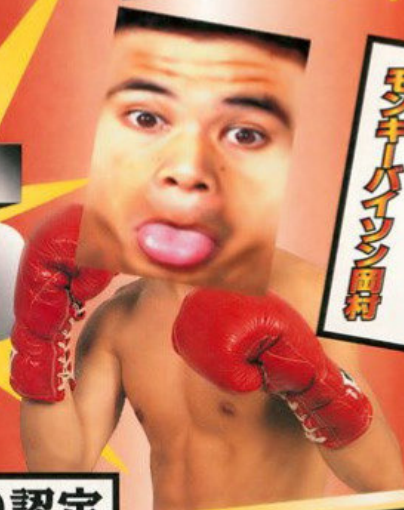
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※笑いすぎによりプレイ不能となっても何度でも楽しめますのでご安心下さい。



7.5



J

## Full Cowl Mini Yonku Super Factory

<b>Developer</b>	Nextech
<b>Publisher</b>	Media Quest
<b>Release date</b>	(jp) July 31, 1997
<b>Genre</b>	Simulation
<b>Mode</b>	1-5 Players

Full Cowl Mini Yonku Super Factory is a simulation game tying into a toy car line and what appears to be a different anime. In it, players design a car that they race around tracks, but don't actually race — the car races on its own.

The game came in a oversized box and comes with a custom car toy.



5.5



J

## Funky Fantasy

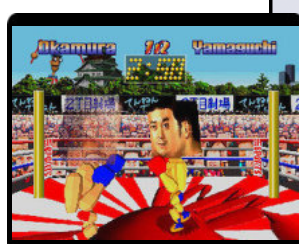
<b>Developer</b>	Tose
<b>Publisher</b>	Yoshimoto Kogyo
<b>Release date</b>	(jp) December 13, 1996
<b>Genre</b>	Role-playing
<b>Mode</b>	1 Player

Funky Fantasy is a odd attempt by Yoshimoto to turn a RPG in to a comedy. Characters all have cartoon bodies with human faces or just look completely odd full stop. Characters include a Ryu from Street Fighter look-a-like as well as Honey from Fighting Vipers and many others. Quite an odd game that may appeal to those who like turn based RPGs such as Rigidlord Saga.

*"segagadomain.com"*



7.5



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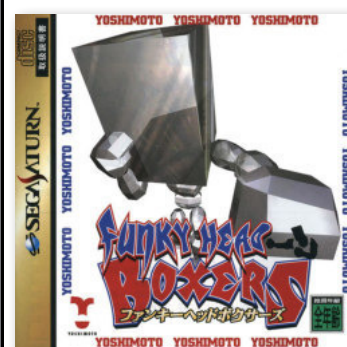
## Funky Head Boxers

<b>Developer</b>	Yoshimoto Kogyo
<b>Publisher</b>	Yoshimoto Kogyo
<b>Release date</b>	(us) January 10, 1997
<b>Genre</b>	Sports
<b>Mode</b>	1-2 Players

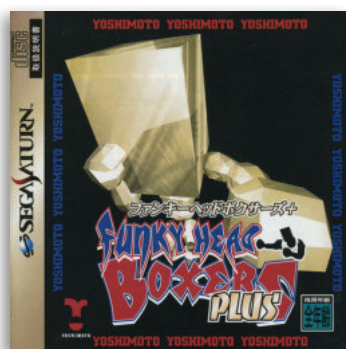
Original arcade by Sega's AM3 Division and even advertised in the very early Saturn promotion videos before the system's release in Japan, Funky Head Boxers finally did reach the Saturn 2 years later but not from Sega, but from Yoshimoto.

The game is unique in that every character has a cube-shaped head, which is then distorted during gameplay.

*"segagadomain.com"*







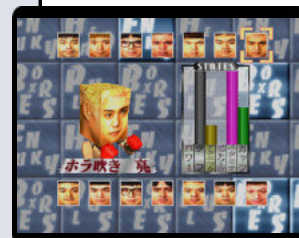
## Funky Head Boxers Plus

**Developer** Yoshimoto Kogyo  
**Publisher** Yoshimoto Kogyo  
**Release date** (jp) May 2, 1997  
**Genre** Sports  
**Mode** 1-2 Players

Funky Head Boxers Plus is an update to Yoshimoto Kogyo's Sega Saturn port of Sega's arcade game Funky Head Boxers released later in 1997. Exactly what is different is unknown.

*"segaretro.org"*

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## Fushigi no Kuni no Angelique

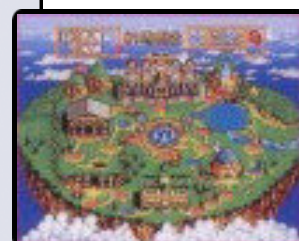
**Developer** Koei  
**Publisher** Koei  
**Release date** (jp) February 28, 1997  
**Genre** Table  
**Mode** 1 Player

This game is a variation on the Angelique story: an ordinary school girl named Angelique becomes involved in a struggle to become the Queen of Cosmos, for which it is necessary to befriend the handsome and powerful Guardians of the Elements.

Unlike other Angelique games, Fushigi no Kuni no Angelique plays like a board game, with the kingdom divided into fields on which Angelique moves.

*"mobygames.com"*

7.2



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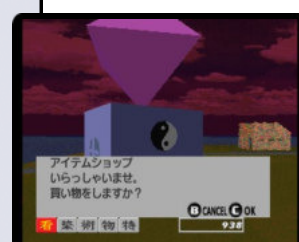
## Fuusui Sensei

**Developer** Hakuhoodo  
**Publisher** Hakuhoodo  
**Release date** (jp) November 15, 1996  
**Genre** Simulation  
**Mode** 1 Player

Fuusui Sensei is a simulation game for the Sega Saturn. The game seem to have players travel around a 3D town and try to fix buildings or move them around. It looks like to have something to do with feng shui, a Chinese philosophical system of harmonizing everyone with the surrounding environment

*"segagagadomain.com"*

5.7



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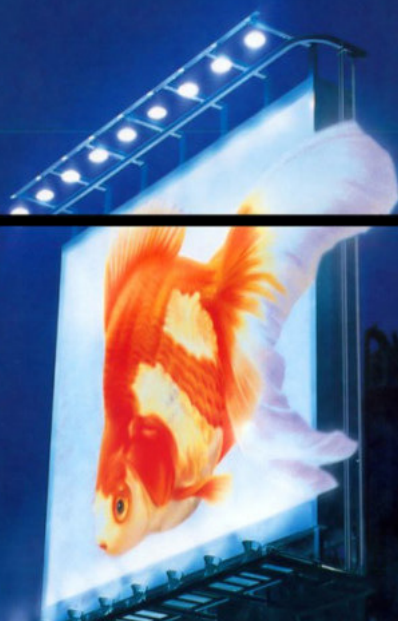


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アラ、マタ、先生ったら。





# 風水先生

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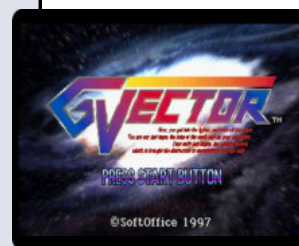
## G Vector

<b>Developer</b>	Soft Office
<b>Publisher</b>	Soft Office
<b>Release date</b>	(jp) October 16, 1997
<b>Genre</b>	Shooter
<b>Mode</b>	1-2 Players

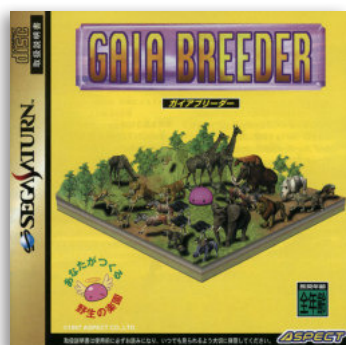
Like Panzer Dragoon, G-Vector gives players a large sight in front of their standard-issue generic shooter vehicle, and by passing it over enemies and some objects, players automatically “lock on” to it, and can keep locking on to others until they decide to fire. There is also a basic gun that fires wherever the sight is. “A” fires the gun, “B” launches lock ons, and “C” is rapid auto-fire for the gun.

*“SamIAm@gamefaqs”*

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## Gaia Breeder

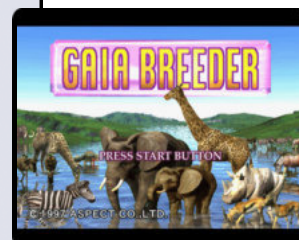
<b>Developer</b>	Aspect
<b>Publisher</b>	Aspect
<b>Release date</b>	(jp) November 27, 1997
<b>Genre</b>	Strategy, Simulation
<b>Mode</b>	1 Player

Gaia Breeder is a creature life simulation game, developed and published by Aspect Co., Ltd., which was released in Japan in 1997 for the Sega Saturn.

The idea of the game is that by using this newly developed drug players can create their very own world with living creatures.

*“segagagadomain.com”*

2.4



1



## Gakkou no Kaidan

<b>Developer</b>	Japan Media Programming, Sega
<b>Publisher</b>	Sega
<b>Release date</b>	(jp) July 14, 1995
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

Gakkō no Kaidan is an interactive movie with adventure elements, made to tie in with a Japanese ghost-themed film of the same name. Like some other Sega CD games with similar thematics, it features FMV sequences with interactive options. For example, escaping some of the enemies may require the player to press directional keys or the A/C buttons. The other element of the game is a point-and-click style set.

*“mobygames.com”*

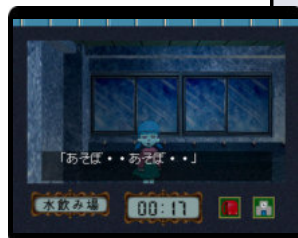
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## Gakkou no Kowai Uwasa Hanako-san ga Kita!!

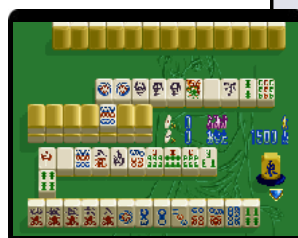
<b>Developer</b>	Capcom
<b>Publisher</b>	Capcom
<b>Release date</b>	(jp) August 11, 1995
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

Gakkou no Kowai Uwasa Hanako-san ga Kita!! is an adventure game developed and published by Capcom for the Sega Saturn. It is based on the 1994 anime and manga series of the same name.

“segaretro.org”



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## Gal Jan

<b>Developer</b>	Warashi
<b>Publisher</b>	Warashi
<b>Release date</b>	(jp) August 9, 1996
<b>Genre</b>	Table
<b>Mode</b>	1 Player

Gal Jan is a mahjong game developed and published by Warashi for the Sega Saturn.

The game is an adult mahjong game but with a twist. All the animation has been captured using real live actresses. The actresses were filmed then the video was hand drawn frame by frame to produce life like anime women.

“segagagadomain.com”



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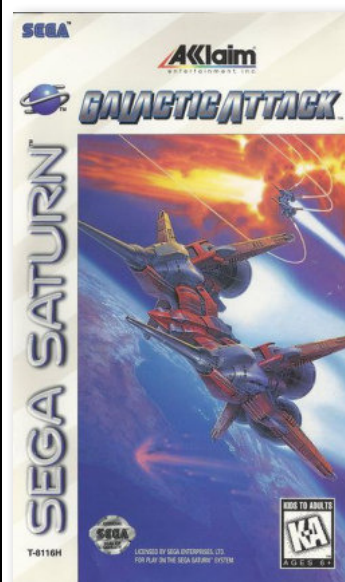
J N P

## Galactic Attack

<b>Developer</b>	Ving
<b>Publisher</b>	Acclaim, (jp) Taito
<b>Release date</b>	(jp) September 14, 1995
<b>Genre</b>	Shooter
<b>Mode</b>	1-2 Players

Galactic Attack is a top-down shooter, there are seven levels to play, ranging from battles in the atmosphere of planets to battling over mountain ranges, each with their own standard huge bosses at the end of each of these levels. The player takes control of a starfighter called the RVA-818 X-LAY, out to destroy any opposing forces. Players can upgrade this weapon by collecting “L” icons floating around when enough enemies are destroyed.

“mobygames.com”







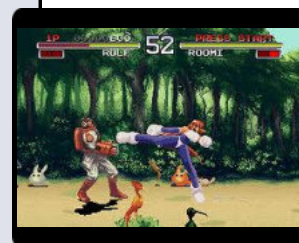
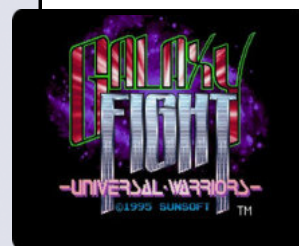
## Galaxy Fight

<b>Developer</b>	Santaclaus
<b>Publisher</b>	Sunsoft
<b>Release date</b>	(jp) November 22, 1995
<b>Genre</b>	Fighting
<b>Mode</b>	1-2 Players

Galaxy Fight: Universal Warriors is a 1995 arcade fighting game originally developed and published by Sunsoft for the Neo-Geo MVS arcades.

The players choose one of eight characters and travel among the in-game solar system to defeat the opponents inhabiting each of the planets before they get the chance to fight Felden and settle their personal scores with him.

6.9



J N P



## Gals Panic SS

<b>Developer</b>	Kaneko, Mainichi Communications
<b>Publisher</b>	Mainichi Communications
<b>Release date</b>	(jp) September 27, 1996
<b>Genre</b>	Action
<b>Mode</b>	1-2 Players

Gals Panic SS is the first game in the Gals Panic series designed specifically for home consoles. That said, there is no nudity. It is very similar to Gals Panic 4 before it in that all the girls are drawn in an anime style, with no photographic models whatsoever. The gameplay is changed in this game. The same basic gameplay of uncovering a girl's picture with Qix-like gameplay is used, but players spend 5 rounds on each girl.

*"mobygames.com"*

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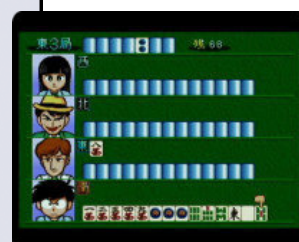
## Gambler Jiko Chuushinha: Tokyo Mahjongland

<b>Developer</b>	Game Arts
<b>Publisher</b>	Game Arts
<b>Release date</b>	(jp) October 18, 1996
<b>Genre</b>	Table
<b>Mode</b>	1 Player

The game is part of the Gambler Jiko Chūshinha series of mahjong-themed games based on Masayuki Katayama's manga of the same name. The game is basically just a mahjong game with a loose RPG element thrown in. The game also feature some full screen animation powered by the console.

*"segagadomain.com"*

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## Game Basic for Sega Saturn

<b>Developer</b>	ASCII, Bits Lab., Entertainment Soft. Pub.
<b>Publisher</b>	ASCII
<b>Release date</b>	(jp) June 25, 1998
<b>Genre</b>	Miscellaneous
<b>Mode</b>	1 Player

Game Basic is a programming tool that allow users to create their very own 3D or 2D games for the Sega Saturn. Programming can be done on any windows platform between '95 and XP then sent to the Saturn via a special cable included in the package.

One of the disc included has a number of tech demos including a pilotwings attempt in 3D as well as some sound demos including music from Game Arts games.

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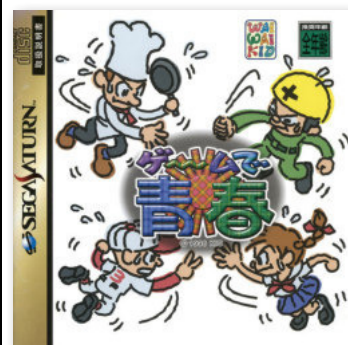
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## Game de Seishun

<b>Developer</b>	KID
<b>Publisher</b>	KID
<b>Release date</b>	(jp) April 23, 1998
<b>Genre</b>	Table
<b>Mode</b>	1-4 Players

Game de Seishun is a board game, published by Kid, which was released in Japan in 1998.

The game support the Saturn 6 Player Adaptor peripheral.



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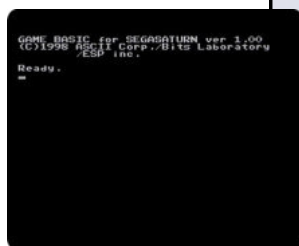
## Game Nihonshi: Kakumeiji Oda Nobunaga

<b>Developer</b>	Koei
<b>Publisher</b>	Koei
<b>Release date</b>	(us) April 4, 1997
<b>Genre</b>	Edutainment, Role-playing
<b>Mode</b>	1 Player

Game Nihonshi Kakumeiji ~Oda Nobunaga~, also released for PlayStation, is a simulation title based on Nobunaga's exploits, abbreviating his life by beginning with his first campaign and ending at Honnōji.

Gameplay is divided into two segments: a narrative phase and a battle phase. The narrative phase tells the story with fully voiced animated cutscenes.

*"koei.wikia.com"*







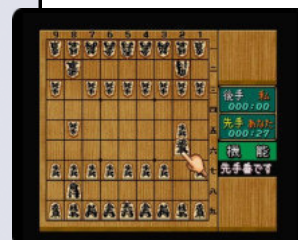
## Game no Tatsujin

<b>Developer</b>	Affect, Success, Chatnoir, Alpha-Beta, Itsui, Sunsoft
<b>Publisher</b>	Sunsoft
<b>Release date</b>	(jp) June 9, 1995
<b>Genre</b>	Table
<b>Mode</b>	1-2 Players

Game no Tatsujin (“Game Master”) is a board game simulation game that offers four different board game modes to the player.

The games include: Place (Othello), Shogi, Mahjong and Igo.

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## Game no Tatsujin 2

<b>Developer</b>	Oxford S., Success, Chatnoir, Alpha-Beta, Itsui, Sunsoft
<b>Publisher</b>	Sunsoft
<b>Release date</b>	(jp) March 15, 1996
<b>Genre</b>	Table
<b>Mode</b>	1-2 Players

Game no Tatsujin 2 is another set of video game interpretations of popular Japanese board games for the Sega Saturn.

Only this time Game No Tatsujin 2 features seven games rather than four. Featured in this collection is Shogi, Go, Mahjong, Renju, Place, Backgammon and Chess.

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## Game no Tetsujin The Shanghai

<b>Developer</b>	Activision, Sunsoft
<b>Publisher</b>	Sunsoft
<b>Release date</b>	(jp) October 13, 1995
<b>Genre</b>	Puzzle
<b>Mode</b>	1 Player

Game no Tetsujin The Shanghai is a mahjong game published by SunSoft, which was released in Japan in 1995 for the Sega Saturn. It also includes two additional game modes, Hong Kong and Shikinjoh.

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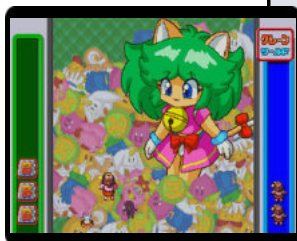
## Game Tengoku

Developer Jaleco  
 Publisher Jaleco  
 Release date (jp) June 6, 1997  
 Genre Shooter  
 Mode 1-2 Players

Game Tengoku is a conversion of the coin-op game of the same name. The game is a vertical scrolling comical shooter similar to Konami's Parodius series and Hudson's Star Parodier.

Playable characters include: Jeynus Starmine (Exerion), Seria (Plus Alpha), Z-DYNE MK II (Formation Z), Pig (Okkotoshi Puzzle Tonjan!?), Momoko (Momoko 120%), and Miki and Misato (Field Combat).

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## Game-Ware

**Developer** General Entertainment, Scarab  
**Publisher** General Entertainment  
**Release date** (jp) April 5, 1996  
**Genre** Miscellaneous  
**Mode** 1 Player

Game Ware is the idea of General Entertainment, the company behind such Dreamcast games as the first Godzilla and Pen Pen Triathlon. Game Ware is best described as a magazine on CD.

Features include videos, interviews, advertisements and a number of small games. It is the first of five Game-Ware volumes.

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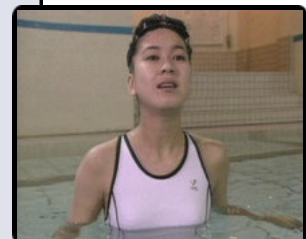
## Game-Ware Vol. 2

**Developer** General Entertainment, Scarab  
**Publisher** General Entertainment  
**Release date** (jp) July 5, 1996  
**Genre** Miscellaneous  
**Mode** 1 Player

The second volume include the game Mitsubishi, which is a sort of overhead racing game against the clock. There's also a 1 level playable preview of Layer Section and a few interviews with the makers of NiGHTS as well as a few others. Another feature is the Virtua Fighter digital comic with full sound and voice acting. The one featured on this disc is the story of Sarah Bryant part 1.

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## Game-Ware Vol. 3

**Developer** General Entertainment, ISCO  
**Publisher** General Entertainment  
**Release date** (jp) October 4, 1996  
**Genre** Miscellaneous  
**Mode** 1 Player

The third volume include the game Schick Protector Man, a Breakout clone. There's also a video preview of Torico and a few interviews with the makers of Virtua Cop as well as a few others. This volume also continue the Virtua Fighter digital comicg. The one featured on this disc is the story of Sarah Bryant part 2.

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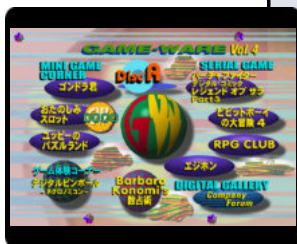


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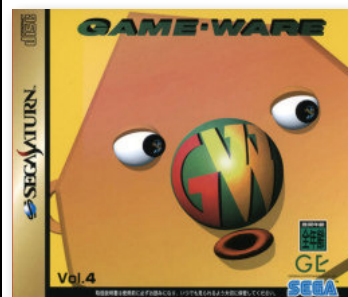
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## Game-Ware Vol. 4

Developer	General Entertainment, ISCO
Publisher	General Entertainment
Release date	(jp) March 7, 1997
Genre	Miscellaneous
Mode	1 Player

The fourth volume of the "magazine CD" for the Sega Saturn, featuring videos, interviews, advertisements and a number of small games.

The "game" came on 2 CDs, as did the fifth volume.



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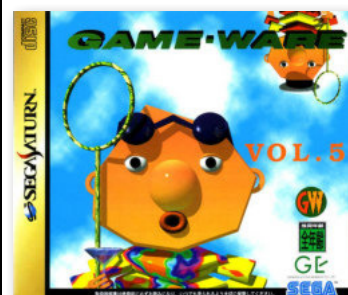
## Game-Ware Vol. 5

Developer	General Entertainment, ISCO, Digitalware
Publisher	General Entertainment
Release date	(jp) July 27, 1997
Genre	Miscellaneous
Mode	1 Player

The fifth volume include a playable demo of Quvadis 2, including serial games such as Pipitto Boy, Edge Hon, Onisan and RPG Club.

The Girls selection let users look at some 16 + year old girls. Other stuff includes animation, TV adds, new movies and games (at the time), a survey, and some VF3 and Sakura Taisen info.

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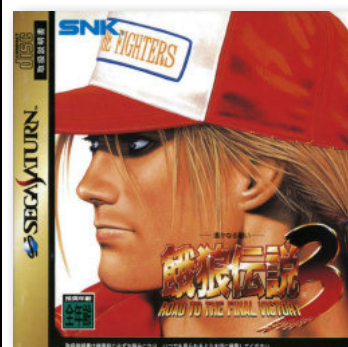
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## Garou Densetsu 3: Road to the Final Victory

Developer	SIMS
Publisher	SNK
Release date	(jp) June 28, 1996
Genre	Fighting
Mode	1-2 Players

Garou Densetsu 3 is an entry in the Fatal Fury series. It was originally released for Neo Geo hardware, but was ported to the Sega Saturn exclusively for Japan.

Fatal Fury 3 retains the format and controls of the previous game in the series, Fatal Fury Special. However, the two-plane battle stages have been revamped into a three plane format known as the Oversight System.







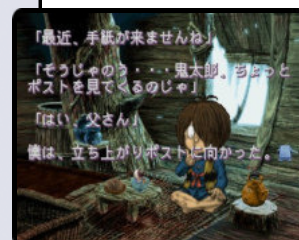
## Gegege no Kitarou: Gentou Kaikitan

<b>Developer</b>	Bandai
<b>Publisher</b>	Bandai
<b>Release date</b>	(jp) December 27, 1996
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

Gegege No Kitaro is an adventure/digital comic game based upon the manga of the same name.

The game was published by Bandai and released in Japan in 1996.

6.3



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## Gekiretsu Pachinkers

<b>Developer</b>	Planning Office Wada
<b>Publisher</b>	BMG Victor
<b>Release date</b>	(jp) August 2, 1996
<b>Genre</b>	Gambling
<b>Mode</b>	1 Player

Gekiretsu Pachinkers is a pachinko game developed by Planning Office Wada and published by BMG Victor for the Sega Saturn.

The game is a 3D Pachinko game, though, the 3D can be seen as jerky most of the time. The game also feature four boards to chose from.

5.6



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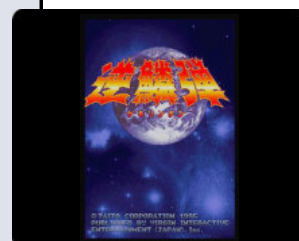
## Gekirindan Time Travel Shooting

<b>Developer</b>	Japan Media Programming
<b>Publisher</b>	Virgin Interactive
<b>Release date</b>	(jp) April 18, 1997
<b>Genre</b>	Shooter
<b>Mode</b>	1-2 Players

Gekirindan Time Travel Shooting is a 1995 arcade shoot-'em-up by Taito. The game appears to be a homage to competitor Toaplan. Enemies, player ships etc. display many similarities.

The Saturn port can be played in both horizontal and vertical screen orientation, the latter being identical to the arcade setup.

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"segaretro.org"



5.5

## Gekitotsu Koushien

**Developer** Magical Company  
**Publisher** Magical Company  
**Release date** (jp) August 1, 1997  
**Genre** Sports  
**Mode** 1-2 Players

Gekitotsu Koushien is a high school baseball game for the Sega Saturn. The game is made by Magical, known for their range of budget PlayStation and PS2 games.

The game features all of the Japanese high school baseball teams that feature in the event which is 4000 in total. It also feature manager elements where players has to train their team to get high in the league.

*"segagadomain.com"*



6.4

## Gekka no Kishi: Ouryuusen

**Developer** Banpresto  
**Publisher** Banpresto  
**Release date** (jp) November 22, 1996  
**Genre** Table  
**Mode** 1-2 Players

Gekka no Kishi: Ouryuusen is a shougi game, published by Banpresto, which was released in Japan in 1996 for the Sega Saturn.



8.7

## Gensou Suikoden

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) September 17, 1998  
**Genre** Role-playing  
**Mode** 1 Player

Suikoden is a role-playing game published by Konami as the first installment of the Suikoden series. The game was initially released in 1995 for the PlayStation.

The game centers on the political struggles of the Scarlet Moon Empire. The player controls the son of a Scarlet Moon Empire general who is destined to seek out 108 warriors (referred to as the 108 Stars of Destiny) in order to revolt against the corrupt sovereign state and bring peace to a war-torn land.







## Gex

<b>Developer</b>	Crystal Dynamics, Beam Software
<b>Publisher</b>	Crystal Dynamics, (jp) BMG Victor, Crystal Dynamics
<b>Release date</b>	(us) December 18, 1995
<b>Genre</b>	Platformer
<b>Mode</b>	1 Player

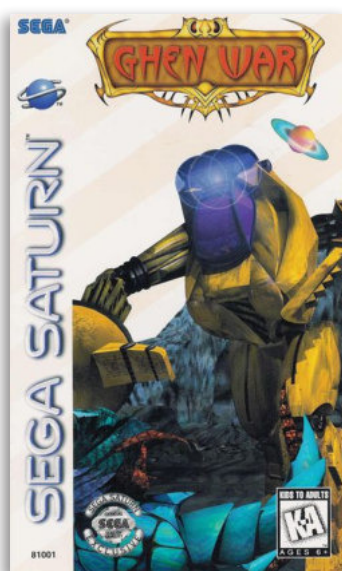
Gex is a side-scrolling platformer originally released for the 3DO in 1995. It follows the adventures of Gex the gecko, who is transported into the world of television by the evil Rez.

In addition to being able to walk, run, and jump through levels, Gex can attach himself to walls and crawl along them using the suction pads on his feet. This technique is sometimes necessary to progress, but can also be used to bypass enemies and hazards.

7.5



J N P



## Ghen War

<b>Developer</b>	Jumpin' Jack Entertainment, Sega Away Team
<b>Publisher</b>	Virgin Interactive, (us) Sega
<b>Release date</b>	(jp) April 26, 1996
<b>Genre</b>	First-person shooter
<b>Mode</b>	1 Player

Ghen War centers around a member of a mining crew, with an artificial powered exoskeleton resembling a power-loader. The crew, specifically the protagonist, must fight off a once-friendly alien race known as the Ghen, who suddenly turn on the humans.

The game featured an early example of deformable terrain. Firing a weapons into a mountain would cause the mountain to wear away, much like explosions would cause craters and other similar effects.

5.7



J N P



## Ginga Eiyuu Densetsu

<b>Developer</b>	Micro Vision
<b>Publisher</b>	Tokuma Shoten
<b>Release date</b>	(jp) November 29, 1996
<b>Genre</b>	Strategy, Simulation
<b>Mode</b>	1 Player

Ginga Eiyuu Densetsu, also known as The Legend of the Galactic Heroes and Heldensagen von Kosmosinsel, is based on a Space Opera sci-fi novella series that has been adapted into various anime, manga and video games. It concerns two galactic empires constantly at war.

This game is an extremely text heavy space battle simulation played to classical music.

6.7



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6.6

## Ginga Eiyuu Densetsu Plus

Developer	Micro Vision
Publisher	Tokuma Shoten
Release date	(jp) October 23, 1997
Genre	Strategy, Simulation
Mode	1 Player

Ginga Eiyuu Densetsu Plus is an update to Ginga Eiyuu Densetsu, published by Tokuma Shoten, which was released in Japan in 1997.

The plus in the title is to distinguish this version against the original release which is missing some real-time CG battles among other things.



J

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## Ginga Ojousama Densetsu Yuna 3: Lightning Angel

Developer	Red, Will
Publisher	Hudson Soft
Release date	(jp) December 4, 1997
Genre	Strategy, Adventure
Mode	1 Player

Galaxy Ojousama Densetsu Yuna 3: Lightning Angel is the third game in the Galaxy Fraulein Series, which had previously only been released for the PC Engine CD. Unlike the previous two, this one is a strategy RPG game.

The game came with a gold Memorial card.



J

7.6

## Ginga Ojousama Densetsu Yuna Remix

Developer	Red, Will
Publisher	Hudson Soft
Release date	(jp) December 27, 1996
Genre	Adventure
Mode	1 Player

Ginga Ojousama Densetsu Yuna Remix is a remake of a 1992 PC Engine CD game, Galaxy Fraulein Yuna, and the first in a series of visual novels about Yuna, a happy go lucky girl, intergalactic celebrity idol, and Savior of Light in a far future galaxy.

Most of the game is spent watching scenarios play out, which the player occasionally asked to make a choice as to how the story will play out.



J





## Ginga Ojousama Densetsu Yuna Mika Akitaka Illust Works

**Developer** Hudson Soft  
**Publisher** Hudson Soft  
**Release date** (jp) 1996-12-27  
**Genre** Miscellaneous  
**Mode** 1 Player

Ginga Ojousama Densetsu Yuna Mika Akitaka Illust Works is an Illustration disc featuring art and information from various Galaxy Fraulein Yuna games. Apart from the Illustrations there's information about the voice actresses and actor.

*"segagadomain.com"*

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## Ginga Ojousama Densetsu Yuna Mika Akitaka Illust Works 2

**Developer** Red, Will  
**Publisher** Hudson Soft  
**Release date** (jp) 1997-12-15  
**Genre** Miscellaneous  
**Mode** 1 Player

Ginga Ojousama Densetsu Yuna Mika Akitaka Illust Works 2 is another Galaxy Fraulein Yuna art gallery for the Sega Saturn and "sequel" to Ginga Ojousama Densetsu Yuna Mika Akitaka Illust Works.

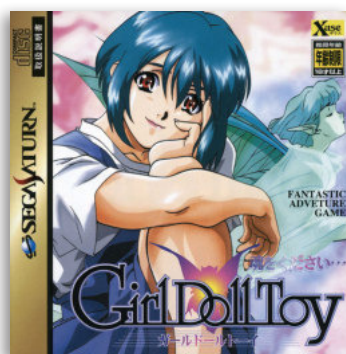
The CD contains a number of illustrations, interviews with several seiyū in the series, and little extras such as compatibility horoscopes and character quizzes.

*"Vysethedetermined2@youtube"*

4.0



1



## Girl Doll Toy: Tamashii wo Kudasai

**Developer** Xuse  
**Publisher** Xuse  
**Release date** (jp) December 23, 1998  
**Genre** Adventure  
**Mode** 1 Player

Girl Doll Toy: Tamashii wo Kudasai is an adventure game, published by Xuse, which was released in Japan in 1998 for the Sega Saturn.

The game is set around the player investigating cyborg girls.

5.4



1



# Girl Doll Toy

FANTASTIC ADVENTURE

ガールドールトイ

魂をください...

エリカ、君は僕のおもちや。エリカ、君は僕の人形。エリカ、君は僕の大切な



ERIKA

エリカ、君は僕のおもちや...



SHIKI



SAKI



AZAMI

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Girl Doll Toy  
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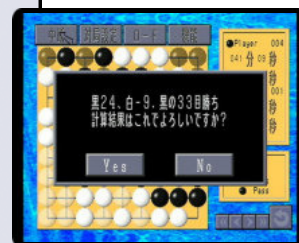


## Go III Professional Taikyoku Igo

**Developer** Mainichi Communications  
**Publisher** Mainichi Communications  
**Release date** (jp) August 1, 1997  
**Genre** Table  
**Mode** 1-2 Players

Go III Professional Taikyoku Igo is a video game interpretation of the board game Igo, published by Mycom, which was released in Japan in 1997 for the Sega Saturn.

6.0



J



## Godzilla Rettoushinkan

**Developer** Scarab  
**Publisher** Sega  
**Release date** (jp) December 22, 1995  
**Genre** Strategy  
**Mode** 1 Player

Players, as the Japanese military, is supposed to direct their tanks and other military equipment on a 3D isometric playing field and attack Godzilla (or other monsters) while he's ravaging and rampaging through cities.

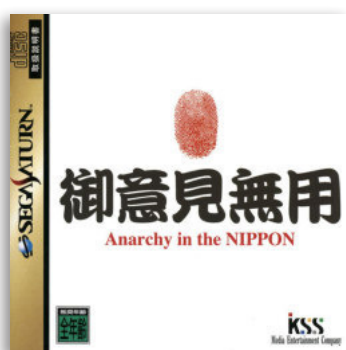
The game is playable without proper knowledge of Japanese, although one will miss out on the "scenario" and the dialogue.

*"giantmonsters.wikia.com"*

7.4



J



## Goiken Muyou: Anarchy in the Nippon

**Developer** KSS  
**Publisher** KSS  
**Release date** (jp) October 2, 1997  
**Genre** Fighting  
**Mode** 1-2 Players

Goiken Muyou is said to have been developed by the same group of people who worked on the Saturn conversion of Virtua Fighter 2, and was originally pitched to Sega as an entirely new fighting game. Sega, however, were not interested, so Goiken Muyou was picked up by KSS instead. Gameplay is very similar to Virtua Fighter 2 but the game takes a more comedic approach to the genre.

*"segaretro.org"*

7.0



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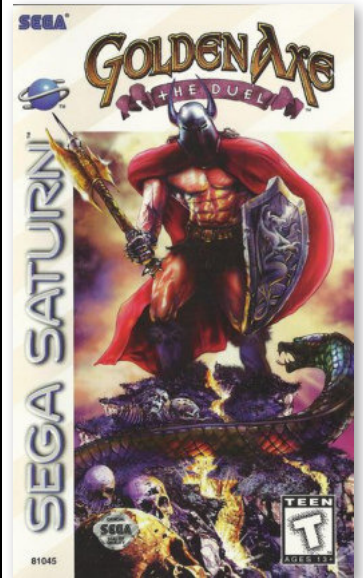
6.5

## Golden Axe: The Duel

Developer	Sega AM1
Publisher	Sega
Release date	(jp) September 29, 1995
Genre	Fighting
Mode	1-2 Players

Released in 1994 in the arcades and in 1995 for the Sega Saturn, Golden Axe: The Duel is a one-on-one fighting game featuring characters who appear to be descendants of some of the characters in the original game.

Though the potion-dropping imp mechanic was praised, most dismissed the game as a decent but non-descript one-on-one fighter.



J N P

7.0

## Gotha: Ismailia Seneki

Developer	Micronet
Publisher	Sega
Release date	(jp) January 27, 1995
Genre	Simulation
Mode	1 Player

This is the first in the series of Gotha games for the Saturn and also one of the Saturn's earlier releases. The game is an aerial combat simulation with voices in Japanese and 3D models for the map and battle scenes.



J

"segagadomain.com"

8.4

## Gradius Deluxe Pack

Developer	Konami
Publisher	Konami
Release date	(jp) March 29, 1996
Genre	Compilation
Mode	1-2 Players

Gradius Deluxe Pack is a compilation of both Gradius and Gradius II - two arcade shoot-'em-ups developed and published by Konami. It remains to this day the only Gradius release on a Sega system (in this case, the Sega Saturn), though there have been several Parodius games (which parody Gradius) and Salamander Deluxe Pack Plus (a Gradius spin-off) also saw a release on the Saturn. The game never left Japan.



J

"segaretro.org"

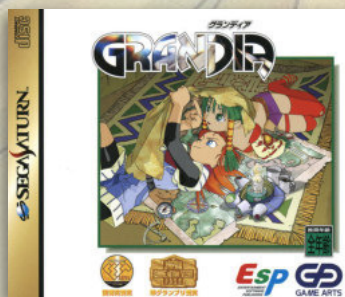
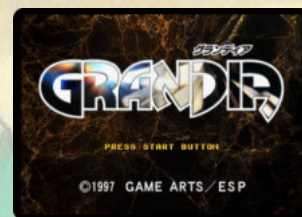


## Grandia

8.6



**Developer** Game Arts  
**Publisher** Game Arts, ESP  
**Release date** (jp) December 18, 1997  
**Genre** Role-playing  
**Mode** 1 Player



Grandia is a role-playing video game, developed by Game Arts and published by ESP Software for the Sega Saturn console as the first game in their Grandia series. Initially released in Japan in 1997, the game was later ported to the PlayStation in 1999, with an English version of the game appearing on the platform in North America in the following September by Sony Computer Entertainment, and later in Europe in 2000 by Ubisoft. The game was produced by much of the same staff who worked on the company's previous role-playing endeavor, the Lunar series, including producer Yoichi Miyagi and music composer Noriyuki Iwadare.



Grandia was developed by Game Arts over a period of more than two years beginning after the release of the company's previous role-playing video game title, Lunar: Eternal Blue for the Sega Mega-CD. The project, headed by producer Yoichi Miyagi and directors Takeshi Miyagi and Toshiaki Hontani, was also originally intended for the Mega-CD system, but was shifted to the Saturn early in development due to Sega's abandoning the platform. According to a spokesman for Game Arts, Grandia was created as part of the company's on-going effort to "provide consumers with good games rather than try to follow market trends", opting instead to create a product that would tell a compelling story catering primarily to their existing fanbase. The Saturn version was released in exclusively in Japan, along with a special Limited Edition for those who pre-ordered the game between October 25 and November 30, 1997, which included a fold-out cloth map of the Grandia world, as well as a mini radio drama disc featuring voiced scenes from the game. In November 1998, Grandia was re-released in Japan as the Grandia Memorial Package, which featured new instruction booklet artwork and a lower sales price. Sega of America had commented that they had no plans to bring an English version of the game to North American audiences on their system, which prompted an online petition originating on the role-playing game fansite LunarNET designed to alert the company of consumer interest. Despite gathering several hundred signatures in only a few days, as well as promotion from gaming website GameSpot, the Saturn version was never released internationally.

In March 1999, Game Art's Japanese publisher ESP Software showcased a PlayStation version of Grandia at that year's Tokyo Game Show expo, along with confirmation that the game would be released in English for the first time in North America by Sony Computer Entertainment America. Working Designs, which had previously worked with Game Arts on bringing their Lunar games to the region, had expressed interest in publishing the game, but were ultimately unable to secure the rights. New features for the PlayStation version included support for the system's DualShock analog control sticks and vibration function, as well as compatibility with Sony's Japanese-only PocketStation peripheral, which allows players to download game data on a portable device for use in a



special mini-game. Although the company had expressed interest in bringing the game to the PlayStation as early as 1998, technical problems originally prevented the title from being ported to the system. Game Arts was later able to release the game with a slight loss in frame rate and a marginal decrease in video effects the following June. The North American version was originally announced by Sony as a summer release during the 1999 Electronic Entertainment Expo in Los Angeles, but was pushed back to the following October. Grandia was later released for the PlayStation in Europe in 2000 by Ubisoft.

The game is set in a fantasy world of emerging technology and exploration. A young boy named Justin inherits a magic stone that leads him on a journey around the world to uncover the mystery of a long-lost civilization. Along the way, he meets other adventurers who join him on his quest, which draws the attention of the militaristic Garlyle Forces who seek to uncover the secrets of the past as well.

Grandia's environments are depicted as three-dimensional maps, with characters represented by 2-D animated bitmap sprites. The camera is fully rotational and follows the party from an angled third-person perspective; it is often necessary to rotate the camera in order to see hidden items or passageways.

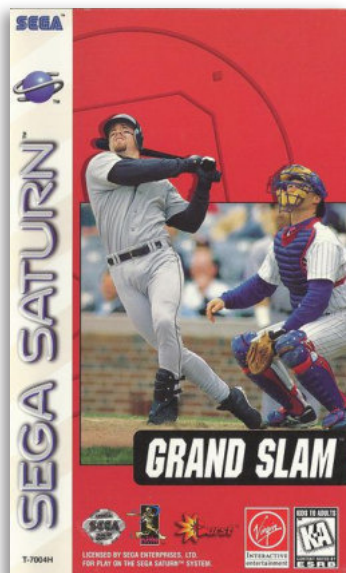
Grandia features a rotational party roster. The statistics of each party member increase each time they gain a new level by defeating enemies and earning experience points. Characters learn new abilities through the repeated use of weapons and spells. Once a particular weapon/magic spell is used a number of times in battle, its Skill Level is raised. Weapons are divided into different classes, including swords, maces, axes, whips and knives. Each party member's potential abilities are listed on a Skill screen within the game's main menu, as well as the Skill requirements that must be met in order to learn them. The game encourages players to periodically switch between weapons. When a weapon or magic element levels up, permanent stat points are added to that character as well. For example, when a character's water skill levels up, they also receive +1 HP as well as +2 MP.

Monsters in Grandia are visible on the field and wander around aimlessly until the party gets close. A battle begins once the monster touches a party member. If the player manages to sneak up on the enemy and make contact from the rear, they gain a preemptive strike and attack first. Likewise, if an enemy touches a party member from behind, they get the first strike. Combat is shown from a third-person overhead view. The IP bar at the bottom right corner of the screen displays a row of icons, which represent all party members and enemies on the screen. When an icon drifts to the midpoint of the IP Bar, that character can choose their next action. The IP Bar also shows the time it takes for enemies to attack; if the party manages to land a strike during the period where an enemy is preparing an attack, that enemy's attack is canceled.

Grandia received near-universal acclaim during its original release in Japan, garnering a 9 out of 10 from both Sega Saturn Magazine and Saturn Fan, as well as an 8.75 out of 10 from Weekly TV Gamer. Weekly Famitsu granted the game a 32 out of 40, earning it an editor's choice Gold Award. Despite not being released outside Japan, GameSpot covered the Saturn version in a 1998 import review, claiming that Grandia "beats out Final Fantasy VII in all of the ways that matter," adding that the game was "not only longer, with a more engaging cast of characters, but it lacks the lulls that so many RPGs have because of these merits," awarding the game an Editor's Choice Award. Official U.S. PlayStation Magazine called the game "arguably the best RPG for Sega's Saturn console." The game earned an "Excellence Award" during the 1997 CESA Japan Game Awards as runner-up for game of the year.







## Grand Slam

<b>Developer</b>	Burst Studios
<b>Publisher</b>	Virgin Interactive
<b>Release date</b>	(us) May, 1997
<b>Genre</b>	Sports
<b>Mode</b>	1-2 Players

Grand Slam Baseball was an innovative, albeit relatively low-key release from Virgin Interactive Entertainment in 1997.

The game introduced a few play mechanics to video game baseball that would later prove to be fixtures in the genre. The most notable in this area was the introduction of a meter for pitching, used to control the velocity and accuracy of pitches, similar to the familiar swing meter in popular golf games.

7.0



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## Grandia Digital Museum

<b>Developer</b>	Game Arts
<b>Publisher</b>	Game Arts, ESP
<b>Release date</b>	(jp) May 28, 1998
<b>Genre</b>	Role-playing, Miscellaneous
<b>Mode</b>	1 Player

Grandia: Digital Museum is a spin-off of the company's first Grandia title, and is designed to be more of an extension of the original than an independent game, featuring character graphics, textures, and music lifted directly from its predecessor.

As players progress through the game, bonus material becomes unlocked in the museum itself, which includes music files, artwork, and movie clips related to Grandia, as well as minigames.

8.1



J



## Grandread

<b>Developer</b>	C-Lab., Bahamut
<b>Publisher</b>	Banpresto
<b>Release date</b>	(jp) November 27, 1997
<b>Genre</b>	Simulation
<b>Mode</b>	1 Player

Grandread is a space simulation game, developed by C-Lab and published by Banpresto, which was released in Japan in 1997.

The game feature voice acting with a few cut scenes during the battles which are presented in 3D.

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6.5



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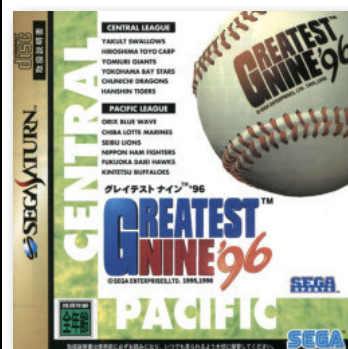
## Greatest Nine '96

Developer	Sega
Publisher	Sega
Release date	(jp) July 19, 1996
Genre	Sports
Mode	1-2 Players

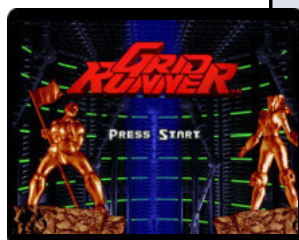
Greatest Nine '96 is a baseball game, published by Sega, which was released in Japan in 1996. It is the sequel to Kanzen Chuukei Pro Yakyuu Greatest Nine.

The game is very similar to the original Greatest Nine but has a slight graphical improvement. It features both the Central and Pacific leagues.

*"segagagadomain.com"*



7.3

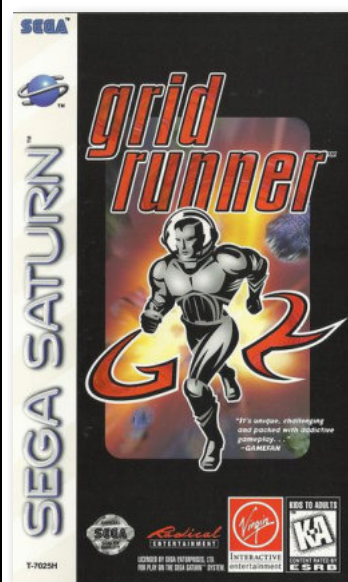


J N P

## Grid Runner

Developer	Radical Entertainment
Publisher	Virgin Interactive
Release date	(us) November 20, 1996
Genre	Action
Mode	1-2 Players

Grid Runner is a top-down game similar to tag. The object of the game is to change a set amount of flags scattered around the playfield to the colour of the player. Upon starting the game, two players must race to find the first flag. The first player to get to this flag will change the flag's color to blue or red. The loser will then be marked as "it" and must then hunt down the other player "tagging" them and making them "it" instead.



8.0



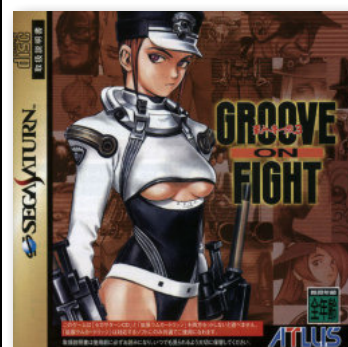
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## Groove On Fight: Goketsuji Ichizoku 3

Developer	Atlus
Publisher	Atlus
Release date	(jp) May 16, 1997
Genre	Fighting
Mode	1-4 Players

Goketsuji Ichizoku 3: Groove on Fight, part of the Power Instinct series, takes place 20 years after the last Goketsuji tournament. It has a darker and more serious tone than its predecessors, but still maintains a little of the same humor that is particular to the series.

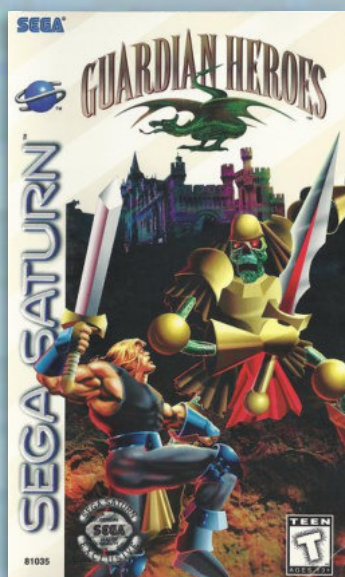
Gameplay is in a 2-on-2 format with the ability to tag in and out at any time between players.





## Guardian Heroes

8.7



**Developer** Treasure  
**Publisher** Sega  
**Release date** (us) January 26, 1996  
**Genre** Beat-'em-up  
**Mode** 1-6 Players

Guardian Heroes is a 2D side-scrolling beat 'em up game in the vein of Final Fight or Golden Axe, but with RPG elements. The development team called it a "fighting RPG". The game allows players to alter the storyline through their actions, such as choosing between a number of branching paths, leading to multiple endings, and killing civilians and enemies, leading to changes in the Karma meter.

In addition to story mode, the game includes a versus mode wherein up to six players can compete using any of the main characters (and unlockable monsters, bosses, and civilians) in a timed battle or to the death.

The players earn experience points during each scene, and between scenes are able to improve and customize their characters with six attributes: Strength (determines physical damage per hit and distance enemies fly when the player hits them), Vitality (determines HP), Intelligence (governs size and strength of spells), Mentality (determines how many MP the player has and how fast MP are recovered), Agility (determines the speed at which characters can do physical and magical attacks) and Luck (modifies damage the player gives and receives, in addition to improving Nicole's selection of spells).

The game's story mode has multiple paths. The player can choose where they will go and what they do after every level. Different paths lead to different endings, bosses, and levels.

The battlefield has multiple levels. Initially, the player can only access three planes of battle: a foreplane, a middle plane, and a back plane. These planes can be switched between in set sequence, or at the player's choosing based on which button is pressed. Often, evasive actions can be taken by switching a plane.

Playable characters include;

**Samuel Han:** Physically powerful, Han can inflict a lot of damage even against guarding opponents (as his tackle bypasses blocking), but his movements are slow, and he cannot use much magic. He also has a flaming attack, similar to Ginjiro's lightning attack. Though he is slow-moving at first, raising his Agility stat will correct this. Han starts the game wielding the sword of the Undead Hero, until it is reclaimed by its true owner. In one of the story arcs, he may acquire a similar sword which grants him the stat bonuses he originally had when wielding the Undead Sword.

**Randy M. Green:** Randy has many spectacular attacks and a large variety of elemental magic, including fireballs, lightning bolts, pools of ice and a devastating laser-like heat ray. However, he suffers from low vitality. Randy's familiar, Nando, assists Randy during story mode, and is available as a playable character in Versus mode. In melee, Randy uses multi-hit attacks.

**Ginjiro Ibushi:** Ginjiro has an emphasis on mobility. He has a large variety of moving attacks, but this can also work against him. He also has a number of lightning/thunder attacks. Though his attack power is weaker than Han's, the





sheer number of hits he is capable of dealing to enemies makes him a formidable character, and his lightning attacks allow him to deliver more hits to any single target than any other character in the game, meaning he can rack up combo points very easily and gain levels just as quickly.

**Nicole Neil:** Nicole has a smiley face emblem on her amulet and most of her magic attacks incorporate a smiley face. She is the only hero who can use healing magic, but as a drawback her attacks are the weakest of the four heroes. Her Barrier ability damages enemies until they are forced away from her; if an enemy cannot be forced away from Nicole (e.g. the Barrier pushes the enemy against the wall), then it suffers grievous wounds until the barrier wears off. If an enemy blocks the barrier attack and is standing against the wall, the barrier deals massive amounts of damage.

**Serena Corsair:** Serena the Knight has a wide variety of moves and a good selection of magic spells, the majority of which revolve around cold and ice. The most powerful of these are her Angel Breath, which creates an umbrella-like field of ice particles around herself when used, protecting her from physical attacks and freezing anything close to her, and the Valkyrie Javelin, which is similar to Randy's Super Magic Fire Blaster, but freezes attackers instead of burning them. Serena joins the player as an NPC in story mode, but is later unlockable as a playable character. Kanon later reveals that Serena is actually the surviving heir of the murdered Khans, making her a legitimate contender for the throne. She is the only hidden character that can be played in story mode.

According to former Treasure designer Tetsuhiko "Han" Kikuchi, Fill-in-Cafe's Mad Stalker: Full Metal Force and Capcom's Alien VS. Predator arcade game were the main inspirations for Guardian Heroes' design. When asked why Treasure chose to develop a 2D sprite-based game when the video game sales were increasingly dominated by 3D games, and when nearly every other Saturn developer was concentrating strictly on 3D games, a Treasure representative commented, "Treasure has built up a tremendous knowledge of 2D sprite know how. It's an asset that we wish to continue using. ... No we didn't think it was risky. In fact the risk is in trying to make a new game. There [are] a lot of companies that have tried and failed to make successful 3D games. Besides, 2D and 3D games can exist alongside each other."



The game was well received. The four reviewers of Electronic Gaming Monthly praised the game's combos, multiple paths, and inclusion of a versus mode. Rad Automatic of Sega Saturn Magazine also praised the multiple paths through the game, but expressed the most enthusiasm about the high difficulty and the three layers on which the action takes place. He concluded, "Innovative, challenging, exciting and tough, Guardian Heroes is a classic in every way."

Retrospective feedback on the game has continued to be positive. IGN staff writer Levi Buchanan ranked Guardian Heroes third in his list of the top Sega Saturn games. GamesRadar ranked it as the 5th best Saturn game, stating that "Treasure's original 1996 release remains a wonderful co-op beat-'em-up experience with impressive presentation and exciting combat".

On May 5, 2011, Sega of America and Sega Europe announced a remastered version of Guardian Heroes for Xbox Live Arcade, released in October 12, 2011.





## Guardian Force

<b>Developer</b>	Success
<b>Publisher</b>	Success
<b>Release date</b>	(jp) August 6, 1998
<b>Genre</b>	Shooter
<b>Mode</b>	1-2 Players

Guardian Force is a radical departure from the character-driven, 'cute-em-up' style of Success Cotton franchise. The player controls a futuristic tank, and there's hardly a human character to be seen. The enemies are realistic tanks, helicopters, jets, and armored vehicles, and the graphical palette sports a dark, gritty tone. It's an odd choice for a company that built its name off wide-eyed witches and bikini-clad fairies.

*"hardcoregaming101.net"*

8.1



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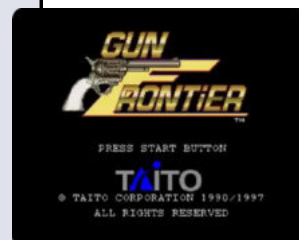
## Gun Frontier Arcade Gears

<b>Developer</b>	GOO!
<b>Publisher</b>	Xing
<b>Release date</b>	(jp) September 25, 1997
<b>Genre</b>	Shooter
<b>Mode</b>	1-2 Players

Gun Frontier is a port of the 1990 arcade vertical shoot-'em-up based on the animated series of the same name. The setting of the series and purportedly of the game is an extraterrestrial American Wild West, with the player fighting to defend settlers from airborne pirates -- the game, though, actually looks to be an entirely standard military-themed shooter, with the player's jet fighter set against tanks and other airplanes.

*"mobygames.com"*

7.6



J



## Gun Griffon

<b>Developer</b>	Game Arts
<b>Publisher</b>	Sega, (jp) Game Arts
<b>Release date</b>	(jp) March 15, 1996
<b>Genre</b>	First-person shooter
<b>Mode</b>	1 Player

Gungriffon is the first in a series of video games designed by Takeshi Miyaji. Players pilot an enormous walking mech to complete missions set all over the world in late 21st century warfare fighting other mechs, trucks and helicopters.

The missions, set in different weathers and at different times of day, usually have specific objectives, be they search and destroy, protecting allies or killing everything.

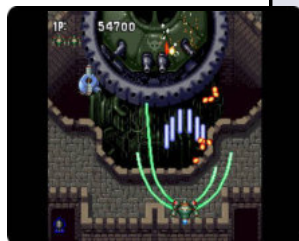
7.3



J N P



7.7



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## Gunbird

Developer	Psikyo
Publisher	Atlus
Release date	(us) December 15, 1995
Genre	Shooter
Mode	1-2 Players

Gunbird, a vertically scrolling shoot 'em up, uses manga-styled character as the player's chosen craft. A story plays out in between levels and before boss fights, telling a tale of how the protagonists are trying to collect pieces of a magic mirror to make a wish.

The cutscenes between the battles with two players fighting cooperatively are frequently packed with comedic dialogue and situations.



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## Gunblaze S

<b>Developer</b>	Active
<b>Publisher</b>	KID
<b>Release date</b>	(jp) January 29, 1998
<b>Genre</b>	Role-playing
<b>Mode</b>	1 Player

GunBlaze S is a remake of GunBlaze. The story remains the same as in the original game, and the dialogues almost the same, with a few minor omissions. The gameplay is also largely unchanged.

The main difference between the two versions is in the graphics. Many locations and cut scenes in GunBlaze S were re-drawn from scratch. Some of the locations have different layout.

8.5



1



## Gungriffon II

<b>Developer</b>	Game Arts
<b>Publisher</b>	Game Arts, ESP
<b>Release date</b>	(jp) April 23, 1998
<b>Genre</b>	First-person shooter
<b>Mode</b>	1-4 Players

Gungriffon II is 3D FPP mecha simulator, similar to Armored Core or Mechwarrior, continuation of Gungriffon, released only in Japan. Players is a pilot of giant humanoid looking, heavily armed robot. They must complete various missions (search & destroy, guard various objects, etc.), and fight against other robots and tanks. Various robots and equipment for combat can be selected.

*"mobygames.com"*

8.2



1



## Gussun Oyoyo-S

<b>Developer</b>	Xing
<b>Publisher</b>	Xing
<b>Release date</b>	(jp) March 29, 1996
<b>Genre</b>	Puzzle
<b>Mode</b>	1-2 Players

Originating as an arcade title but spanning many consoles, Gussun Oyoyo combines the traditional falling block puzzle of Tetris with a wandering Lemming-like character.

The core gameplay of the series is to help Gussun and his brother Oyoyo (Vic and Vinnie respectively in Risky Challenge) escape a flooding stage by building a stairway with Tetris blocks. The goal is to reach the ceiling before the water level drowns the pair.

7.0



1



## Habitat II

**Developer** Sega  
**Publisher** Sega  
**Release date** (jp) July 27, 1996  
**Genre** Miscellaneous  
**Mode** 1 Player

Habitat II was a Saturn based game client for Fujitsu's "Habitat II" virtual world which itself was a licensed version of Fujitsu's WorldsAway virtual world launched September 1995. The service was initially made available online to Windows users in March 1996 and 4 months later the Saturn client was released. It is completely reliant on the Sega Saturn Modem due to the client/server relationship and thus cannot function in the modern age.

*"segaretro.org"*



J

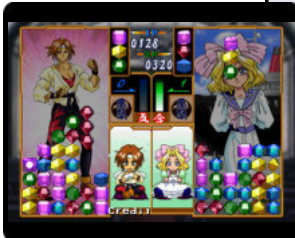
8.1

## Hanagumi Taisen Columns

**Developer** Sega CS R&D 2, Red  
**Publisher** Sega  
**Release date** (jp) March 28, 1997  
**Genre** Puzzle  
**Mode** 1-2 Players

Hanagumi Taisen Columns is a spin-off of Sakura Taisen and Columns. The game was developed by Sega and was released in 1997 for the ST-V arcade board and the Sega Saturn in Japan. It follows the Sakura Taisen story line and uses Columns gameplay.

*"giantbomb.com"*



J

6.7

## Hang-On GP

**Developer** Genki  
**Publisher** Sega  
**Release date** (jp) October 27, 1995  
**Genre** Racing  
**Mode** 1 Player

Hang-On GP features three tracks: Albatross Cliff Reef, Great Crimson Wall, and New Dwells. Each track contains an additional route that becomes available after a high placing. This makes a total of six possible races.

Players can choose from among ten motorcycles to use during a race as well as an automatic or manual transmission for each. Players can also decide how the bike should control, highside or power slide.



J N P





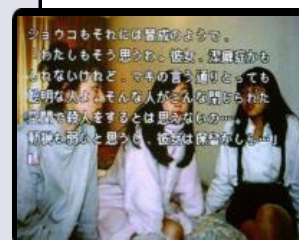
## Hankou Shashin: Shibarareta Shoujo-tachi no Mita Mono ha?

<b>Developer</b>	Imagineer
<b>Publisher</b>	Imagineer
<b>Release date</b>	(jp) June 14, 1996
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

Hankou Shashin (“Photograph of a Crime”) is an adventure/sound novel game. The game is based around a murder in a country hotel where 3 teens just so happen to be. So it’s up to players to find out just what happened as well as getting to see a bit of teen skin.

“segagadomain.com”

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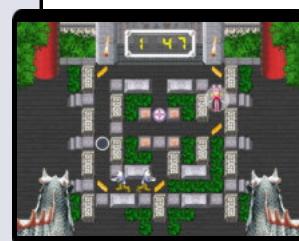
## Hansha de Spark!

<b>Developer</b>	Prism
<b>Publisher</b>	Sieg
<b>Release date</b>	(jp) December 23, 1997
<b>Genre</b>	Action
<b>Mode</b>	1-4 Players

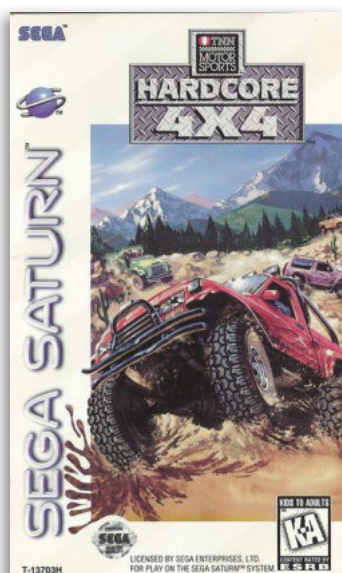
Hansha de Spark! is a 2D top-down arcade game, similar in style to Bomberman, but instead of using bombs, players can shoot energy balls that receive power by bouncing off the special walls. They can collect bonuses to gain advantage. Game features both single-player mode where the player fights against zombie-like regular enemies and bosses, and a multi-player mode where players fight against other players or bots.

“mobygames.com”

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## Hardcore 4x4

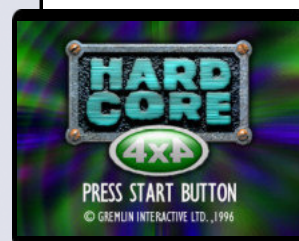
<b>Developer</b>	Gremlin Interactive
<b>Publisher</b>	Gremlin Interactive, (us) ASC Games, (jp) Human
<b>Release date</b>	(us) December 20, 1996
<b>Genre</b>	Racing
<b>Mode</b>	1 Player

Hardcore 4x4 is an off-road racing game. Players drive a 4x4 like a Jeep or pickup truck around 3D cross-country loops and attempt to get to the finish line first.

Though very dated by today’s standards Hardcore 4x4 was one of the first fully 3D off-road racing/driving games to feature realistic physics, with each vehicle having independent suspension. There is also a running commentary.

“segaretro.org”

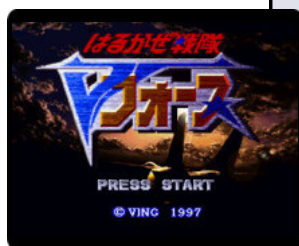
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## Harukaze Sentai V-Force

Developer	Ving
Publisher	Ving
Release date	(jp) June 27, 1997
Genre	Simulation, Strategy
Mode	1 Player

Harukaze Sentai V-Force is an isometric strategy RPG similar to Front Mission or Super Robot Taisen. The game follows Natsuki, Mizuki, and Kagetsu, three sisters who are pilots in the Earth Defense Force. Each mission allows players to configure their character's weaponry, and as they fight, they will gain experience and level up.

It originally came with a VHS cassette and three game discs.



5.2



J

## Hatsukoi Monogatari

Developer	Axes Art Amuse
Publisher	Tokuma Shoten Intermedia
Release date	(jp) October 1, 1998
Genre	Adventure
Mode	1 Player

Hatsukoi Monogatari is a love simulation/adventure game set in the usual Japanese high-school where the player character is looking for love.

The game was developed by Axes Art Amuse and published by Tokuma Shoten, which was released in Japan in 1998.



6.5



J

## HatTrick Hero S

Developer	Taito
Publisher	Taito
Release date	(jp) December 8, 1995
Genre	Sports
Mode	1-4 Players

HatTrick Hero S may be reminiscent of the side-scrolling arcade soccer games in 2D that were popular in the coin-ops of the 90's. In this game players can choose among a large list of national teams (42 in total) from all the continents, and they can compete in either a friendly match, a championship, a world league or a penalty shoot out session. Each team counts with an "Ace" player, or in other words, the man with the best skills in the team.

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4.3



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## Haunted Casino

<b>Developer</b>	Societa Daikanyama
<b>Publisher</b>	Societa Daikanyama
<b>Release date</b>	(jp) September 27, 1996
<b>Genre</b>	Gambling
<b>Mode</b>	1 Player

Haunted Casino is a table game published by Societa Daikanyama for the Sega Saturn. The game is presented as one of those FMV based adventures that pressing straight, left, right or back to advance through the areas. Gameplay involves playing card games in order to win coins.

The game came on three CDs.

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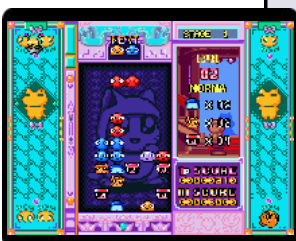
## HeartBeat Scramble

<b>Developer</b>	Japan Media Programming
<b>Publisher</b>	Imagineer
<b>Release date</b>	(jp) September 6, 1996
<b>Genre</b>	Simulation, Adventure
<b>Mode</b>	1 Player

Heartbeat Scramble is an adventure/ dating simulation game, developed by Japan Media Programming and published by Imagineer, which was released in Japan in 1996 for Sega Saturn. The game feature both digitized and anime drawn ladies.



6.7



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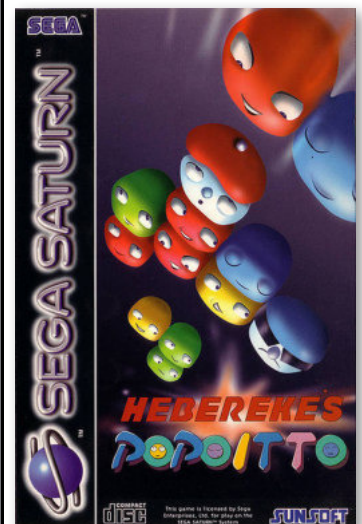
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## Hebereke's Popoitto

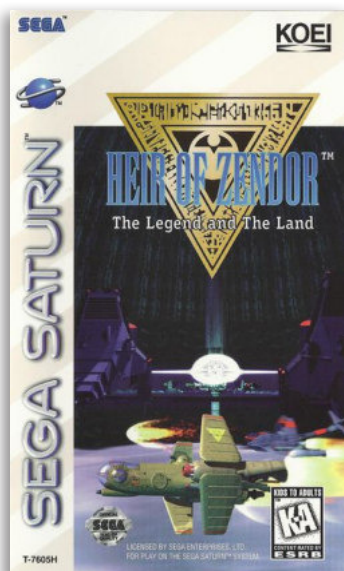
<b>Developer</b>	Success
<b>Publisher</b>	Sunsoft
<b>Release date</b>	(jp) March 3, 1995
<b>Genre</b>	Puzzle
<b>Mode</b>	1-2 Players

Hebereke's Popoitto is a Tetris variant. It is part of Sunsoft's Hebereke series - a franchise which started with the NES game Hebereke (U-four-ia: The Saga).

The goal in each level is to remove the blocks already on the playfield, representing characters from the franchise. Other blocks fall down from the top of the screen and have to be steered to the right place before touching the ground or another block. When four or more of the same blocks are together, they vanish.







## Heir of Zendor: The Legend and The Land

<b>Developer</b>	Micronet
<b>Publisher</b>	Koei
<b>Release date</b>	(jp) March 1, 1996
<b>Genre</b>	Strategy
<b>Mode</b>	1 Player

Heir of Zendor: The Legend and The Land is a turn-based strategy game and a sequel to Gotha: Ismailia Seneki. The game is set on Zendor. The most important resource is water, which after the Great Wars still remained only in the continent named Terra Sancta. The player assumes the role of the commander of the Zendorian Squadron of the Royal Alliance Expeditionary Forces and needs to defeat the “Five Kings”.

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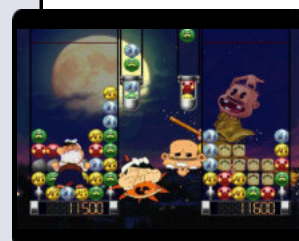
## Heisei Tensai Bakabon Susume! Bakabons

<b>Developer</b>	General Entertainment
<b>Publisher</b>	General Entertainment
<b>Release date</b>	(jp) July 7, 1995
<b>Genre</b>	Puzzle
<b>Mode</b>	1-2 Players

Heisei Tensai Bakabon Susume! Bakabons is a puzzle game based on the anime/manga of the same name. The game was developed and published by General Ent, which was released in Japan in 1995 for the Sega Saturn.

The game can be seen as a Hebereki No Popun clone.

6.0



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## Heiwa Pachinko Soushingeiki

<b>Developer</b>	Naxat Soft, Heiwa, Amtex
<b>Publisher</b>	Naxat Soft
<b>Release date</b>	(jp) October 4, 1996
<b>Genre</b>	Gambling
<b>Mode</b>	1 Player

Heiwa Pachinko Soushingeiki is a pachinko game for the Sega Saturn. It can be seen as one of the most impressive Pachinko simulations on the Saturn for more than one reason. The main boards used within the game are in fully 3D. It has no polygon bending or warping, no break up and no iffy textures. The second feature that sets this Pachinko sim apart from others is the RPG element. It also feature 5 different boards.

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5.3



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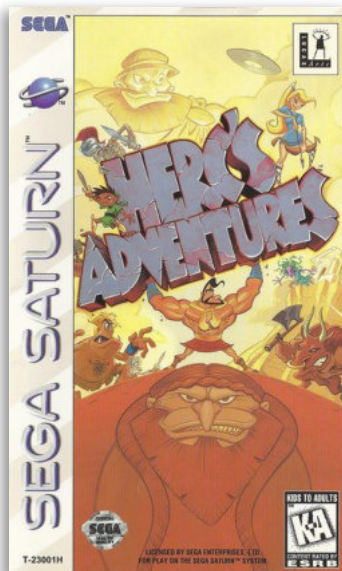
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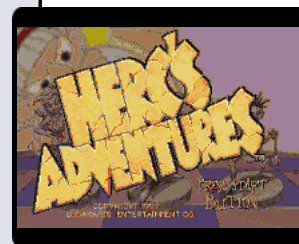
## Herc's Adventures

<b>Developer</b>	Big Ape Productions, LucasArts
<b>Publisher</b>	LucasArts
<b>Release date</b>	(us) July 14, 1997
<b>Genre</b>	Action-adventure
<b>Mode</b>	1-2 Players

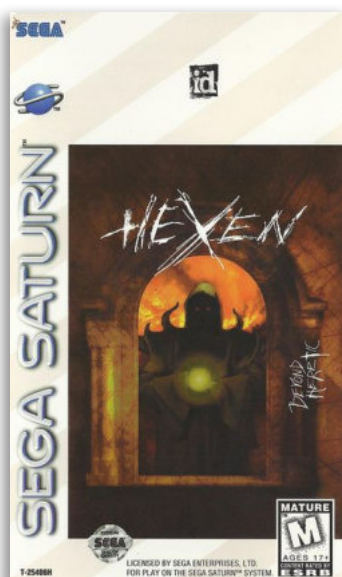
Herc's Adventures is similar to *Zombies Ate My Neighbors*. Players can pick among three ancient Greek heroes; Herc (Hercules), Atlanta (Atalanta), or Jason, who are on a quest to defeat Hades and save the Goddess of nature, Persephone.

Every time the players die, they are sent down to Hades' underworld and needed to fight their way to the exit in order to get a chance to continue. The more they die, the further back into the underworld they are sent.

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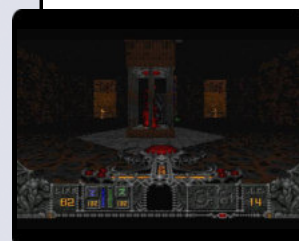
## Hexen

<b>Developer</b>	id Software, Raven Software
<b>Publisher</b>	GT Interactive, (jp) Game Bank
<b>Release date</b>	(eu) March 21, 1997
<b>Genre</b>	First-person shooter
<b>Mode</b>	1 Player

Hexen: Beyond Heretic is a dark fantasy first-person shooter. It is the sequel to 1994's *Heretic*, and the second game in Raven Software's "Serpent Riders" series. Game producer John Romero stated that a third game in this series which was never realized was to be called "Hecatomb".

A new series feature introduced in Hexen is the choice of three character class. Players may choose to play as a fighter, cleric, or mage.

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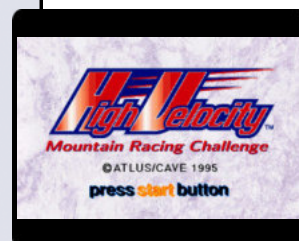
## High Velocity: Mountain Racing Challenge

<b>Developer</b>	Cave, Atlus
<b>Publisher</b>	Atlus
<b>Release date</b>	(jp) November 10, 1995
<b>Genre</b>	Racing
<b>Mode</b>	1-2 Players

High Velocity is an arcade-style racing game that allows players to drive sports cars on twisty roads around Japanese mountain tops. There are 3 tracks on which to drive, each with forward and reverse routes. Players may choose from one of 6 different cars, each with different driving characteristics. There are three different game modes: King Battle, VS. Battle, and Time Trial.

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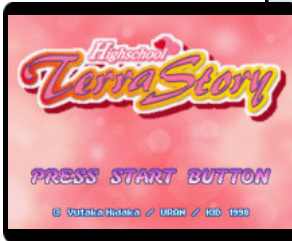
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## Highschool Terra Story

**Developer** Success, Uran, KID  
**Publisher** KID  
**Release date** (jp) July 23, 1998  
**Genre** Simulation  
**Mode** 1 Player

Highschool Terra Story is a simulation game published by KID for the Sega Saturn. Players take the role of Keisuke, a high-school student. Players use their time trying to improve their relationship with the six girls, Misa, Rina, Mimi, Aki, Chiho and Mao.

Its sequel, College Terra Story, was released only on the PC.



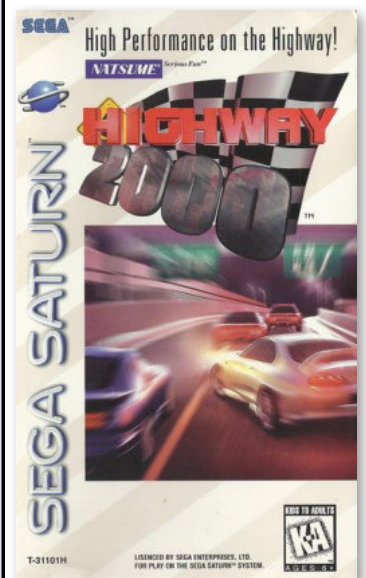
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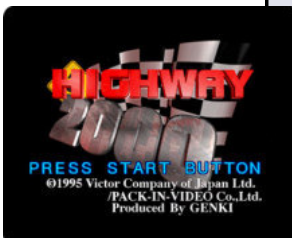
## Highway 2000

**Developer** Genki  
**Publisher** Natsume, (eu) JVC, (jp) Pack-In-Video  
**Release date** (jp) December 15, 1995  
**Genre** Racing  
**Mode** 1-2 Players

Highway 2000 is a racing game that offers five racing tracks and three cars (Mad Viper, Dark Nebula and Rapid Fire) with different statistics based on speed, acceleration, handling and grip. The game has several modes like the tournament mode in which you race against AI-controlled opponents and a time trial mode. There is also a two-player race mode in where players race in split-screen.



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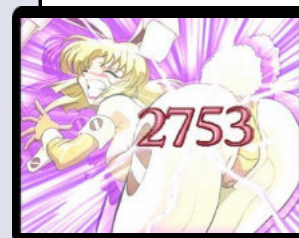
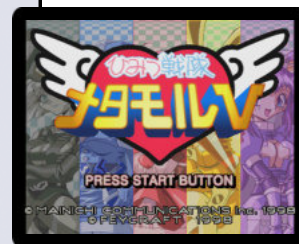


## Himitsu Sentai Metamor V

**Developer** Feycraft  
**Publisher** Mainichi Communications  
**Release date** (jp) April 23, 1998  
**Genre** Adventure  
**Mode** 1 Player

Himitsu Sentai Metamor V is an adventure game based upon the anime of the same name. The game was developed by Feycraft and published by Mainichi Communications Inc., which was released in Japan in 1998 for the Sega Saturn.

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## Hi-Octane

**Developer** Bullfrog  
**Publisher** Electronic Arts  
**Release date** (eu) December, 1995  
**Genre** Racing, Action  
**Mode** 1-2 Players

Hi-Octane is a racing/vehicular combat game developed by Bullfrog, and based upon their earlier Magic Carpet game code. It is notable amongst racing games for its wide and open tracks, and the resulting freedom offered to the player, and also for its excessive speed.

It suffered in the marketplace due to thematic similarities with the better received Wipeout by Psygnosis and the generality of its graphics engine made for a short depth of view compared to contemporary racing games.

7.3



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## Hissatsu Pachinko Collection

**Developer** Sunsoft, Daiichi, Fuji, Nifty-Serve, Chatnoir  
**Publisher** Sunsoft  
**Release date** (jp) January 19, 1996  
**Genre** Gambling  
**Mode** 1 Player

Hissatsu Pachinko Collection was originally released in late 1994 for the Super Famicom, and was joined by three sequels across the next two years (two in 1995, one in 1996). In early 1996, this game was released on the Sega Saturn with various CD enhancements.

The game have Pachinko modes with semi RPG elements but also a mahjong game which takes place in the players living room.

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## Hissatsu!

Developer	Emotion Digital Software
Publisher	Bandai Visual
Release date	(jp) June 28, 1996
Genre	Action-platformer
Mode	1 Player

Hissatsu! is based on a Japanese TV drama series from the 1970's, about four men who are tradesmen by day but assassins by night.

Hissatsu is a platform action game featuring 3 characters set in ancient Japan. Two of the characters are the typical samurai looking types while the other guy looks more like a cowboy with a pistol.



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5.6

## Hiyake no Omoide & Himekuri: Girls in Motion Puzzle Vol. 1

Developer	Japan Media Programming
Publisher	Yanoman
Release date	(jp) December 8, 1995
Genre	Puzzle
Mode	1-2 Players

Hiyake no Omoide & Himekuri: Girls in Motion Puzzle Vol. 1 is a puzzle game developed by JAMP and published by Yanoman for the Sega Saturn.

It was followed by Body Special 264: Girls in Motion Puzzle Vol. 2.



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## Hokuto no Ken

Developer	Banpresto
Publisher	Banpresto
Release date	(jp) December 22, 1995
Genre	Adventure, Strategy
Mode	1-2 Players

Hokuto no Ken is based on the anime series First of the North Star, continuing its plot. The player watches the development of plot in cutscenes and takes an active role only during the simple turn-based battles. The player chooses his actions from a menu. A time bar marks the flow of the turns. When the battle is won, another cutscene starts, etc. The game is divided in levels and a password is given after beating each of those.



J

"mobygames.com"





## Honkaku 4-nin Uchi Geinoujin Taikyoku Mahjong

**Developer** Video System  
**Publisher** Video System  
**Release date** (jp) October 10, 1996  
**Genre** Table  
**Mode** 1 Player

Honkaku 4-nin Uchi Geinoujin Taikyoku Mahjong: The Wareme DE Pon is a mahjong game based upon the Japanese TV show from the mid 90's called The Wareme de Pon. The show featured some of the top Mahjong players in Japan battling it out against each other over a game of mahjong.

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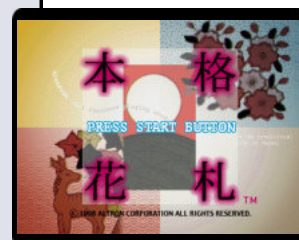
## Honkaku Hanafuda

**Developer** Altron  
**Publisher** Altron  
**Release date** (jp) October 29, 1998  
**Genre** Cards  
**Mode** 1 Player

Honkaku Hanafuda is a hanafuda game, published by Altron, which was released in Japan in 1998 for the Sega Saturn.

Hanafuda are playing cards of Japanese origin that are used to play a number of games. The name literally translates as "flower cards". The name also refers to games played with those cards.

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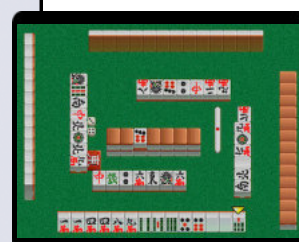
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## Honkaku Pro Mahjong Tetsuman Special

**Developer** Chatnoir  
**Publisher** Naxat Soft  
**Release date** (jp) August 23, 1996  
**Genre** Table  
**Mode** 1 Player

Honkaku Pro Mahjong Tetsuman Special is a mahjong game, published by Naxat Soft, which was released in Japan in 1996 for the Sega Saturn.

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## Honkaku Shougi Shinan Wakamatsu Shougi Juku

<b>Developer</b>	JSH, SIMS
<b>Publisher</b>	SIMS
<b>Release date</b>	(jp) January 29, 1998
<b>Genre</b>	Table
<b>Mode</b>	1-2 Players

Honkaku Shougi Shinan Wakamatsu Shougi Juku is a shougi game, developed by Biox and published by Sims, which was released in Japan in 1998 for the Sega Saturn.



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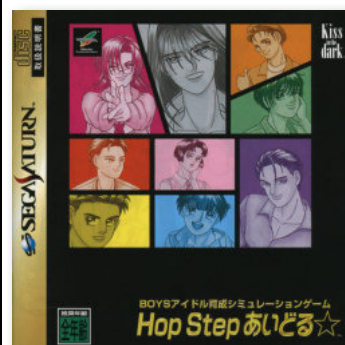


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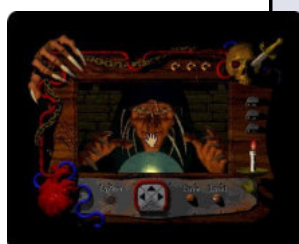
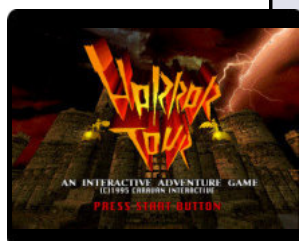
## Hop Step Idol

<b>Developer</b>	Media Entertainment
<b>Publisher</b>	Media Entertainment
<b>Release date</b>	(jp) December 4, 1997
<b>Genre</b>	Simulation
<b>Mode</b>	1 Player

Hop Step Idol is an idol simulator for female gamers, published by Media Entertainment, which was released in Japan in 1997 for the Sega Saturn. As a producer at a talent agency players make their very own idol to suit their needs.



2.0



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## Horror Tour

<b>Developer</b>	OCC
<b>Publisher</b>	OCC
<b>Release date</b>	(jp) March 29, 1996
<b>Genre</b>	Adventure
<b>Mode</b>	1 Player

Horror Tour, also known as Zeddaz: Servant of Sheol, is a first-person adventure game with pre-rendered backgrounds. The game is set entirely in the castle, which is a maze-like location that must be explored as the player searches for clues. The game's puzzles are predominantly logic-based; reading books in the library is often required to receive clues for their solutions.







## Houkago Renai Club: Koi no Etude

**Developer** Prosit  
**Publisher** KID  
**Release date** (jp) January 15, 1998  
**Genre** Adventure, Simulation  
**Mode** 1 Player

Houkago Renai Club: Koi no Etude is a dating sim, published by Kid, which was released in Japan in 1998 for the Sega Saturn.

The game came was also released with a cover variation.

3.8



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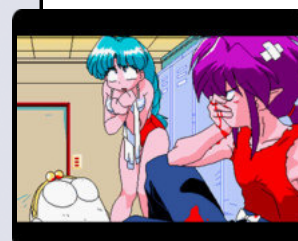
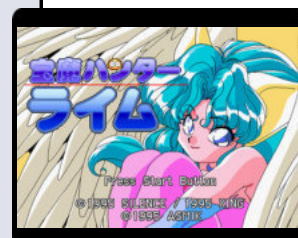
## Houma Hunter Lime Perfect Collection

**Developer** Silence  
**Publisher** Asmik  
**Release date** (jp) September 29, 1995  
**Genre** Adventure  
**Mode** 1 Player

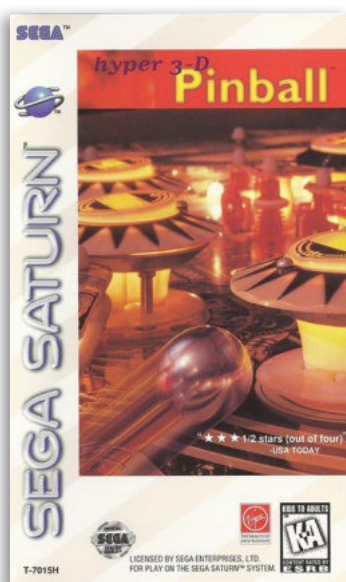
Hōma Hunter Lime is a series of episodic games, built like an interactive cartoon with visual novel elements.

This collection contains: Hōma Hunter Lime: Special Collection Vol. 1 (act 1-3) and 2 (act 5-8). The player can only access the first episode directly from the main menu, and must complete each episode before being able to play the next one.

4.0



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## Hyper 3D Pinball

**Developer** NMS Software  
**Publisher** Virgin Interactive  
**Release date** (eu) September 6, 1996  
**Genre** Pinball  
**Mode** 1-4 Players

Hyper 3D Pinball, also known as Tilt!, is a pinball game. Players can choose between 6 boards to play, in 3D full screen-modus or in classic 2D scroll-modus. The themes of the pinballs are Science Fiction (Star Quest), Horror (Monster), Racing (Road King), Underworld (Gangster), Fantasy (Myst & Majik) and Fair (Funfair). Every pinball has multi-ball gaming, animations during the game and intermezzos in the scoring field.

7.6



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7.0



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## Hyper 3D Taisen Battle Gebockers

Developer Riverhillsoft  
 Publisher Riverhillsoft  
 Release date (jp) February 23, 1996  
 Genre Action  
 Mode 1-2 Players

Hyper 3D Taisen Battle Gebockers is a simplistic 3D shooting game. Players choose one out of a cast of several cartoon characters to duel the others one by one in a 3D environment. The goal is simply to diminish the opponents health by using the standard and special weapons.

"mobygames.com"



魔界の美少女ライムの楽しい妖怪退治♥♥♥  
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STORY  
 魔界と人間界の友好の証  
 “宝玉”が消えてしまった!?  
 “宝玉”は妖怪に化け、  
 次々とワルさをしかけてくるのだ。  
 魔界の美少女ライムは得意の  
 コスプレ攻撃で妖怪退治に  
 乗り出した!!



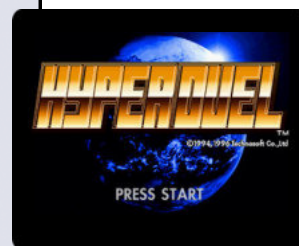


## Hyper Duel

**Developer** Technosoft  
**Publisher** Technosoft  
**Release date** (jp) November 22, 1996  
**Genre** Shooter  
**Mode** 1-2 Players

Hyper Duel is a horizontal scrolling shooter originally released in 1993 for the arcade in Japan. The Saturn version contains an original “Arcade Mode,” a practically arcade-perfect conversion of the original, as well as an updated “Saturn Mode.” In addition to including a new 3D opening cinematic, Saturn Mode also has cleaner, brighter, and more detailed sprites and backgrounds, even redrawn in some cases.

8.1



J



## Hyper Reverthion

**Developer** Technosoft  
**Publisher** Technosoft  
**Release date** (jp) June 7, 1996  
**Genre** Action  
**Mode** 1-2 Players

Hyper Reverthion is a 3-d fighting game in the style of “Virtual On,” where the player can select one of eight fighters in their individual robots, each equipped with its own unique set of ranged special attacks and melee attacks.

7.5



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“estarland.com”



## Hyper Securities S

**Developer** Pack-In-Soft  
**Publisher** Pack-In-Soft  
**Release date** (jp) February 7, 1997  
**Genre** Simulation  
**Mode** 1 Player

Hyper Securities S is a simulation game, published by Pack-In-Video, which was released in Japan in 1997 for the Sega Saturn. It is based upon the 1995 PC-9801 game Hyper Securities by Mebio Software.

7.5



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