

TOP SECRET

MEGA GUIDE

It's back!
The flimsy computer pullout they can't gag!

Price Fight latest - see inside

21 MAY, 1993

FREE WITH THE 25P Sun

Who pulled the Mega Guide

WAS IT MI5?

WORLD EXCLUSIVE
By the
SCORE DUDE



THE world was in shock yesterday after it emerged that last week's Mega Guide was spjacked by a load of silly old buggers. And today we reveal THE TRUTH about the boring Charles and Di phone row. The whole thing was a SMOKESCREEN to hide our world exclusive news about Street Fighter II!

Stuffy old MI5 threw a wobbly when we tracked down the cart they have been hunting for months. So they BUGGED our phone and in a sensational raid on our Wapping HQ they moved in to ban Mega Guide under the Official Secrets act.

Inside today we bring you the full story the secret service did not want you to read! And we can reveal that those ...

SILLY BUGGERS: Taped phone lines at Mega Guide Towers and learned the Mega Drive Champion Edition's U.S. release has been delayed until September in yet another farcical twist to the great Sega saga. Not even the smug Yanks will get to play this summer and MI5 feared trans-atlantic riots from angry players.

SILLY BUGGERS: Eavesdropped our plans to reveal that Street Fighter Turbo is coming to Super NES at the same time! That's right: Turbo Street Fighter, with new special moves and all 12 characters - including the bosses - to choose from.

Our pals at Nintendo Magazine System say it is faster, better-looking and even more playable than the original.

SILLY BUGGERS: Heard Mega Guide writer Anthony Griffith whining that we had "already reviewed" the game. And just days after last week's issue was dramatically shelved, No-Hoper revealed he had been BUGGED calling his bookies.

He said: "It must have been MI5. They taped my call and then changed the race so I wouldn't win."

Sun executives last night denied they had pulled the Mega Guide to replace it with a load of useless twaddle about Princess Di.

A spokesman for the editor told Mega Guide reporters: "What the hell are you lot on about now? Get back to work the lot of you."

Sega bosses said they had nothing to do with the Mega Guide hijack. Our lowly-placed source said: "Look, if the DSS finds out I'm working for you they won't give me any more cash."

Fugitive tycoon Asil Nadir denied claims he bought the world's only copy of the cart for £100million before skipping bail and fleeing to Northern Cyprus.

His solicitor told us: "Mr Nadir doesn't know what you're talking about. By the way, how do you do Bison's special moves?"

Check The Buzz inside today for the FULL Street Fighter II lowdown. Only in The Sun.

WE LOOK AT MEN IN THE FRAME

FBI

KNOWN to have links with Sega and Nintendo. The FBI were quick to get involved after the Mega Guide launched a search for Street Fighter II in January.

A spokesman told us: "Street Fighter what? Please get off this line we're expecting a call."

SCORE DUDE SAYS Wouldn't put it past the FBI but no-one died in the raid on our plant, which tends to indicate it wasn't them.

MI5

NEEDED something to take the heat off them over Di tape. A spokesman told us: "No you can't talk to someone important. How did you get this number?" **PROVING** the secret service know more about this than they are saying.

AUNTIE PAT SAYS I don't like taking sides because it isn't nice but I recently bought a wardrobe at MFI and a leg broke off it, so I wouldn't trust this lot.

ALIENS

WE reported on April 30 that what appeared to be a 16-meg Sega cart had been spotted on Pluto. Did aliens pull the Guide?

SCORE DUDE SAYS: Is there anyone out there?

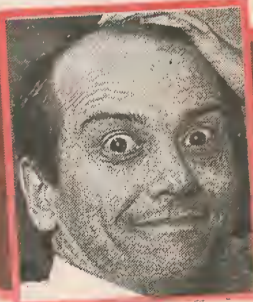
ARTHUR

WE were replaced with an extract from cockney snapper Arthur Edwards' book on Di, giving rise to the theory that HE pulled us.

SCORE DUDE SAYS: I'm gonna do that geezer!



Arthur ... cockney snapper



Inside

Nintendo in slash attack on No-Hoper

Inside

We take a look at Fatal Fury on the Super NES

Next week

First, full, fab review of red hot Star Wing

THE BORING BIT



7 GAMES FOR £30!

By GARY LUCAS, BA (a pair of odd socks and a hamster called Gerald)

SEVEN games for the price of one – that's what you get with Microsoft's Entertainment Pack 4 for Windows.

My favourite is Chip's Challenge – a multi level game that I still haven't completed! You have to unscramble puzzles to reveal keys, eventually letting you pick up silicon chips which you must place in little sockets to reach the next level.

Unlike many Windows games, Chip's Challenge is fast moving and colourful – as you make your way round swamps, through teleporters, avoiding killer balls and thieves who steal your chips.

The graphics are great and the game play is well thought out.

Jezzball is one of those simple yet addictive arcade style games. You start with one ball bouncing around a large grid. You have to chop the grid down in size without hitting the ball as you cut. Doing this with one ball is easy – it gets progressively

harder as more balls appear on higher levels.

If you like less hectic games, check out Chess or Dr Black Jack.

Brain boxes into mathematical games will love Go Figure. Race against the clock as you suss out simple yet annoyingly devious mathematical puzzles.

The real corker is that you can run these games at the same time as serious Windows programs. Simply toggle out of the game and back into your work whenever your boss comes round!

To run these games you need at least a 286 PC with more than 1MB RAM, about 2.5MB spare hard disk, and a decent mouse.

Like most windows programs, these games are much more fun on a decent Super VGA monitor.

Games like Chip's Challenge and Jezzball come alive if you have a sound card.

THE BORE DUDE SAYS

While you might not like all seven games, for less than thirty quid Entertainment Pack 4 is excellent value and brilliant fun!

The world's moaniest grump only in **MEGA GUIDE**

Old Father Git

HISTORY WHINE!

Historyline 1914-1918, Amiga, PC

NEVER mind that there are seven disks in this massive package and unless you've got a hard drive, you might get diskswappers wrist-ache.

This is a belting strategy game set during the First World War where you can tackle the computer as either the good guy Allies or the horrible Huns. Even better is the two-player option where you and an opponent can load in your moves on a split screen at the same time.

Historyline is a beautifully crafted game with an easy-to-read manual which eases you into the action in minutes.

There's a fascinating weapons supplement detailing the capabilities of the various land, air and naval units involved in WW1.

The computer keeps you up-to-date with the armory inventions which become available to you as they are developed over the course of the four-year conflict.

One of the best features here is the fine planning of your campaign, even down to factories where you can produce arms and transport to get your troops into-and out-of-the thick of the action.

If you enjoyed Blue Byte's Battle Isle, you'll love this-it's bigger and better, with decent sound, great graphics and a high addictability level.

Highly recommended – and not just for strategy fans.



HOO-FLAMING-RAY! No RUDDY Mega Guide for a whole RUDDY fortnight! My heart leapt when I opened last Friday's Sun and saw the entire Issue had been dropped. About RUDDY time, I says to myself, News International has clearly come to its senses and sacked the whole RUDDY lot of 'em.

I should have known it was too RUDDY good to be true. I phoned the editor and says to him, It's about time you lot had your come uppance, I says, I shan't be shedding no RUDDY tears for you!

Too bad, Old Git, he says, because they have only dropped the Mega Guide for ONE week. So here we are again with more TWADDLE about Gawd-knows-what.

This week Dick Saxty – who is OLDER than I am – looks at Historyline on Amiga/PC.

It's a war game. I HATE ruddy war games. And you lot wouldn't be so RUDDY keen on 'em if you'd lived through the war. Men were men in them days, not ponytail-wearing, lentil sniffing morons.

It's an outrage. Kids spend a RUDDY fortune on these games while those of us what actually fought the war have barely enough money for food or heating ...

Why, only last week I froze to RUDDY death! But does the computer game-buying public care? I should RUDDY say not!

By the way, I had a reader's mum phone me up last week saying she didn't like me telling people to get stuffed all the time. Fair enough missus – get knotted!

THE SCORE DUDE SAYS

Stuff old git, this is a neat challenge. By Blue Byte. Amiga, £34.99. PC, £39.99.

Write on!

Send your letters to: Mega Guide, The Sun, 1 Virginia St, LONDON E1 9XP.



DALEK DUDE

THE SCORE Dude is preparing for a showdown with Sega chairman Hayao Nakayama and Nintendo chairman Hiroshi Yamauchi. This picture is by a talented reader, whose name we have lost! Could the artist please get in touch.

ROSS PANCOUST (AGED 10), from Orpington in Kent, would like to know any tips for Super Star Wars on the Super NES. He says: "The problem is that I can't get past level three. When I bought it they said it would be really hard, but this is crazy!". If you can help Ross we'll pass your tips on to him.

PAUL AND JASMINE CHAPMAN are two regular Mega Guide readers from Milton Keynes. They are stuck on the third round of Sonic 2, if you can help them tell us and we'll pass the advice on.

LUISA CARIOCA, from Rugby, wants to know any cheats or level codes for Lemmings on the Master System.

MRS F. EDWARDS from Sittingbourne in Kent wants help to get past level nine of Humans, on the Amiga.

SUPER SONIC



HERE'S another picture of Sonic the Hedgehog, who must now be the most-drawn hedgehog in the history of hedgehogs. By Gerard Feeney, of Longford, Elre.

In the April 30th edition of Mega Guide Staff Sergeant S. CARY asked if you could get a lead to run your Super NES sound through a stereo. Well, according to KAY ROBERTSON, from Ashington, Northumberland, you can buy a stereo A/V cable from John Menzies for just £9.99.

LYNNE SYMINGTON AND SARAH SPINK (BOTH AGED 12) are both looking for penpals. Lynne owns a Nintendo and Sarah has a Master System. If you want to write to these two lassies from Dundee send your letter to us and we'll pass it on.

DOES anyone know any cheats for Super Mario Brothers and the New Zealand Story on the NES? Miss E. BIRD, Mansfield, Notts.

COULD someone please tell me where the Chaos Emeralds are in the Gimmick Mountain Zone and the Scrambled Egg Zone in SONIC 2 on Game Gear – C. SMITH, Hackney, East London.

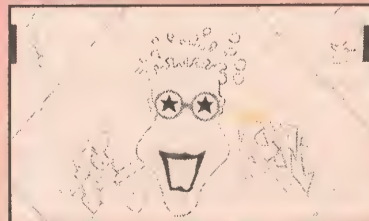
PUB CHAT YOU DO NOT OFTEN HEAR

By NEIL GILBERT, aged ten, of Highbridge, Somerset.

MAN: I have just bought Solar Striker for the Game Boy. It's got such good gameplay.

MAN 2: Mmmm, yes, such good value for thirty pound.

BARMAN: Good old Nintendo. Drinks are on the house...



THUMBS UP, SCORE DUDE by Steven Kerslake, 13, of Wokingham, Berks.

To be this old takes AGES!!