TOP SECRE

FRIES WITH THE 25 PSun

ts back! The flimsy computer pullout they can't gag!

Price Fight latest – see inside

MEGA ++ MEGA ++ MEGA ++ MEGA ++

21 MAY, 1993

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Who pulled the Mega

THE world was in shock yesterday after it emerged that last week's Mega Guide was spyjacked 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 BUGGEDS: Taylor phone lines at Maga Guide Towers and learned the Maga Drive.

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 Gulde 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 Gulde 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 sald: "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

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 sald 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."

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.

++ MEGA



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."

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 saving.

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 Gulde? SCORE DUDE SAYS: Is there

ARTHUR

WE were replaced with an extract from cockney snapper Arthur Edwards' book on DI, glving rise to the theory that HE pulled us. SCORE DUDE SAYS: I'm gonna do that geezer!



Arthur . . . cockney snapper



Nintendo in slash attack on No-Hoper Juside

We take a look at Fatal Fury on the Super NES

Mext week First, full, fab review of red hot Star Wing

+ + MEGA ++ ME

WORLD LEAGUE BASKETBALL, SUPER NINTENDO AT LAST! Basketbail fans who are under six foot can now have a

AT LAST! Basketbail fans who are under six foot can now have a go at the game.

So slip on your sneakers, your string vest and a baggy pair of shorts and settle down to a bit of World League Basketbail.

There has obviously been a huge amount of thought and development put into the making of this game.

Gamepiay Is simple and fluid. The rules are given in the intro and all refereeing decisions are explained.

Play is watched from a behind-and-slightly-above angle. As you move the player around the court the screen rotates, it has to be seen to be believed.

It is smooth and fast with no blurs and no jerkiness.

Sound lets things down a bit, there is a basketbail

Sound lets things down a bit, there is a baskethell type chorus that rings out every so often, but not nearly enough. Crowd noise erupts when the home team scores and there is subdued clapping when the opposition gets a basket. Highly recommended.



Graphics and sound are okay, but nothing special. Gameplay is let down by the lack of speed and dodgy collision detector.

RE DUDE SAYS: I've seen better games, by Gremlin £29.99

BASKETBALL - SNES

THE SCORE DUDE SAYS

WORLD LEAGUE

CHOOSE from one of sixty teams and you must win the league before progressing to the World League play-offs.

Strategy plays a part – pick from your squad for each game and make changes to the team during play.

o rake in a whopping 10.67billion. Yes folks, that's 0.67BILLION POUNDS PROFIT!

chairmen of Sega and Nintend are on their way to Japan. Watch this space for the full story.

Edited by MARK GREGORY

Here's the 5 top selling console games:
1) SUPER KICK OFF (MEGA DRIVE)
2) SUPER STAR WARS (SUPER NES)
3) PGA TOUR GOLF 2 (MEGA DRIVE)
4) TINY TOONS: BUSTERS TREASURE (MEGA DRIVE)
5) SUPER MARIO KART (SUPER NES)

Here's the top 5 for home computers:
1) DESERT STRIKE (AMIGA)
2) CHAMPIONSHIP MANAGER '93 (AMIGA)
3) REACH FOR THE SKY (AMIGA/PC)
4) BODY BLOWS (AMIGA)
5) PREMIER MANAGER (AMIGA/ST/PC)

TUNG FU RUE (left). Born 4/14/24. Height 5ft 5ins.

into a devastating ball of energy.
HWA JAI: Born 6/24/64. Height 6ft.
Weight 154lbs. Lost Mu-e-tal crown to
Joe Higashi. Now he fights to win at all
costs. FAVE MOVE: Dragon Kick.

Weight 101lbs. Old and harmless looking but has devastating secret techniques. FAVE MOVE: Hurricane Kick, Transforms him

MICHAEL MAX (right). Born 9/17/66. Height 5ft 11Ins. Weight, 204lbs. Pro boxer who likes to fight dirty. FAVE MOVE: Tornado Uppercut. Even with those soft gloves he wears, the boxer will take your head off with this blow.

THE OTHER FIGHTERS

FATAL FURY, SUPER NINTENDO
By PAUL MYERS
YET another challenger for the Street Fighter II crown is here, in the form of Fatal Fury. Is this the one to claim the title of the numero uno bash 'em up?
Fatal Fury features amazing backdrops, scenario's change from day to night and even the weather changes at times during play.
So get ready to fight in the rain. To become king of the hardnuts you'll have to master all the special moves, ranging from Bare Knuckle, where your character runs across the screen with his fists blazing wirth fireballs to throwing waves of fire at your opponents.

screen with his fists blazing wirth fireballs to throwing waves of fire at your opponents.

Some bosses can turn into monsters when annoyed, a fab touch. Set in grimy South Town, eleven hardmen battle to be King of the Fighters. Each player has his own range of "Ooh-ahh" noises to call upon in an attempt to intimidate his opponents. Graphics and sound aren't as polished as SF II but they came a damn close second.

Obviously it ain't as good as the daddy of all beat'em ups, but will anything ever be?

If you want a change this is it. A good fun game with plenty of new moves to master and some terrific characters.

In the meantime we're just going to have to wait for something to equal Capcom's masterplece.

SUPPLIED BY GAME WORLD, WELLING, KENT.

Available on import only. By Takara, £55.

THE SCORE DUDE SAYS

seem to be more than a little complex.

Once you've got an Idea of what you're doing, you can begin. The options are endiess, play a season, play exhibition games, edit teams, create team logos and so on.

If you still don't quite understand the game, don't worry, as you don't have to play, just be a team manager until you're confident enough to take over.

Graphics are quite impressive, as is the sound. There is plenty of speech, but it is slightly garbled at times, the spot effects are very realistic.

Gameplay is good once you've got into the game.

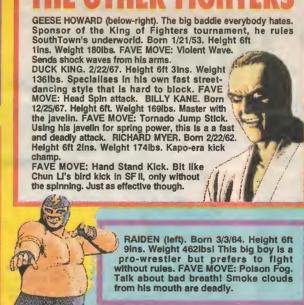


TERRY Bogard. Born 3/5/1971. Height 6ft 1Ins. Weight 165lbs. Terry has trained ten years for a pop at evil Geese Howard. FAVE MOVE: Burn Knuckle. Accents all the strength in Terry's fist.

the strength in Terry's fist.

ANDY Bogard (above). Born 8/19/72. Height 5ft 8ins. Weight 147lbs. Terry's younger brother is not so strong but makes up for that with technique. FAVE MOVE: Body Spin – said to be able to cut through shadows.

JOE Higashi (left). Born 3/12/72. Height 6ft. Weight, 158lbs. Japanese Mu-e-tal champ but loves to fight Illegally. FAVE MOVE: Slash Kick, fast and lethal.



RAIDEN (left). Born 3/3/64. Height 6ft 9lns. Weight 462lbs! This big boy is a pro-wrestler but prefers to fight without rules. FAVE MOVE: Polson Fog. Talk about bad breath! Smoke clouds from his mouth are deadly.

WHAT a drag! One minute you're salling the spaceship quite happliy through deep space, the next thing you know . . . bang!

The ship is hit by a meteor the size of Geoff Capes and knocked into the orbit of a nearby asteroid.
Your body is found and turned into a

HARDBALL 3, MEGA DRIVE
DON'T you just hate the Yanks. They have to be so different.
They don't play games like the rest of us. Soccer is replaced with American football, Formula One is replaced by lindy car and instead of good old cricket you get baseball.

baseball.
And we have to put up with playing their strange games on our computers. Have you seen many cricket games? No, but there are plenty of baseball ones and here's yet another.
As with all of these American games, the rules

By KIRK RUTTER

a person again. To start you build the Cyborg using a selection of body parts such as buzz-saw arms, rheumatic sorry, pneumatic legs and rheumatic, sorry, pneumatic legs and different insect-like bodies with

--

SCORE DUDE SAYS: Good sim, by Accolade at £39.99. GYPDI

The ship is hit by a meteor the size of Geoff Capes and knocked into the orbit of a nearby asteroid.

Your body is found and turned into a Cyborg.

Take the role of the angry Cyborg determined to kick-ass and become



By STEVE READ Sun System Editor

IT'S the big Star Wing showdown next week but The Sun's team has been sabotaged.

The invitations to this challenge were in the form of razor-thin printed circuits. And when I hurriedly

ripped open my envelope, i slashed

my trigger finger. It bled for about ten seconds and I was in agony for almost a MINUTE!

Never fear. Physical pain Isn't enough to stop the Mega Guide Maulers giving the opposition a real Power DOWNER when we go into battle.

Mega Guide editor Mark Gregory and ace Sun game player Paul Myers will join me to make an unstoppable team.

NOW, what's happened to your supply of tips and cheats for Nintendo games?

The oid postbag has been looking empty lately — apart from a demo copy of Desert Strike for the Apple-Mac which was quite entertaining (but who has a Mac at home,

Keep them coming, please. This show of unity between The Cheat and me can't

NEXT WEEK: HOW WE STUFFED THE M*****

RUMOURS that it was me who got the Mega Guide pulled last week are UNTRUE.

Some troublemakers have some troublemakers have suggested that I tricked the Editor into dropping the pullout because I didn't have any cheats to tell the readers about. What codswallop! If anyone has cheats it's me, just read on to find out.

McDONALDLAND: Whenever you are near a zip press FIRE and then when the zip opens push P and go straight to a bonus game - Shaun Jaggs.

MEGA DRIVE

LOTUS TURBO CHALLENGE: Here's some level codes: Level 2-SLEEPER, L 3-HERBERT, L 4-BUSINESS, L 5-APPLEPIE, L 6-STANDISH, L 7-MALLOW, L-8 TEACUP -James Ward, High Wycombe, Bucks.

MEGALOMANIA: Here are some level codes. Level 2-LUFCRKURENM(140 men). L 3-NAZAZGHWSHC(225 men). L 4-ODFARQPJAIQ(264 men). L 5-ESEBLPWJGUS(279 men). L 6-VUHDFMOOWHS(244 men). L 7-LTWABMSYSTU(209 men). L 8-YPADOCYSMBO(200 men). L 9-TKMCIEVXDNA(130 men) - Jason and James White, Poole, Dorset.

MASTER SYSTEM

ALIEN 3: Get a hi-score and enter your name as ALIEN, then play a two player game and get both players killed. Now play a one player game, you should have infinite lives - Matthew Cooper.

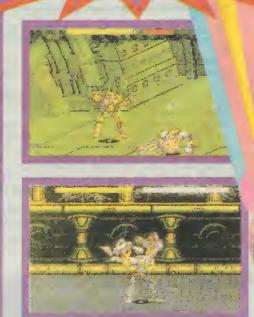
SUPER HES

SIM CITY: Spend all of your money in the first year. Then, on the tax screen, hold down L and exit the screen. Still holding L go back to the tax screen, make everything 100% and exit the screen again. Let go of the L button and you should now have loads of lovely dosh Jon Bramhall, Horndean, Hants.

GAME BUY

PROBOTECTOR: To get a level select try the following. On the title screen press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A and then hit start - Andrew Dunstan, Tiverton, Devon.

and START on the GAME OVER screen - Andrew Dunstan.



CORE DUDE SAYS

MEGA ++ MEGA ++ MEGA

By GARF LUCAS, BA (a pair of odd 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

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

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

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 togale out of the game.

ical puzzles.

corker Is that you can run these
the same time as serlous Windows
. Simply toggle out of the game
Into your work whenever your
es round!

oss comes round?
To run these games you need at least a 286
C with more than 1MB RAM, about 2.5MB
pare hard disk, and a decent mouse.
Like most windows programs, these games
re much more fun on a decent Super VGA

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

Caulde

8 Old Father Git

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 armoury inventions which become available to you as they are developed over the course of the four-year conflict.

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 Amlga/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 ponytall-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 next chellonge. By Blue Byte.

Amiga, \$34.99. PC, £39.99.

be this old takes AG

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 chalrman Havao 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.

MEGA ++ MEGA ++ MEGA ++ MEGA ++ MEGA ++ MEGA ++

MEGA ++

MEGA ++MEGA ++ MEGA ++ MEGA

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.

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



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

LYNNE SYMINGTON AND SARAH SPINK (BOTH AGED 12) are both looking for pen-pals. 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



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

MEGA ++ MEGA