

Friday

MEGA GUIDE

Friday?
Thank God
it's the
Mega Guide



30 APRIL, 1993

FREE WITH THE 25P SUN

TURTLE RECALL!

Green & lean & back on the scene

TURTLES, MEGA DRIVE
By KIRK RUTTER

WOWABUNGA! They're lean and mean and back on the scene!

The sad shell boys may be as hot as a frozen pizza but they're still a bit tasty in this frantic and fun beat 'em up.

It's awesome action all the way for the mutant dudes and graphics are brilliant with HUGE sprites.

This time the Turtles must stop New York being reduced to the size of a matchbox.

The evil Shredder has stolen the Hyperstone from Dimension X and plans to take over the world by shrinking it!

Well, the Turtles can't have that, can they? After a fab intro you decide which of the four turtles you want to be.

Two-player mode is a laugh as you and a chum deal out the beatings to swarms of Shredder's troops on five levels - New York, the Ghost Ship, Shredder's Hideout, the Gauntlet and finally the Technodrome.

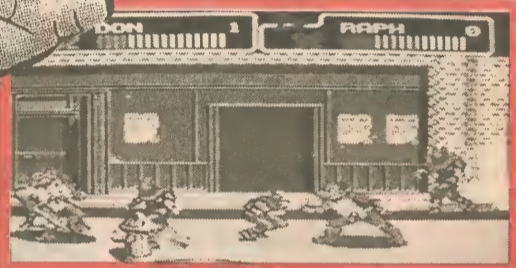
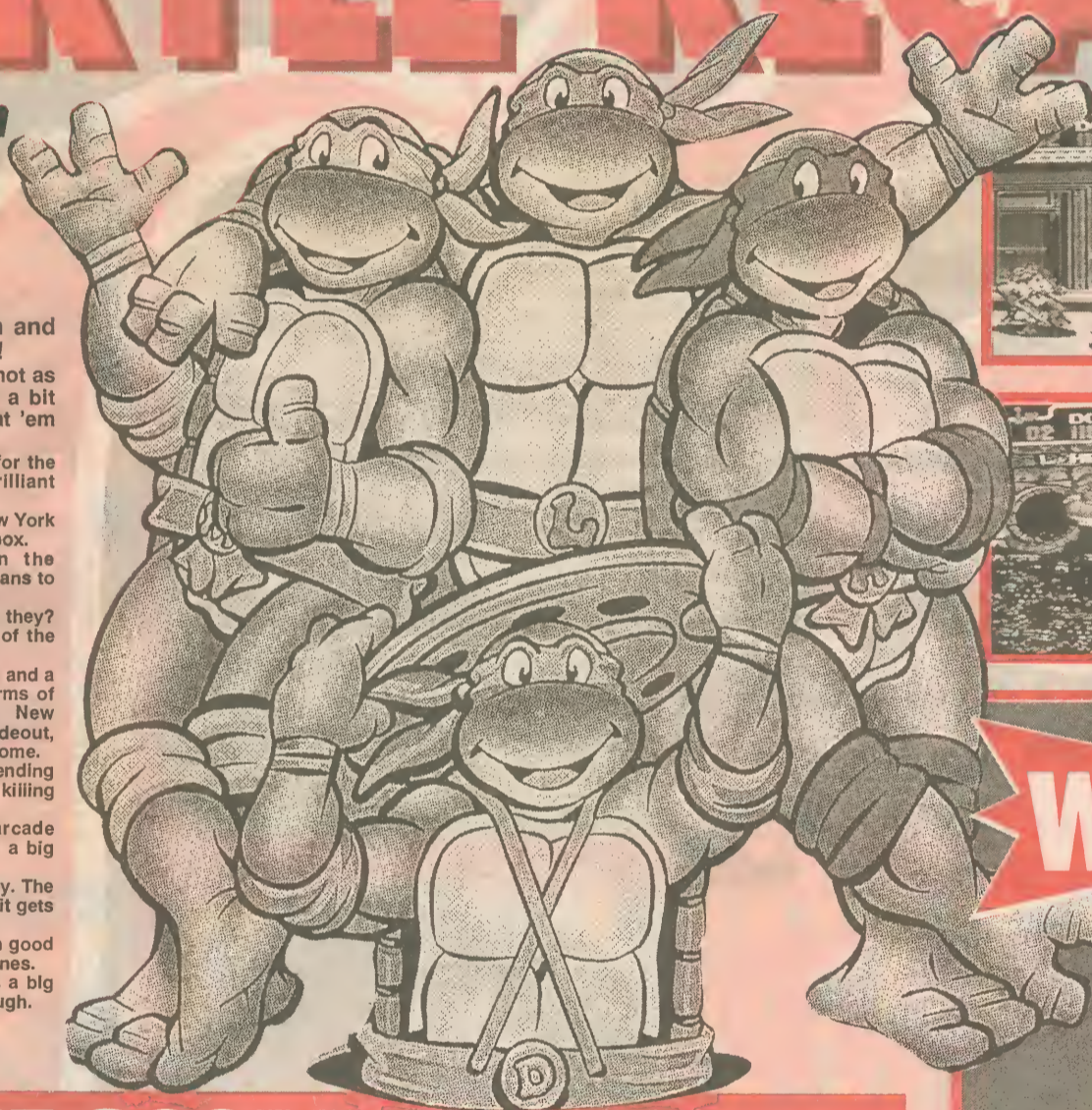
You must fight through each level fending off Foot Soldiers and robots before killing the boss at the end of the level.

The game is very much like it's arcade brother but there is a but - and it's a big but, too.

Turtles is just a tad or two too easy. The action is fun at first but after a while it gets pretty repetitive.

It's a shame because this is a damn good game with great graphics and good tunes.

The lack of real challenge knocks a big dent in its lastability. But it's still a laugh.



WIN 25

X-WING GAMES

FANTOPLASMIC contest, dudes! Your mighty Mega Guide has nabbed 25 copies of X-Wing, the Star Wars space combat game that has caused a sensation on PCs.

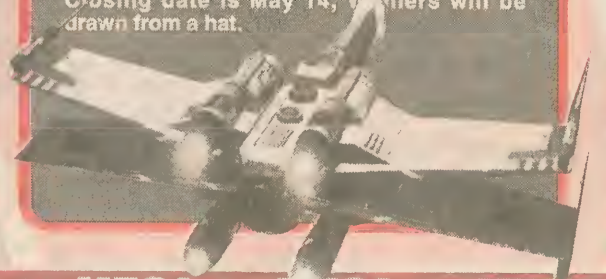
And, thanks to those groovy guys at U.S. Gold, we're giving them away FREE!

Today we print a player's guide to X-Wing so our rebel readers can train up for some serious star fighting.

So turn the page, read the tips - then win the £49.99 game!

To enter just answer the following easy question: How many Xs are there in X-Wing? A)1 B)2 C) Miss Piggy.

Send your answer with your name and address to: SUN X-WING CONTEST, Ashentree Court, LONDON EC88 8NG. Closing date is May 14, Winners will be drawn from a hat.



THE SCORE DUDE SAYS..

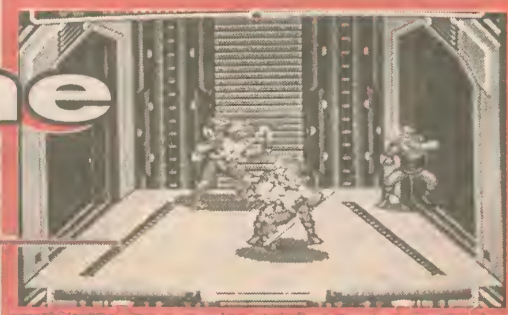
TEENAGE MUTANT HERO
TURTLES

The green dudes should be long gone but they keep coming back. Good fun but this one could have been harder. By Konami, £39.99. GYPD! (That's Get Yer Prices Down).

OK BY ME

The Hyperstone Heist

on the
MEGA DRIVE



CHIKI DEVILS

IN a far-off land many moons ago there lived the peaceful people of the Alurea. For centuries this land was a paradise. But it couldn't last. Evil managed to find a way in to this living heaven and darkness covered the land. Worst of all, the legendary blue dragon eyes were lost. These fabled gems safeguarded Alurea. Enter the Chiki Chiki Boys - sons of the king - whose job it is to take out the monsters and get them back. These lads are a team and a half - the oldest is a well-tasty scrapper and the youngest is a dab hand with magic. This Wonderboy-type

adventure may look cute but it is tough and incredibly addictive. The main characters are wonderfully animated with slashing swords and coins flying everywhere. Capcom put this fine game onto the Mega Drive and our main and only grumble is that there isn't a two-player mode to give the game the final touch it lacks. Recommended to Wonderboy fans and the like. **SCORE DUDE SAYS:** The Chiki chums are an absorbing pair and you need a bit of brain power. Should keep you lot going a while. By Capcom, £39.99. GYPD!



Chiki Chiki Boys
Mega Drive

Above reviews by **KATIE & CHRIS CHIVRALL**

RAINBOW ISLANDS

on the MASTER SYSTEM



HERE WE BOW

THEY say there's a pot of gold at the end of every rainbow. But in this case you are more than likely to find a tank, vampire or spider! Bub and Bob are back and armed with rainbows which squash baddies and help you leap about. Starts nice and easy but you'll soon be sitting on the edge of your seat, booting the MS in your excitement. Even Old Father Git would be out of his chair, cheering our cute pals along. By the time you've reached the robot level you'll have every kind of baddie you can dream of trying to bounce on your head or blast you out of the plot with missiles fired at point-blank range. Anarkoid Land is out of this world. Millions of funny-shaped creatures float down the screen and it takes the most bodacious rainbow blast this side of Pluto to reach the end. Backdrops are colourful and bright and sprites - apart from the naft Jellymen - are cute and witty. Once you are used to bounding up platforms and dishing out rainbows you'll be missing meals and losing sleep.

It has to be one of the best on the MS for a **SCORE DUDE SAYS:** Sega has done this old classic their 8-bit machine. Only worry is the cost GYPD!

PROTESTOGLASMIC, dudes! This ol' Score Dude has been swamped with coupons and letters of support for the Great Price Fight. Now we're going to take them all to Japan to give Nintendo boss Hiroshi Yamauchi and Sega chairman Hayao Nakayama something to think about. We're already winning the price fight as plucky British firms defy the Japanese giants and slash the price of games. Codemasters has knocked a fiver off Micro Machines on the Mega Drive. And last night

Grandslam pledged to knock a FIVER off their home computer games, bringing them down to an average £19.99. But still no word from those skinflints Sega and Nintendo. But we're keeping up the pressure and one of the Mega Guide team will take all the coupons - we've had 4,123 so far - to Japan to deliver to the bosses in person. See how they like that! Keep you bifocals trained on these pages for all the latest campaign fun.

HI HO, HI HO WE'RE OFF TO SEE HIRO

Edited by **MARK GREGORY**

- Here's the console top 5:
- 1) PGA TOUR GOLF II (MEGA DRIVE)
 - 2) TINY TOONS (SUPER NES)
 - 3) ROAD RASH II (MEGA DRIVE)
 - 4) ECCO (MEGA DRIVE)
 - 5) MARIO KART (SUPER NES)

- Here's the home computer top 5:
- 1) DESERT STRIKE (AMIGA)
 - 2) PREMIER MANAGER (AMIGA/ST)
 - 3) BODY BLOWS (AMIGA)
 - 4) LEMMINGS 2 (AMIGA/PC)
 - 5) SENSIBLE SOCCER 92/93 (AMIGA)

NO-

By **STEVE READ**
Sun System Editor



MORE handy hints for getting through Super Mario World this week, this time in the Special World. There are eight great courses, and here are the trickiest bits of the first four... **GNARLY:** Take Yoshi In with you, let him eat a shell and soar over the barrier. But for a special treat, hit a P switch at the top of the barrier and quickly drop down the right hand side. A platform appears for a few seconds - go through the pipe and collect three Dragon Coins on the left, then three 1-Ups on the right. Pick up a P switch, then hit the grey P to create a bridge across the gap. Hit your spare P if time runs out. **TUBULAR:** Ride Blue Yoshi to just past the blue pipe and hit the P switch. Land on the blocks that appear and wait for a Koopa to drop. Let Yoshi eat it and you can fly on. Go between the fire-spitting plants and you'll also collect a Dragon Coin. **WAY COOL:** Ride the platform, ignore the first switch and hit the top one in the next pair. Then hit the second one down in the next group to reach the sky pipe. If you're with Yoshi, he can collect his wings here and clear the course. **AWESOME:** Carry a P switch to just past the second gold pipe, then hit it and climb up to get a Starman. But let it fade before the end, because you need to bounce off a flying Koopa to reach the goal.

WING TIPS

WING-A-DING-DING! Star Wars space combat sim X-Wing has got PC fans beating each other up to get their hands on the game. U.S. Gold are frantically duping more copies after shops across the land SOLD OUT! Trouble is, how do you play it? Today we tell our rebel readers how to get started in the star fighter stakes. So listen up and learn all you need to strike a blow for space justice and give the Empire a black eye...



SCORE DUDE SAYS X-Wing is BIG! It takes ages to get into but it'll keep you playing for ever. By U.S. Gold, £49.99. GYPD!

A GOOD rebel fighter takes years to train but here's a few tips to get you started. **TURN** your lasers on maximum recharge and use the apostrophe to transfer power from your lasers to your shields. During a mission, keep shields as charged as possible by having lasers on maximum recharge and shields at normal rate. Lasers charge faster than shields so you can continually hit the apostrophe to transfer power to shields and the lasers will still charge fast enough to take shots at enemies. Also, continually hit the S key to keep shields distributed evenly. **TO** protect a specific ship, target it and press SHIFT F5. **HIT** F5 to quick target. **WHEN** a ship is under attack by enemies with missiles, intercept them as far away as possible.

Enemies can lock on to large craft as far out as 6km. **Head** directly for the enemy, and as soon as it can be targeted drop to 1/3 power and launch a torpedo. This reduces the closing speed, and you can sometimes take out two or three enemies before they fly past you. Always watch the

sensors for first sight of the enemy. If you are having problems with a mission, record it and watch what all ships are doing. Check your map with the M key. This will allow you to monitor the progress and position of all the other ships in the mission.

CLONE RANGERS

USE your wingmen to take care of ships that harass you and distract you from your main target. **Build** better wingmen by training up pilots and cloning them. First, build up a pilot's skill level by flying historical missions and proving grounds. **Save** your boy in a separate DOS directory. **Rename** to clone him. **Copy** clones into the XWING directory and assign them to friendly ships in the pilot roster. As you gain new skills, save your pilot and update all your clones. **Saving** your pilot from time to time avoids penalties incurred when he must be revived.

LET YOUR WINGMEN DO THE WORK



HINTS FOR THE FIRST 12 MISSIONS

- ONE:** Leave two nearest freighters to wingmen. Go straight for the farthest three. Use two torpedoes on each and then lasers... **TWO:** Go full speed with shields full. Put shield level on even and lasers to maximum recharge. Transfer laser power to shields with the apostrophe key. Keep hitting S to keep shield power even. Destroy the TIE fighters but everything else must be identified. **THREE:** TIE fighter groups Alpha and Beta attack the shuttles so concentrate on them. **FOUR:** Build up shields. Don't be drawn too far off the Corvette after Nebulon hypers in with TIE bomber groups. Stay about 2km away and let Alpha come to you. When they are about 6km away, head for them and launch missiles. After Alpha, head for Gamma. **FIVE:** Watch to see which freighters the Y-Wings go after then go after a different one. Tell your wingman to attack a specific freighter. **SIX:** Once the freighter is disabled, Pirate Transport group Epsilon will try to disable it again and Kappa will try to recapture it. The Pirate Y-Wings will harass you but concentrate on transports. **SEVEN:** Go after X-Wing Blue 2, the other Y-Wings will take care of the rest. Drop shields to increase speed. When all X-Wings are disabled go after the TIE interceptors - Delta and Gamma first. **EIGHT:** Identify and disable transports first. Start at the far right and work back using the Y key. Once the prisoner transports are disabled, two Rescue transports will hyper in. Intercept Alpha and Beta will go after these, so concentrate on them. **NINE:** Build up shields. Concentrate on TIE bomber group Zeta, which fires on the corvettes, fighter group Theta, which fires on the shuttles, and bombers Iota which fires on the Nebulon B. **TEN:** Watch for shuttle going for the Star Destroyer and take it out. Clear up other shuttles before the fighters. **ELEVEN:** TIE Fighter group Zeta will attack the Transport Lightning, so concentrate on it. **TWELVE:** Put lasers on maximum recharge and head away from the mines. Transfer power to shields until full, then take out mines using the thumb button to target and destroy them. Use lasers on dual fire to increase the chance of a hit. You can use the sensors to get the mines in front of you, then hit the thumb and fire when the box goes green. Once the freighter has been captured, Transport group Lambda will hyper in and attack it, so concentrate on them.

THE CHEAT

THAT referee in the England game the other night may have been called a cheat, but he's got nothing on me and my fans when it comes to REAL cheating.

AMIGA

- CHASE H.Q.:** Press the SPACE bar as fast as you can to make you go at 999mph-Rakesh Patel, Edgeware, Middlesex. **DROID:** Type ALEX MURPHY at any time to give you dexterity, vitality and wisdom-Rakesh Patel, Edgeware, Middlesex. **FLASHBACK:** Some level codes - Level 1-BACK, 2-LOUP, 3-CINE, 4-GOOD, 5-SPIZ, 6-BIOS, 7-HALL-Paul Btenkinsop, Redcar, Cleveland. **PINBALL FANTASIES:** Type the following words with spaces but not pressing ENTER. EXTRA BALLS for 5 balls instead of 3. DIGITAL ILLUSIONS and the ball won't leave the table. EARTHQUAKE, the table cannot be tilted. Type FAIR PLAY to deactivate the cheats. Digital Illusions and Earthquake are best used together-Paul Btenkinsop, Redcar, Cleveland.

MEGA DRIVE

- STREETS OF RAGE II:** For extra lives do the following. At the start of level 1 walk directly down to the bottom left hand corner of the screen and press punch, 1 life. On level 2 after coming out of the truck go up to the top left corner of the screen, press punch for another life. On level 3 in Mist, go to the very bottom of the screen under the monsters head and push punch, yep, another life-Phillip Thomson, Dumfries. **ROAD RASH II:** Go to the options screen and choose SET PASSWORD. Put in the password 6THM DUUB for sup-fast, black and white bike called Wild Thing (which you can't buy in the game normally) and loadsa dosh. This game will only work if you are playing a solo game-Andrew Lazenby, Sutton-on-Hull.

MASTER SYSTEM

GHOSTBUSTERS: To start the game with loadsamoney enter your Initial as AA then key in the account number 1173468723-Gillian Johnson, Hebburny, Tyne and Wear.

SUPER NINTENDO

SUPER R-TYPE: On the option screen hold R and press UP 9 times, you will hear a tone to start the game. Stay in the yellow planet and press R A and SELECT simultaneously. Keep holding these buttons and a level select will appear in the bottom left-hand corner of the screen. Press UP or DOWN to choose-Danny McCaghy, Ballymoney, Co-Antrim.

ERPMAID!

FORMER Scotland soccer star and Sky TV presenter **ANDY GRAY** takes a look at Ariel The Little Mermaid, for the Game Gear.

NOT too keen on Mermaids to be honest - but that Daryl Hannah ain't too bad! Sadly though, there's no nice crumpet to ogle at in this game. Ariel is as wet as a mermaid could be, she flaps about the oceans freeing the Merpeople who have been turned into polyps by a sea witch. Our heroine's job could not be easier. Hit a button to find out where the polyps are hidden - then just flap over and free them. For a bit of variety you can be Ariel's pa King Triton who dishes out some tasty thunderbolts which are fun for a while.

The Score Dude says, a whoop de day, it's former goal ace Andy Gray Trouble is there's not enough to do and it's all much too easy. Bright and nice to look at, it's okay for kids. But former soccer international like myself will soon get fed up. **SCORE DUDE SAYS:** Andy's right, this is cruddy. By Sega, £29.99. GYPD!



Celebrity Review

Hardware loaned by Diamond Computers - 071-580-4355

THE NEWS

HEY JUNE

BIG news for Starwing fans! The game that's taking the world by storm will be officially released in the UK on June 5. The game, known as StarFox throughout the rest of the world, definitely kicks off in this country on that date. Nintendo say Starwing, which uses their custom SFX chip to deliver stunning 3-D, proves that the Mega-CD is a waste of time, because Starwing runs faster than any CD game around, says stated in Mega Guide for the full review of Nintendo's biggest game very soon. **STOP PRESS:** The hot news from Nintendo HQ is that a raft of SFX titles are planned soon, and one of the first will be a super hot 3-D racing game thought similar to Formula One. More news this weekend!

STREET FIGHTER ALERT - WEEK 45

AT LAST! A breakthrough in the long search for the world's most addictive console port - Street Fighter 3 on Mega Drive. NACA scene probe computers have discovered what appears to be a hidden copy of the game. It is the original Street Fighter 3, the one that was cancelled in 1991. Who are you and what do you get for the money? Our first glimpse of the game is shown in the picture below. It's a real beauty. More news next week.

SPACE ACHIE

SOD ALL TO DO WITH THE MEGA GUIDE

HERE'S a picture which has sod all to do with computer games. Mrs E. Russel, of Sheffield, sent us this great drawing of actress Goldie Hawn as Private Benjamin. Thanks very much Mrs E. We've been flooded with pointless pics since our appeal for them, so watch out for more each week. And keep sending them in to: **IT'S STILL GOT SOD ALL TO DO WITH COMPUTER GAMES BUT HERE'S A DRAWING FOR THE MEGA GUIDE,** The Sun, 1 Virginia Street, LONDON E1 9XP

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THE BORING BIT

PFS WindowWorks – The Business!
By Garf Lucas BA, a radio controlled racing car and a pet slug called Cecil.

WELL folks, next week we celebrate the 25th Boring Bit. Kicking off the celebrations a week early I have a corker of a program to review.

For those of you who are still awake after almost half a year, get a load of the latest offering from Spinnaker – PFS WindowWorks.

It's a very powerful suite of programs – including a word processor, a database, spreadsheet, communications program, label maker and chart drawing program.

And it is easy to use – aimed at the home PC user as well as small businesses.

Because PFS Works runs from Windows, all its features are WYSIWYG – what you see on screen is what you get from your printer.

Installing PFS Works is dead easy. You need Windows and at least 6MB of disk space.

The word processor is packed with features including thesaurus and spell checker.

You can even use drawings from other programs – including the Windows PaintBrush.

The only thing I disliked was lack of a word counter – standard on most word processors.

The database includes a handy address book – which you can hook up with the word processor for letter writing or mail shots.

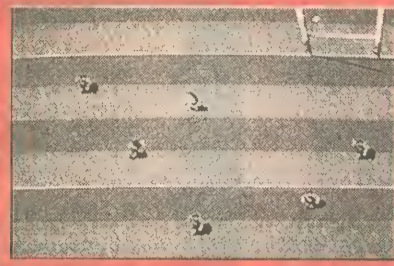
You can set up powerful databases of your own. It took me about an hour to knock up a very impressive CD list. Each database will hold up to 32000 records.

The report generator was dead sexy – printing out professional data lists in seconds.

You can create some impressive graphs and diagrams – just the job to show your bank manager when you want an overdraft!

If you have a modem you can use the bundled communications software to send faxes.

BORE DUDE SAYS: Many of the advanced features crammed into PFS Works are normally only found on expensive specialist programs. PFS Works represents excellent value for money, at £99.95. For more details, call Simon or Sarah on the Spinnaker Hotline (081) 742 7222



CRAFTY RUGGER

INTERNATIONAL RUGBY, PC/AMIGA
By ANTHONY GRIFFITH
SCRUM on down! Here's a rugger sim and management game rolled into one.

If you fancy a game of rugby just glance through the easy-to-follow manual and you're away.

The game is dead easy to control, with either the keyboard, mouse or joystick. Graphics are decent enough, but players are slightly too small, sometimes it is difficult to see who has the ball. Sound is nothing special.

Apart from these minor hiccups, International Rugby is a truly enjoyable sim.

The second part of the game is the management challenge.

It's not as involved as a dedicated management game, but it's still good fun.

You can play friendly matches, compete in various tournaments, or even go on tour.

SCORE DUDE SAYS: Okay by me, Domark have brought us an original game that should go down well with sports fans. Nice price too at £29.99 on the PC and £25.99 for the Amiga.

Write on!

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



ATTENTION! Staff Sergeant S. CAREY has written to us from Northern Ireland. He wants to know if you can get a lead to run your Super NES through a stereo for better sound. We haven't the foggiest, Sarge! If you know the answer tell us and we'll pass it on to his secret address. Remember readers, the Army needs YOU!



SONIC The Hedgehog by Raymond Grover, of Edmonton, North London. Keep it up Ray!

ACHTUNG! STEWART HODGSON, of Weeze, Germany, wants hints and cheats on Lemmings 2, The Tribes on the Amiga/PC.

OUR ever-growing band of readers in Ghana, West Africa, has been joined by one ARCHIBOLD COLLINS who is looking for pen pals.

Archie is the fifteenth person to have written to us from darkest Africa and plans are afoot for a special Ghana edition of the Guide.

He is at University Junior Secondary school (whatever that is) and his favourite machine is the Game Boy.

Archie told us: "I would like to make friends with others who play games."

Please write to: ARCHIBOLD COLLINS, PO Box 8405, Ahinsan-Kumasi, Ghana, West Africa.



GARY Critchett, aged nine, drew this picture of Mega Guide policeman Eddie Zero – without our permission. Eddie is on his way round to arrest Gary in Grays, Essex, for infringement of copyright.

SUPER NES Super Soccer fan KEITH DRYBURGH has become the only person to have asked a question that Mega Guide editor Mark Gregory can actually answer! Lucky Keith, of Buckhaven, Fifte, wants to know how to get past the formidable Irish goalie known as Iron Curtain.

MARK GREGORY says: Dribble past the defenders to the corner of the six-yard box, wait for the goalie to step off his line and whack a diagonal shot into the net. This only works with players 7 and 10.

DEAR Mega Guide: I'm a No-Hoper, too! Please can you get me some cheats for the Sega Master System.

I have the following games: Sonic, Sonic 2, Lemmings and Alex Kidd in Miracle World. Master G. BAILEY, Lutterworth, Leics.

MICE one Ross McIntachie of Motherwell, Lanarkshire, who drew this pic of Jerry. Ross also drew Tom but we never had enough space for it.

I COLLECT the Mega Guide every week but have lost the issue for April 10. Please could you replace it so I can admire my full collection. CHARNJIT SINGH BANSI, Leamington Spa, Warwicks. On its way, Charnie!

Five Things To Say if You're Crap at a game by RAKESH PATEL, of Edgware, Middlesex: 1. Aha! I had the auto fire switched on. 2. The light from the window is shining on the TV. 3. I'm short-sighted. 4. Is the joystick in the port? 5. You've played this before haven't you?

I AM a 12-year-old schoolboy who is a big fan of the Mega Guide but there is not enough about Master System games. Please, please, please do something about it. JACK JNR KOUMI, North London.

OK, OK, OK-there's two reviews inside just for you.

Old Father Git

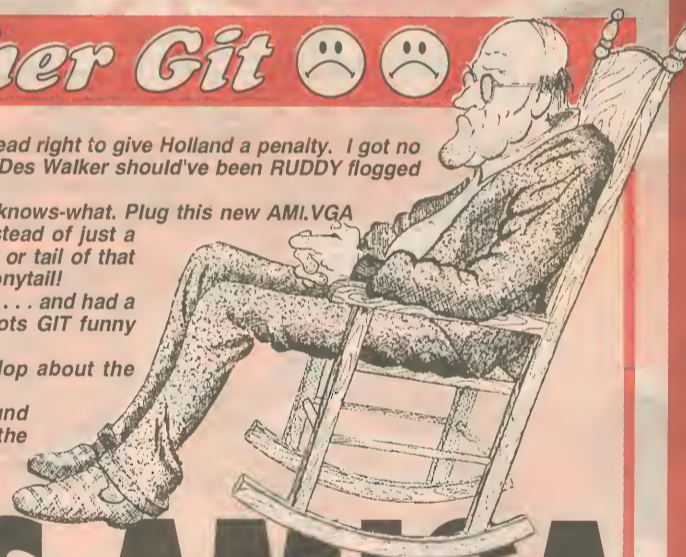
RUDDY whingeing lot of nancy boys! That bleeding Danish ref was dead right to give Holland a penalty. I got no cause to like those RUDDY Dutch gits but never mind a penalty that Des Walker should've been RUDDY flogged in public for that foul. I HATE ruddy football anyway.

But never mind all that, here's another RUDDY review about Gawd-knows-what. Plug this new AMI.VGA adaptor into your Amiga 500 and it will run with a VGA monitor instead of just a CGA, giving you PC quality graphics... and if you can make head or tail of that RUDDY lot of nonsense then you're a BERK what probably wears a ponytail!

I see Billy RUDDY Connolly had his ponytail cut off during the week... and had a PERM instead. Flaming great poof. I never found that RUDDY Scots GIT funny anyway. He's 51 you know. Ought to get himself a proper job.

Same as that Mickey Rowe bloke what has written this codswallop about the AMI.VGA. He's well into his fifties.

Mickey, I says, a bloke your age doesn't want to be messing around with RUDDY computer games. Silly old duffer! Still, he's one of the lucky ones. Most of us get herded into rest homes and POISONED 'cos it's a lot less bother than looking after us properly.



VGA HITS AMIGA



THE AMI.VGA adaptor and software driver

By MICKEY ROWE
ATTENTION Amiga fans! Now you can rig your computer up to a VGA monitor.

The AMI.VGA – to be launched at the Amiga Format Live show at Wembley next Friday – is designed to work with a basic 500. (Git's note: Do what?)

Now you can run serious programs like Deluxe Paint, Kindwords and so on.

This lets you take advantage of a screen size two and a half times larger than the one you will be using in CGA mode. (Git's note: Gawd help us) Sadly, it does not yet work for games but plans are afoot to fix that.

A spokesman for Southampton-based Advanced Micro Interfacing said: "We are currently working on software patches to allow some popular games titles to run." The adaptor costs £39.99. (Git's note: They can get stuffed) For more info call the firm on 0703 511164 – or be there at the show.

GIT

Old Father Git's all time top ten games...

1. OAP Bore Golf
2. Super Mario Fart
3. Street Blighter 2
4. Chronic the Hedgehog 2
5. Phlegmings 2
6. Streets Of Age 2
7. End Of The Road Rash 2
8. Super Star Bores
9. Star Crocks
10. Winge Commander 2

Remember folks, to be this old takes AGES...

TOP 10

Old Father Git

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