

# MEGA GUIDE

NOVEMBER 14, 1992

FREE WITH THE 25p SUN

## GRIPPING

WWF SUPERSTARS, GAME BOY  
By Meaty Matty Marsh

FORGET about Big Daddy and the rest of the stone age wrestlers, there's a new breed, more Fearsome, Talented and Spectacular - the WWF Superstars of Wrestling.

This game has all the action and excitement of the ringside.

There are six wrestlers to choose from - The Mountie, The Undertaker, Macho Man Randy Savage, Sid Justice, Jake the Snake and, of course, the Immortal Hulk Hogan. When you choose your wrestler to fight his theme tune plays and his vital statistics appear.

Now comes the choice whether to fight in the normal ring or the dreaded cage, where there is no way out unless you win.

It has all the action and enjoyment of controlling your very own WWF bust-up. Well worth the money so get slammin'.

By Acclaim, out now at £24.99.



**INSIDE**

**NINJA'S ON THE NEO GEO**

**Pssst! Have a sneaky peak at the back page**

**INSIDE**



Once you master the game and the moves, you're ready for the big time. To win the Championship Belt, you have to fight the five remaining contenders. Or there's the added thrill of the Tag match where your two fighters rough it out with another two WWF stars. There are heaps of different kicks, punches, headbutts and slams to practice, so if you're one of the many WWF Superstars of Wrestling fans I recommend this game.



### OK BY ME

One of the better WWF games. Good graphics and some challenging action.

## PRIZE POPILS

By Anthony Griffith

AT LAST, the tiny Sega has been blessed with a decent puzzle game.

You play Prince Valiant who must rescue Princess Bubbles, yes I'm afraid so, yet another Princess has been kidnapped (when is it Di's turn?)

Bubbles has been kidnapped by Popils who is a sorcerer and is well into mind games.

That's why he has hidden Bubbles amongst a load of mazes. The mazes are filled with blocks, ladders, warp doors, bats and slime. You have to work out a way to get to the

Princess using doors, blocks and ladders while avoiding the slime and bats.

Blocks come in different colours - some are destructable, others are not.

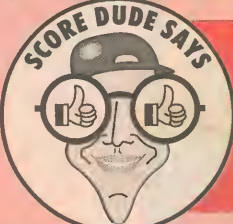
Graphics are simple and cute but very, very effective. Good background tunes, but spot effects are few and far between.

Gameplay is spot on. Popils features memory back-up and an edit mode so you can make your own puzzles.

A great little game with 100 very addictive levels. By Domark, out now at £27.99.

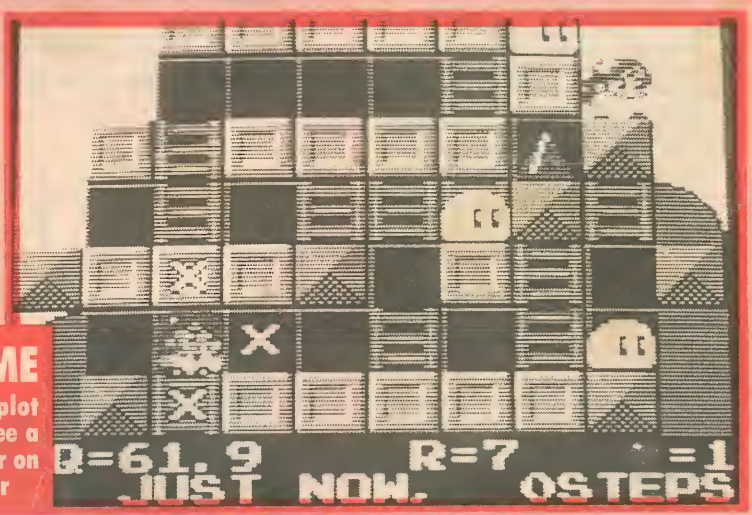
### Another Royal gets in trouble

POPILS, SEGA GAME GEAR



### OK BY ME

Usual corny plot but nice to see a decent puzzler on the Game Gear





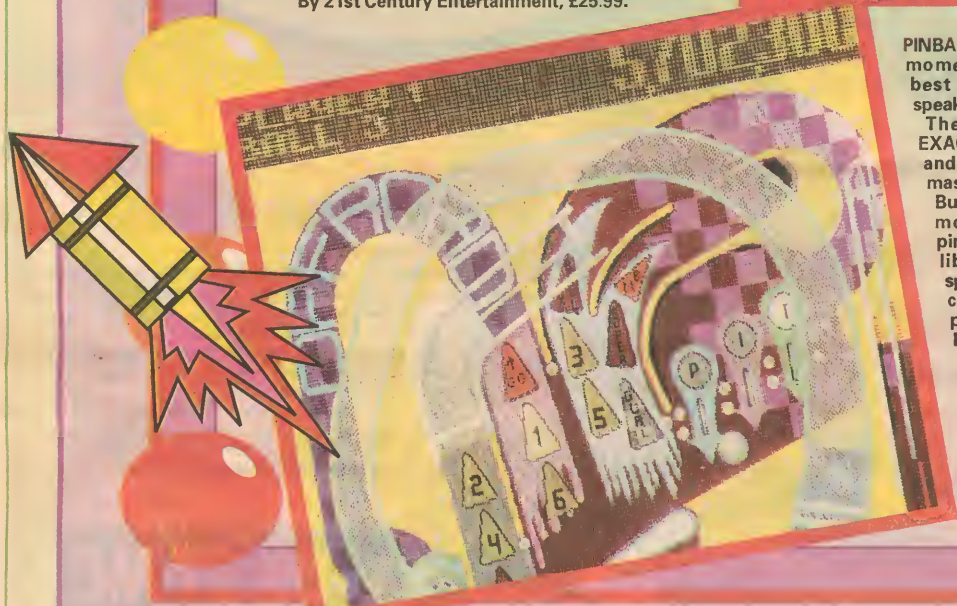
# PINBALL FANTASIES

PINBALL FANTASIES, AMIGA  
By RICHARD & JACKIE B

PINBALL freaks will not be able to resist the latest package from Digital Illusions. The guys who brought you Pinball Dreams now give you the ultimate in Pinball Fantasies. Much along the same lines as the original, the new program has four tables - all with bonus multipliers, digital readout information, good graphics, tilt, kick back and skill shots and a random match-up feature to give you that precious extra ball. PARTYLAND has all the fun of the fair with duck's, a dragon's mouth and mega-laugh features. Race fans will enjoy SPEED DEVILS with its turbo mode and jump ramp. Come on down for the BILLION DOLLAR GAMESHOW - spin the wheel and win the cash pot. But don't go home until you've played the best table - STONES 'N BONES, with its multi-demons, screams ramp, gear reaper and collectable ghosts. You won't RIP until you've cracked it. By 21st Century Entertainment, £25.99.



PINBALL sims are all the rage at the moment and this is probably the best on any system - technically speaking. The movement of the ball is EXACTLY like that on a real table and the gameplay has to score a massive nine out of ten. But some of the console sims do more than just reproduce a pinball game. They take dreadful liberties including monsters, spooks and explosions that you could never find on a real pinball table - like Dragon's Fury on the Mega Drive. If it's pure pinball you are after, this is the game for you. But we think it would be great to see some home computer games that are programmed with some of the imagination of the console wizzkids. Just a thought.



## Oh, what a lovely war

CAMPAIGN, AMIGA, ST, PC  
THE tank-fight opening sequence of this World War II strategy game suggests that you've just loaded a top quality product. And that's exactly what Campaign is. Designer Jonathan Griffith and his troops at Empire should get a medal for one of the best war strategy games you're likely to encounter. Campaign has an awesome depth of detail about battles, weapons and armies, but there's a friendly manual and an easy mouse-driven icon system which gets you into action fast. You can act as Supreme Commander of either side and issue orders to your air, sea and land forces. All elements of strategy are your responsibility and it's up to you to make sure your armies have supplies and support. Or you can switch roles and get stuck into the fighting. It's a top-price game but is loaded with a stack of options and features that make it a great investment. Empire Available Now Amiga/Atari £35.99 PC, £39.99  
SCORE DUDE SAYS: Great war sim.

## BART ATTACKED

BART vs THE SPACE MUTANTS  
MEGA DRIVE  
THE space mutants have invaded earth and they definitely don't come in peace. In fact they are running wild in Springfield, craftily disguised as humans. Their mission is to create a weapon which will take over the earth. And they need to collect a vast quantity of PURPLE objects. An heroic, street credible yet mischievous



young character is needed. That's where one Bart Simpson comes into it. Initially the aliens try to get their hands on all the purple things in town to help build their weapon. Bart can stop this by using a spray can to disguise them all. You must now stop the aliens from finding hats, exit signs and finally nuclear rods across various levels. The graphics are good, making the action similar to the cartoon. Although the ideas in the game are not very original there are still enough interesting aspects to make it very playable. There are five different levels and enough humorous elements to keep you and Bart causing chaos all day. Bart Simpson has always boasted of being an underachiever and I'm afraid that this game is as well. By Sega, £39.99. Wesley Farmer

# MEGA GUIDE

If you want to contact us, write (don't phone!) to Mega Guide, The Sun, 1 Virginia Street, London E1 9XP.

## NEO-NINJAS

WHAT do you do if you're parents have named you Spider? Do you sit around doing the crochet or a spot of gardening here and there? NO! You decide to take over the world, and be completely horrible about the whole thing... That's just what this bad lad is up to, and there's only one force known to man which can stop him in his tracks - the Ninja Commandos! This band of well 'ard warriors are a bit skillful when it comes to magic, weapons and guns - and you're in charge! Battle your way through hordes of psycho soldiers, mutant animals and

more in this vertically scrolling shooter where so much is going on you'll think the telly's about to explode! To begin with you're given the choice of three fighters, each of whom has their own secret weapon and special skills. But they do have one thing in common - they all like a good scrap and know how to use the multitude of pick-up weapons and goodies you'll find along the way. This game is great for a few goes in the arcades (look out for it on the Neo Geo multi-play cabinets) but there's no way on earth you can justify splashing out the full price for this game. Great fun though! By SNK. £110

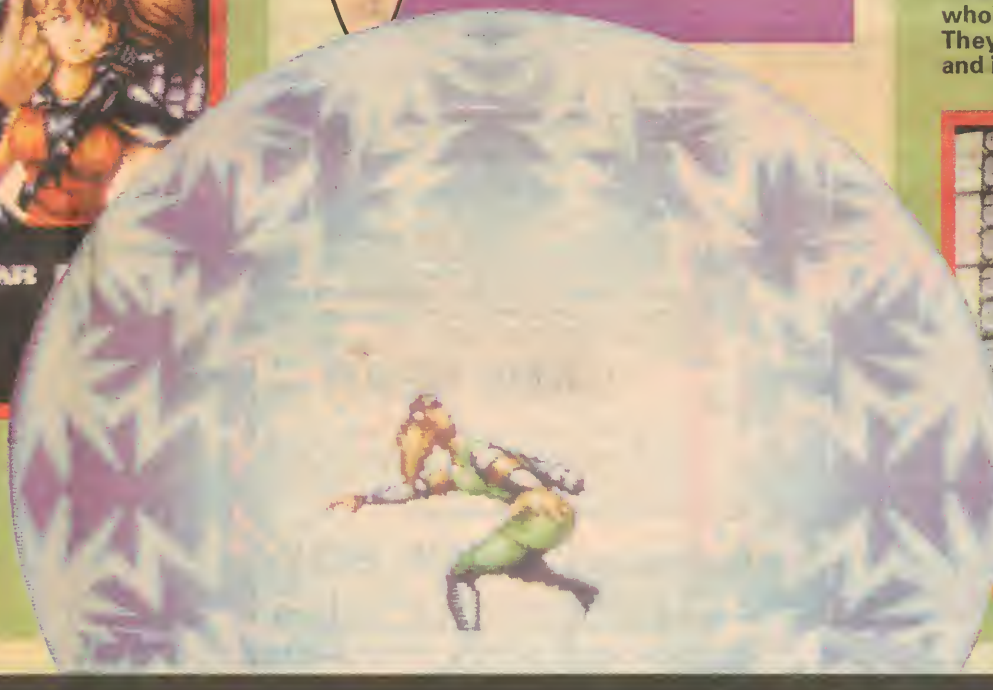
### NINJA COMMANDOS - NEO GEO



Ninja Commandos is pure blasting action from start to finish, with more explosions per square inch than ever seen before! That said, the game is fairly easy - and with infinite continues you'll have it finished pretty quick.



OK BY ME  
Great fighting fun but do not pay the full price of £110 under any circumstances



## THE SUN KART KRAZEE

IT'S got to be one of the best home console laughs ever, and soon you'll get the chance to join the Mario Kart craze when this Super Nintendo biggie hits the streets! Join Mario, Luigi and pals for hair-raising races around some of the craziest courses you've ever likely to clap eyes on. The game looks as cute as a button, but it doesn't take you long to figure out that the best way to win is to CHEAT! You'll do anything to beat everyone else, and they'll be doing everything they can to make sure you don't! If racing's not enough, there's a completely brilliant two-player bonus

game thrown in as well. This time round each player gets three balloons on his car, and first to burst his opponents wins! It may sound simple, but top-class players can be at it for ages! If you've got a Super Nintendo and stick your ear up close you can almost hear it crying for this cartridge. If you want my advice, buy SMK and put your machine out of its misery as soon as it hits the streets! Look out for a full review of the game soon - provided that is that your Mega Guide maestros can drag themselves away for long enough to write it!

BUZZPIC: Big news for all you SNES fans! One of the fastest platform romps in history is being converted to the big Nintendo, courtesy of Kemco. In case you don't know the storyline, Zool is a hero from the Nth dimension whose mission is to overcome a cute and cuddly world full of tricks, traps and unspeakably nice nasties! The game won't be around for a while, but here's a shot of the Amiga version to drool over. See you next week!



EDITED BY MARK GREGORY

If you went to the Future Entertainment Show at Earls Court last week and were disappointed, you were not alone. Many of our readers have written in to complain. But do not fear, the Mega Guide's here! Along with Comet and CVG, The Sun proudly presents the Gamesmaster Live extravaganza at the Birmingham NEC from December 4-6. 20,000 tickets have already been sold, so make sure you get yours before they all go! Ring 021 780 4133 for the NEC ticket hotline

## Nintendo NO-HOPER

By STEVE READ  
The Sun System Editor



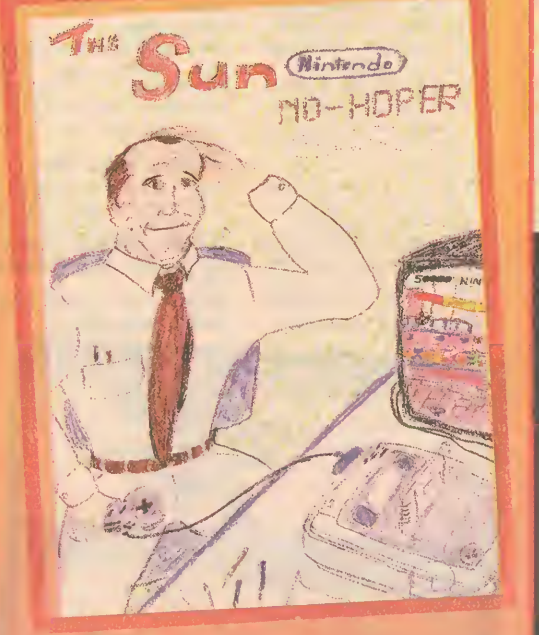
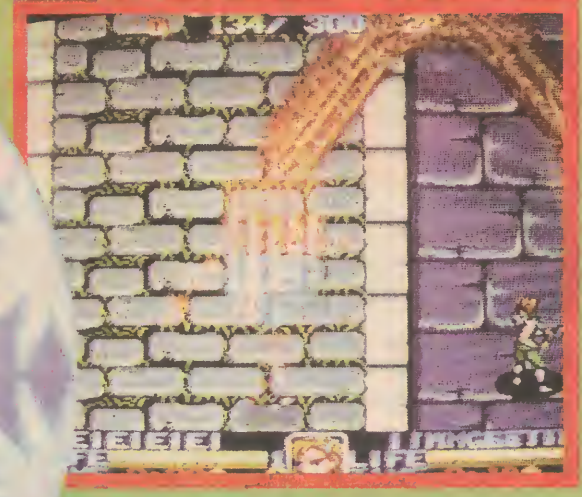
FULLY recovered from last week's unprovoked attack by The Cheat, here we go with The Legend of Zelda on the SNES.

You lot have been brilliant, especially John McGrath of North Kensington, London, who has sent me a heap of tips. I'm going to zip through the game as fast as I can, then go back more carefully to explore the cheats and short cuts. (If you were hoping for Super Mario World tips this week, sorry but they have to wait until next Saturday. The Cheat pinched my notebook). START by getting the lamp in your house, go outside and talk to the guards. Go right, then up alongside the castle. Lift up a bush and drop down the hole. Get the sword off your dad, open the chest and grab a couple of decanters. Now just go exploring. Some rooms lock behind you - fight the guard to get out. Open all the chests, because one contains a boomerang. When you get to B3, throw pots at the Ball 'N Chain Trooper to kill him. The sword won't do it. Get the Big Key and rescue Zelda. Now go to the second floor - NOT the first - and push the ornamental shelf behind two chairs. In the sewers, try walking in the water (ugh) because the rats won't go in. But kill them all, because one has the key to freedom. You'll find yourself blocked in by squares. Push the centre square up and go upstairs to a room with two switches. Pull the one on the right. Go outside and press X to look at the map. Head for Sahasrahla's House in the village. Next door is the Thieves' House, with loads of money. In the top left corner of the village is a cave. Go above the entrance and jump down into a well, where you will find your first bombs. Don't jump off the ledge but plant a bomb by the wall and you'll get your first Piece Of Heart. Return to the Thieves' House and go downstairs. Turn right and plant a bomb by the cracked wall and you'll find another Piece Of Heart. In the bottom left corner of the town there is a hut with no door or window. Blow out the back wall and go in as often as you like for bombs or arrows. Go into the Inn and get a bottle, handy for keeping potions, fairies and flies. Then visit the Sick Boy who lives directly north of the Inn. He will give you the Bug Catching Net. That should get you started. Next week ... the secret of the Master Sword! Good luck, and May The Tri-Force Be With You.



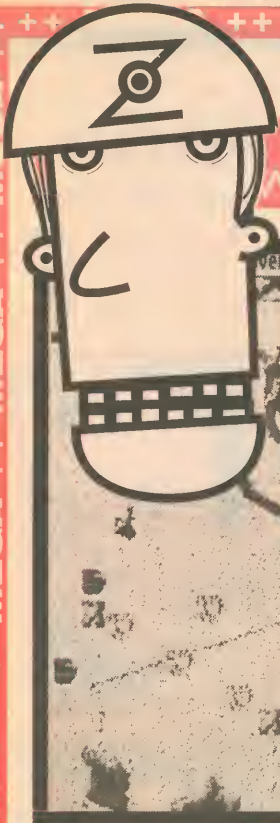
### BYE BYE BAD GUYS

Ninja magic plays an important part in the game and learning when and where to use it is a crucial skill. Basically each one is the equivalent of a Smart Bomb, and can get you out of a whole heap of trouble if used at the right time. They look good too - the screen goes berserk and it's Goodnight Everyone Bad!



THANKS to James Phelps, 12, of Halesowen, West Midlands, for this great drawing. But what makes you think I've got no hair?????





He's back! The world's most law abiding reviewer

# ZERO

## TOWN HALL BOYS BACK OUR EDDIE

HOORAH! At last a politician with some SENSE has taken up my call to have the outrageous game Dyna Blaster banned!

I was the first person to point out that setting timebombs to destroy your enemies, as you do in this game, is both DANGEROUS and ILLEGAL.

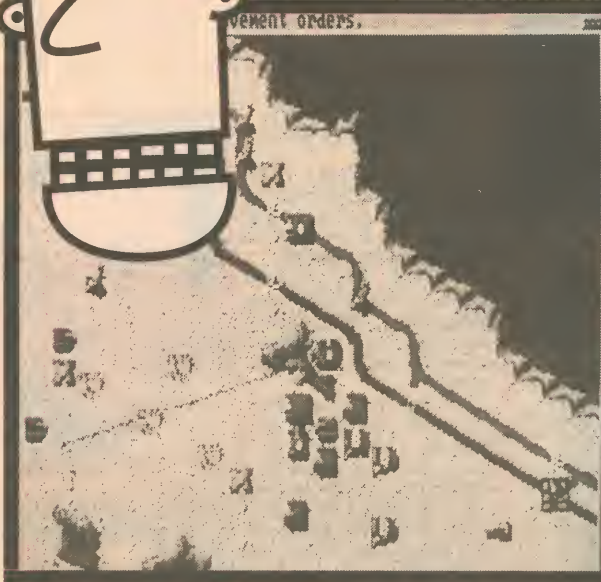
Now Belfast councillor Tom Campbell has joined my campaign and is urging the police to intervene.

Mr Campbell says Dyna Blaster will encourage young children to blow each other up with bombs. He told me yesterday, "I'm pleased to see that you are taking a lead on this issue. Violent games like this should be banned, or at least there should be some form of age restriction on those who buy it." PRECISELY what I said.

Three cheers for Mr Campbell! Let's hope this IRRESPONSIBLE game is outlawed before anyone is SERIOUSLY hurt.

This week I take a look at another UBI Soft game - I will be keeping a close eye on them in future.

The Perfect General also encourages people to bomb and maim but that doesn't matter because it is a WAR game and bombing and maiming is LEGAL in a war.



WAR... legal and fun but this isn't

**THE PERFECT GENERAL**  
PC/Amiga

THIS military simulation arrives in a box largely consisting of empty space. The sparsely illustrated 60 page manual is bound in what looks suspiciously like brown wrapping paper and the software is compressed onto a single 3.5inch high density floppy. Installation however, is painless and fairly quick.

As you might expect, the object of the game is to outmanoeuvre your opponent (human or computer) and gain ground over a series of turns. There is a large library of battle scenarios and the option of playing via a serial/modem link. Joystick and mouse are supported and this certainly simplifies control of a game which will run comfortably on a slow machine.

This is traditional tabletop

wargaming transferred to the computer and developed over more than twelve years.

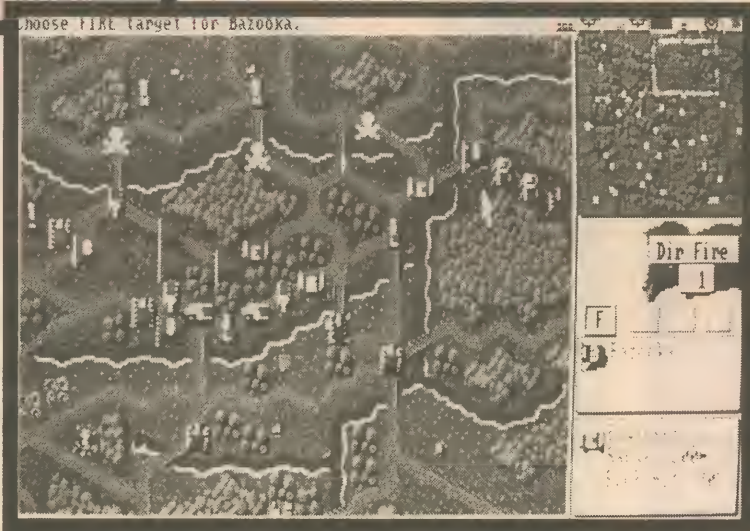
The basic strategy and attention to detail are good and should satisfy the most critical wargame buff but not enough use is made of the superb graphic and sound capabilities offered by today's micros.

A steep learning curve and lack of the instant 'buzz' that makes a game addictive are big drawbacks for a programme hoping to make an impact in a competitive market.

This game has received good reviews in the mags but it's not for my Christmas stocking I'm afraid.

UBI SOFT, Available now PC £39.99, Amiga £34.99

SCORE DUDE SAYS: CRACKING BORE, okay for battle-hardened campaigners



STRATEGY... best tactics are not to buy it



## THE CHEAT

OUCH! The No-Hoper got his own back on me ... by zapping me with his Master Sword from The Legend Of Zelda.

I'd have thrashed him, but I don't have any cheats for his game. He's keeping them all for himself.

Help! While I'm waiting for you lot to come to the rescue, here we go again with another super selection of the most cunning cheats you'll ever hear of.

Remember, if you can't beat 'em, cheat 'em!

### AMIGA

**FORGOTTEN WORLDS:** Before starting type ARC and then press the HELP key. While playing, pressing S takes you to the shop and pressing N advances you a level.

**EYE OF HORUS:** On the credits screen type SPAM for infinite lives and no need for keys.

**DOUBLE DRAGON:** On the title screen type RU CALLING MY PINT A POOF, then press RETURN during the game press the DELETE key to kill an opponent. Leon Bell, Peckham, London.

**BATTLE SQUADRON:** During the game type CASTOR to turn the collision detection off for both players.

**EXOLON:** On the hi-score table enter your name as ad astra (lower case, with space) for a surprise cheat.

### MEGA DRIVE

**SHADOW DANCER 2, REVENGE OF SHINOBI:** You'll get an extra life if you refrain from hitting the ninjas on the bonus level. Jason Stephens, Ilford, Essex.

**BURNING FORCE:** For 10 extra lives when the title screen appears press B, A, B, A, A, C, A, A, and START. Mark Satchwell, Cambs.

### MASTER SYSTEM

**ALEX KIDD IN MIRACLE WORLD:** On Level One kill the 1st Octopus and go down its pot to enter a secret level. Christopher Jakubowski, Bradford.

**MY HERO:** At the beach where you battle with Mohikan, stay in the position you appear and fight him from there. If you win you should get two lives instead of one on the next level. Christopher Jakubowski, Bradford.

**DOUBLE DRAGON:** Get 30 continues by performing 30 flying kicks. Michael McDade, Strathclyde.

**BACK TO THE FUTURE 2:** On any level PAUSE the game and press UP and DOWN, you should go to the next level. Ganesh Parshad, Hayes, Middlesex.

**WONDERBOY:** If you want a Level Select, press button one twice, then press button two twice. Now press both buttons at once. Terry Courtney, Liverpool.

### GAME GEAR

**PSYCHIC WORLD:** When it says 'press start' push UP and LEFT on the pad while also pushing buttons 1 and 2. Press START and you can choose from levels 1, 2, 3 or 4. Michael McDade, Strathclyde.

### GAME BOY

**GARGOYLES QUEST:** If you wish to go onto new levels type MAD. Michael McDade, Strathclyde.

### NINTENDO

**IRON SWORD:** If you get less than three lives with your normal code change the last letter to N, you should then get 3 lives. Michael McDade, Strathclyde.

A great load of cheats there, fans. Keep 'em coming.

Now, where's that useless No-Hoper character. Oi! Have some of T-H-A-T...

*The Cheat*

## Green duff

**GREENDOG, MEGA DRIVE**

GREENDOG is a very laid back surfer with a killer frizbee.

The intro starts with our hero extracting his head from a sandy beach after being wiped out by a monster wave.

After plucking his head out of the sand he finds a gold pendant around his neck. His joy is shortlived however after he is informed that the pendant is cursed and that the only way to remove it is to find six pieces of a mystical surfboard. This is a platform game which offers little in terms of excitement or lastability.

I know Greendog is supposed to be laid back, but this game plays slower than a one legged tortoise on tranquilizers.

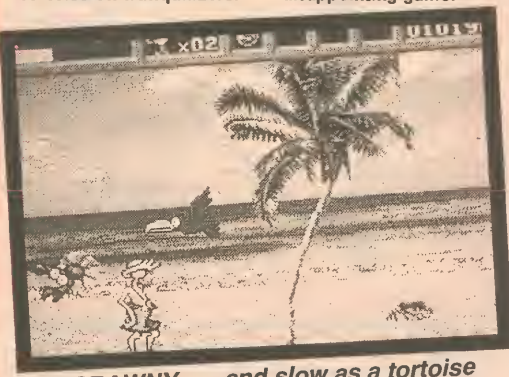
If I was a doctor I could prescribe this game for people who have problems with sleeping. After two stages I was reduced to a state of total boredom.

The Greendog character is a scrawny, badly drawn sprite which does not seem to fit the surroundings.

One striking thing about this game is the beautifully drawn backdrops, but then who buy games for nice scenery, eh?

Music would be fitting for any fast-food restaurant and does not do anything to add any atmosphere. The sound 'effects' (ha-ha) are just plain sad. By Sega, £39.99

SCORE DUDE SAYS: A very disappointing game.



SCRAWNY... and slow as a tortoise

## ALERT

# BOARD RIGID

TRIVIAL PURSUIT, MASTER SYSTEM

OH no! That party-wrecking game has hit the console market. Question is ... is it as boring as the board game. Yes ... just about. Based on the Genius Edition, it is faithful to the original.

As you move your piece around the board you get questions on entertainment, history, science and nature, geography, art and literature and sport and leisure. One of the big (if not only) advantages of computer board games is that you can play them alone. But not this one. You'll still have to round up at least one other willing contest as there is no one-player mode.

For those who do not know, the object of the game is to fill your playing piece with six different coloured wedges then return to the centre of the board and answer more questions to win. Graphics are big, bold and colourful. Animation sequences are well drawn.

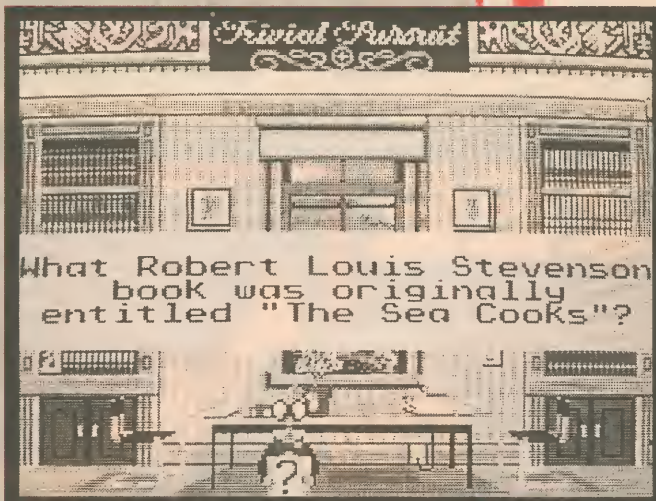
Sound consists of title music, music questions and fanfares which round the game off.

Gameplay is, obviously, very slow. Nicely done but still extremely dull.

By Domark, £32.99. Out now.



**SCORE DUDE SAYS**  
BORED TO BITS  
Stupid idea for a game



POSER... don't ask us what the question is