

MEGA GUIDE

NOVEMBER 7, 1992

FREE WITH THE SUN

RUNDERFUL

By Paul Kirton

Gives you a run for your money!

TRACKMEET GAME BOY



TRACKMEET is a sports simulator with a difference. It's got all those famous Olympic sports but the athletes you compete against are of a strange breed.

The zany characters each have their own specialities like Ricky the Barbarian who is very strong so he's good at the discus and weightlifting but particularly bad at the running sports.

Other characters are Swammi Pastrami, Kenichi Katana Ninja, Irwin B Cheatin and the champion Jack Stropp.

You take the men on one at a time and gain points depending on how well you go. At the end of the events if you have more points than your opponent you can contend against the next man.

Neat graphics are well suited to this sports game and the music and the crowd screaming take you right back to Barcelona 92.

A damn fine game with good looks and sonics and very, very good quality gameplay.

It will take ages to complete and even if you do, you can play a mate on the two-player mode. By Interplay, £24.99



OK BY ME:
Brill sports sim among so many duff ones.

INSIDE



SONIC 2

Get your tets out

SUPER TETRIS - PC/AMIGA

OH NO! The sequel to the greatest puzzle game in the world has finally arrived - and thank goodness it's not quite as good as the first game!

Tetris was quite probably the most addictive game ever devised, and the world's been holding its breath for the sequel. This time round the game is more complex, featuring bombs, hidden bonuses and a few traps to boot.

Essentially it's the same game, with the addition of novel features designed to enhance the gameplay. Unfortunately this doesn't really work, because the beauty of the original was its simplicity.

This time round there's so much going on it's hard to keep track of it all, and luck plays a big factor because some of the randomly generated screens are definitely easier than others!

Die-hard Tetris fans looking for any diversion on their favourite game will probably welcome this, but newcomers should buy the original game first. It's much simpler and a lot more fun!

Also, keep an eye open for Wordtris - coming soon. This time round letters take the place of shapes and the game is completely brilliant. We'll be bringing you a full review soon!

By Spectrum Holobyte. £29.99



OK BY ME:
Graphics are great-but the game is not as good as the original



PAUSE

5

FLAMMING HELLCATS



HELLCATS OVER THE PACIFIC, MAC YET another flight sim. Nice fancy name but it's still just another flight sim. Graphics are great, as you would expect on the Mac, and it comes complete with a "genuine" flight manual for an American Navy model F6F Hellcat airplane, as used in the Second World War. That's to give the impression that this is just like flying a Hellcat in real life. Well, it's about as close as any flight sim gets. Control is by mouse, keyboard or joystick and the beauty is that it's so easy to switch between the different methods of control. The problem, however, is that mouse

control is a bit of a joke. You really need a joystick and I've yet to meet a Mac user that has one. But it's a still good. You start as a lowly ensign and your job is to achieve the rank of captain by completing a series of missions against the Japs. If you have as much luck as real Second World War flyers you'll be doing amazingly well...they blasted 5,000 enemy planes from the skies with a strike ratio of 11-1. A good flight sim that is a pleasure to look at and easier than most to control. But if you've already got one (and who hasn't) there's not much point in buying this one. By Softline, £34.99.



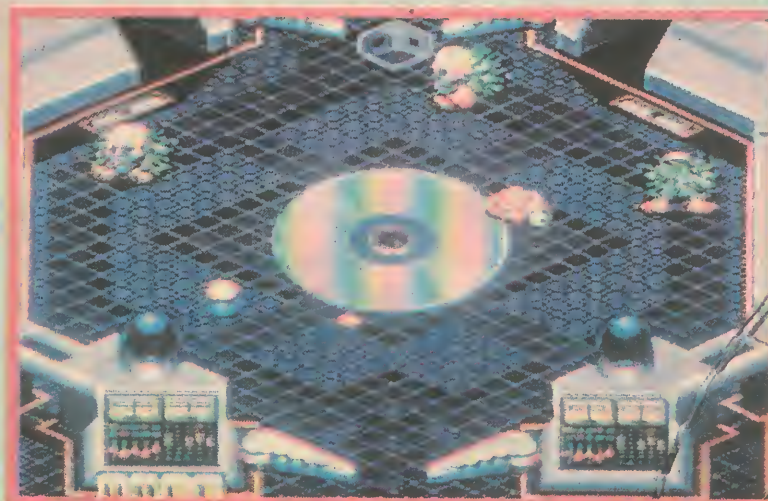
COCKPIT... view from your battling F6F Hellcat

OK BY ME

Good flight sim with great graphics. But nothing startling or new with this one.



MOTLEY CRUEBALL



CRUEBALL, MEGA DRIVE ROCK group Motley Crew have been recruited to add tunes to the game. It features their hits Dr Feelgood, Home Sweet Home and Live Wire. Console pinball sims had a bad name until the mind-blowing Dragon's Fury came along. Crueball is based on a realistic pinball table spread over three screens, each with its own set of flippers. Destroy all the objects on the table and knock down all the pin tiles to get to bonus stages and further levels. The stages in Crueball are called

volume levels. As you progress from level to level the actions and music both get faster. In all, there are nine volume levels plus bonus rounds. Objects you will come across will include ramps, maggots, skeletons and boss of the table Craig. Certain tasks must be completed before you can progress to the next level, and it's very tough at first. Graphics are reasonable with an excellent intro screen. Gameplay is slow at first but it soon speeds up. By Electronic Arts, £39.99.

TURF AIN'T TUFF

FANCY yourself as a hard-hitting, street-wise, tough and cool urban punk? Now you can live out your fantasies in Rival Turf on the SNES. The game is in the Double-Dragon mould, you have to travel the mean streets of some very nasty cities fighting your way through. There is a one or two player option, so you can be Jack Flak, Oozie Nelson or both if a friend plays. Characters are well animated and there are several ways to destroy your opponents. Eating hot dogs and soda pop will restore your strength along the way, haven't the programmers heard of a balanced and healthy diet? There are six stages, a total of eighteen fighting arenas and a Big Boss at the end of each stage. Nothing original really but good fun, although a little easy. By Nintendo, £44.99.

SCORE DUDE SAYS: Okayish but we've seen it all

MEGA GUIDE

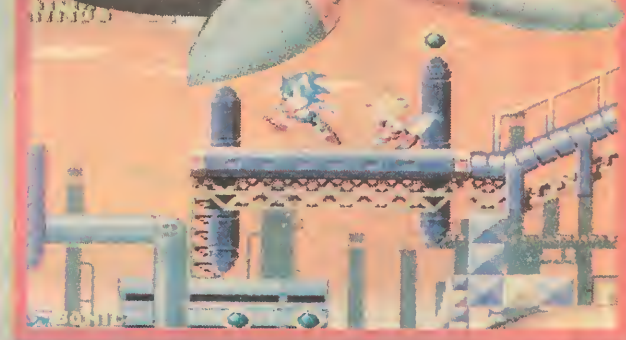
EDITED BY MARK GREGORY

IMAGE ROOM STOP PRESS

WE the dedicated Mega Guide image room boys, who have been known to work until 5am (this week in particular!) need your help. We are stuck on the Mega Drive war classic Desert Strike and would appreciate some passwords. Please write to Kev, Gary, & Tony at the usual Mega Guide address.

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

SONIC 2



SONIC'S back! And this time he's better than ever. Sonic 2 is the most eagerly awaited Sega console game of the year-and your white hot Mega Guide grabs the game for a full review.

Once again, Sonic's pals have been kidnapped by the evil Doctor Robotnik but luckily a small fox named Two Tails has escaped Robo's clutches to help our hero. So the scene is set for our plucky pair to race across level after level of Sonic-style action facing tricks and traps so dangerous they'll need all their skills to survive everything the evil Doc can throw their way. With hidden features and bonus rounds galore, Sonic's second world is miles bigger than the first-with a lot more challenge than the original.

Sonic 2 is certainly bigger and more complex than the first game, with springboards water works and air vents galore to liven things up. Graphics are excellent throughout the game and Tails is so cute he almost rivals Sonic for sheer appeal.

After all the hype and rumour surrounding Sonic 2 it's amazing that the game actually lives up to it all.

Difficulty is pitched just about right-if you get stuck there's usually a way round.

Sega have stuck with the winning formula to come up with one of the finest games likely to grace your Mega Drive. Get it as soon as it's out.

By Sega. Due for release later this month, price to be fixed.

MINDBLOWING: Sonic 2 lives up to all the hype. It's faster and more of a challenge.



TWO Tails is a real treat. He's not as speedy as Sonic and sometimes gets left behind. His tails turn into helicopter blades and he flies through the sky to catch up. Sonic 2 features a split-screen two-player mode where one player controls Sonic and the other takes Two Tails. The pair of them rush across the squashed up landscape. This really does work and the head-to-head option is one of the best two player laughs you'll find on any game.



MEGA MAN BANKA ON BLANKA

By TIM BOONE, editor of CVG magazine

MEGASTIC Streetfighter news for Mega Drive fans! The world's greatest game is coming to the 16-bit Sega in 'the Spring, and it could be BETTER than the Super Nintendo game! Amazing!

Hot from Japan comes news that Capcom are already working on Streetfighter on the Mega Drive, an best of all the game will be the Champion Edition!

This means you can fight character versus character AND take control of the four bosses Balrog, Bison, Sagat and Vega!

It all sounds almost too good to be true, but, BELIEVE IT, it is!

Apparently the game will be the first in a long line of top Capcom winners which will be converted to Sega systems, which means you might even get to see Mega Man on the Mega

Drive. Remember, though, the game will not be available until March next year at the earliest, but the wait should be well worth it because I'm told the cart will be a full 16 megs of fighting action! Fighting back as usual, Nintendo have a whole host of beat 'em ups on the horizon for the SNES, including a long-awaited conversion of the decent Neo Geo beater Fatal Fury. And that's just the tip of the iceberg, because I hear of literally dozens of others under development right now. But the big question is this - who's going to be first to grab the rights to Mortal Kombat, the reader attempting to steal Streetfighter's crown? Time, and of course, the Mega Guide, will soon tell!



BUZZPIX SPECTACULAR: What with all this Streetfighter excitement (the whole world turned up to the CVG/Sunfighter challenge at Comet!) here we go with screenshots of the PC and Amiga versions of the game!

Nintendo NO-HOPER

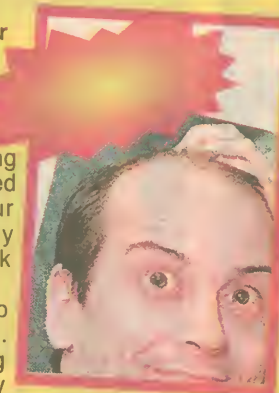
By STEVE READ Sun System Editor

AS you can see, I'm having trouble with The Cheat.

He's been gunning for me since I moved him off the colour spread and into my old slot on the back page.

He finally caught up with me this week. And despite doing everything with my Nintendo Super Scope, he zapped me.

I tried to beat him... but he kept cheating! Anyway, before we get started on The Legend Of Zelda on the SNES, a word to people who still



need help with Super Mario World. Next week I'll be printing the answers to some of your trickiest problems.

NOW... Getting through the Light World in Hyrule is fraught with difficulty, but I've

been at it for a couple of weeks. The secret is to go round gathering up bits and pieces of equipment, then return to areas you've already visited to see what else you can find.

Items you need include a set of flippers so you can navigate the rivers, and a glove to help you shift boulders. The flippers are right round the back of Lake Hyrule, and you won't be able to get there until you have found the glove in the Desert Castle. And you can't get into the Desert Castle until you have found the magic book. And you can't get the book unless you're wearing the special shoes which let you smash into the bookcase and knock it off the shelf.

A boomerang comes in handy, too! Where is all this stuff?

The boomerang is in Hyrule Castle, in a chest on the first basement. Get Zelda out of the third basement by belting the guard with the boomerang, then zapping him with three swirls of your sword.

Zelda will take you to The Sanctuary, where you will receive further instructions and clues.

It's pretty straightforward and if I can find my way through, anyone can!

My two major difficulties are these: I know you can get the Ice Pick somewhere early on. It comes in handy for zapping people. But I just can't find it. Any ideas?

And try as I might, I can't figure out how to get the Piece Of Heart sitting on an island in Lake Hyrule. There is no dock, so you can't get out of the water.

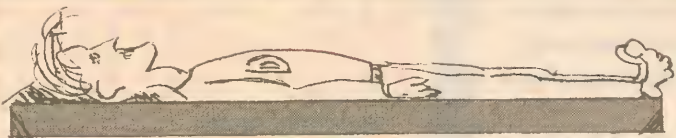
Help!!! But DON'T phone, because it makes me angry. And you wouldn't like me when I'm angry. Write to me at the usual address.

That's your lot this week.

Now, where's that Cheat gone...



He's back! The world's first dead reviewer



Deadman



By NORMAN NIBBS, Deadman's Assistant HALLO Deadman fans! Our hero has not been feeling himself this week. In fact he's PALE as a CORPSE.

I think perhaps the chill winter evenings have a bad effect on him.

This week we're reviewing Shadow of the Beast III. It's a bit of a scary game-even Deadman's TOES were CURLLED UP.

But our fearless, lifeless crimefighter did not hesitate when it came to playing this spooky Amiga game.

That's Deadman for you. Once again he hit upon a brilliant strategy. Never flinching, he stared fixedly at the screen as the computer sprang all manner of surprises.

I placed the mouse in his hands and control was simply a matter of rolling his arm from side to side.

Deadman thoroughly enjoyed this game—and gave it his prized EX rating!
Now read his review in full...

THE beast is back in this third and final instalment from Psygnosis Software.

Having regained human form and successfully killed Zelek, you (Aarbron) must now destroy the dark lord Maletoth's evil minions, only then will you be strong enough to kill him.

The game is played across four large levels each with a set of puzzles that must be solved before you can get the relevant object from that level.

SOTB III is a platform style game with large

areas to explore and lots of enemy monsters to be killed.

The background graphics are nothing short of amazing with huge beautifully drawn statues three screens high and fast parallax scrolling.

The animation is fluid and the in-game music and FX are very atmospheric, sometimes chilling, changing with your location.

The first two SOTB were rather hard, and lacked real gameplay.

If you have not tried Beast I or II, try this out. By Psygnosis, £25.99.



Deadman didn't flinch



THE CHEAT

I'VE taught that useless No Hoper a lesson, he had to find out about my cheating powers the hard way I'm afraid. Hopefully he'll remember it next week when he decides where his column is going to be.

Anyway, my fists may be sore from running into the No Hoper's face but it hasn't stopped me from bringing you the number one cheat guide in the world, with the help of my fellow rule-breakers.

If you've got a cheat that could help another game player, send it to the usual Mega Guide address and we'll print it.

MEGA DRIVE

GAIN GROUND: For a level select press A C B and C use the direction keys to choose any level - Mark Satchwell, Camb.

DRAGON'S FURY: To start the game with 99 games, go to the title screen and hold A C and LEFT together when you start-Richard Rogers, Royston, Herts.

MASTER SYSTEM

ACTION FIGHTER: Type in GP WORLD for extra rests. Type

HANG ON for a car straight away or SPECIAL for both cheats-Christopher Jakubowski, Bradford.

BACK TO THE FUTURE

2: On the 1st level PAUSE the game and then press UP and DOWN and you will go to the next level. This cheat can be used throughout the game-Kevin Perera, Langley, Berks.

AMIGA

DARKSIDE: Hold down the keys 2 and 8 whilst pressing fire to see some digitized pictures of the programmers (vain blokes or what?-Ed)-Ben Proctor and Jamie Stubbs, Rayleigh, Essex.

FIGHTER BOMBER: To access any mission simply enter the pilots name as BUCKAROO then proceed as normal-Leon Bell, Peckham, London.

AFTERBURNER U.K.: While playing the game, pause and type THUNDERBLADE. Unpause and the following keys will have do various effects. G-extra missiles. N-extra lives-Tony Butler, Newport, Isle of Wight.

CHARIOTS OF WRATH: When told to press FIRE to start the game, move the joystick forward instead, you will now have infinite lives-Shanell Thompson, Croydon, London.

NINTENDO

BURAI FIGHTER: Type LTBB to get powerful weapons-Michael McDade, Strathclyde, Scotland.

NINTENDO WORLD CUP: The password for the semi-final is 22312. The password for the final is 12811-James Menzies, Aberdeen.

RESCUE RANGERS: When it says Game Over press START and A together and the game will continue wherever-Jonathon Palmer, Skelmersdale, Lancs.

GAME GEAR

OUTRUN: Hold DIAGONAL-LEFT and buttons 1 and 2, keep them held down whilst you press START. When you are at the start of your game let go and you have as much time as you need and cannot crash-Darren Wadley, Guernsey.

GAME BOY

ROBOCOP 2: If you want to complete this game without playing it (why buy it then?-Ed), press LEFT SELECT START and BUTTONS A and B all at the same time-Richards Bowers, Braintree, Essex.

The Boring Bit

By Garfield Lucas

WINDOWS is taking the world by storm. Power-users, small businessmen and school children are all discovering the power of point-and-shoot computing.

For my money, the real strength of Windows is that it's a hell of a lot of fun.

THIS week I take a look at Berkeley Systems After Dark sleeper or screen-saver program.

It doesn't actually DO anything - but it stops your screen burning up, and it's pretty to look at.

If your computer is switched on and running Windows but you haven't touched it for a while After Dark kicks in and takes over the display.

Maastricht

You can select from 40 different sleepers and using the MutliMode feature you can even cobble savers together to make your own.

You can wrap pictures around a spinning globe or lash rude messages across the screen to nosy workmates.

The editor was so offended by one I wrote him hwe almost fired me (Almost nothing, you're sacked - Ed) Unlike other savers, After Dark supports sound so your flying toasters rattle convincingly as they glide gently across the screen.

Whizkids with sound cards will get a buzz rom the lightning effects - you could almost believe that it's the real thing! My favourite sleeper was Swans. If you leave them

on screen for a bit, cygnets start to appear.

Well worth waiting for-they're so cute.

If that ain't enough, you have bouncing Marbles with the occasional squealer, Puzzles which divides your screen into little squares and shuffles it about and oodles of other goodies.

After Dark runs in the background-talking advantage of Windows' ability to run several programs at once.

To make sure you don't overload your system, After Dark has a smart sensor which shuts it down if you're running low on resources-clever stuff.

Treaty

Unfortunately this program will do NOTHING to aid your productivity-you'll just want to play.

To enjoy it at its best you really need a Super VGA screen-switch on and you'll blow your mind.

After Dark is a bargain at £24.95. Berkeley Systems.

Noise blood fights 'n fun

By Harry Crippen

THERE are some pretty bloodthirsty guys down at the ICE planning department. They like this gory piece of work so much themselves that they stay up playing it until the wee small hours!

You can't really blame them. It's great fun and highly addictive, especially if you like perfecting throat-cutting techniques in between using grenades, rocket launchers, and assault rifles to zap your enemies in any of the twelve missions to be tackled. Fireforce is called into action when wimps like Arnie Rambo and The Predators Brigade have failed. Your one-man army can be involved in a bit of assassination or some spectacular destruction (and in both cases, you'll have to wipe out an army or two before you get to your target)

You choose your arsenal and the detail involved there is really first class. There's also a bit of strategy involved-don't go blasting your way into enemy territory without knowing what's ahead

This a gem of a game that it is incredibly, noisy, violent and bloody. You'll love it. Available Now £25.99 SCORE DUDE SAYS: A Shoot 'em up classic

