

# MEGA GUIDE

27 MARCH, 1993

FREE WITH THE 25p SUN

# FIGHT OL' LOAD OF RUBBISH

++ Get yer prices down ++ Get yer prices down ++

## POP FURY AT £1m NES CART



ਮਾਧੁਸ਼ੀਮਾ ਕੀਮਤਾਂ ਵਾਟ ਕਰੋ  
(Get yer prices down!)

POP stars and MPs were in uproar last night after Nintendo claimed it can cost over a MILLION QUID to make just one game.

The Japanese giants stepped into the ring for the Great Price Fight and told the Score Dude it could take 150 people six months to develop ONE title. If they all get paid £15,000 a year, that's a massive 1.1million per game.

The company say that is mainly why their games are so expensive.

Take That singer Gary Barlow said: "We know games are pricey to make — but no way should they cost a million. Fifty grand is more like it."

Gary, 21, added: "The lads in the band believe we should be told the EXACT cost of making these games." Labour's consumer affairs spokes-

man MP Nigel Griffiths told the Dude: "This is outrageous. It's time they came clean about their development costs."

The Sun's friend to the stars Piers Morgan said: "Every famous person in Britain will be in uproar over this."

The Score Dude got on the phone to an independent software house.

They told our champ they could make a game for the Super Nintendo for about 60,000 QUID!

That's not a fiver cheaper. That's not a tenner cheaper. That's a whopping ONE MILLION AND FORTY THOUSAND POUNDS CHEAPER! The company, whose last game hit No1 in the charts, said it would take a team of TWO or THREE people about five or six months to make a game. We asked Nintendo why they needed 150 people to develop a game.

They refused to comment. We asked what all these 150 people DID for six months.

They refused to be drawn. The company then claimed their costs were going up!

A spokesman said: "Nintendo has protected the consumer from increases which, in a normal climate, may have been necessary due to higher costs and/or greater development time."

The Dude said: "Stop fobbing us off Nintendo, get yer prices down!"

### WASTE A MILLION

WANT to waste a million quid? Here's ten things you could do:

- 1) Buy 276 new Lada Rivas at £3,620 each.
- 2) Watch a movie 285,714 times at £3.50 a go.
- 3) Buy Man Utd striker Eric Cantona.
- 4) Get 100,000 ties at £10 each.
- 5) A Black and Decker Workmate is £59.95—you could have 16,680.
- 6) Scoff 1,010,101 Smarties easter eggs at 99p.
- 7) Pay your council tax...and a neighbour's.
- 8) Buy 444,444 British Rail singles at £2.25.
- 9) Ride the London tube 1,125,000 times.
- 10) Buy 8,333 332 boxes of Swan Vestas at 12p.

## Our coupons take an Asian tack they're in Punjabi on the back!

### PRICE MYTH-TERY!

A TOP games firm yesterday blew the lid off the Great Console Price Myth and said they want to bring prices down — but Sega won't let them.

The firm, one of the top five players in the UK market, said they could make cheaper games and still make a good profit. But the prices are fixed in Japan.

The U.S. company has asked not to be named for fear of losing their licence to make games for Sega machines. But a spokesman told us: "We could knock a fiver off our games tomorrow — but if you want to make games for the Sega system you must do as they say. They want the prices kept high."

NINTENDO refused to tell us exactly how much it costs to make their games. That came as no surprise. Nintendo refuse to tell us anything.

We asked the firm's UK people how much they paid their staff. They refused to tell us. We asked what country they all worked in. They refused to tell us.

We asked how much profit they made in Britain last year. They refused to tell us.

The Score Dude phoned Nintendo HQ in Kyoto, Japan, to see if they would help. A spokesman said:

私の利用している洋服屋のおじさんは、毎週水曜日に

衆馬に行きます。彼の髪型はいつもとてもかっこいい。

Which seems to mean: "My taylor goes horseriding on Wednesdays. His haircut is very polite."

Well, that makes about as much sense as the cost of their cartridges. Get yer prices down!



PIT FIGHTER on the SEGA Master System

IT'S the pits! Pitfighter is a knockout on the Mega Drive—but the only way this could knock you out is through sheer boredom.

Pop this cart into your machine and you are greeted with a barrage of noise, supposedly the intro music.

But it's brill compared to the graphics.

Characters look as if they've come from the Spectrum with tiny sprites and jerky action.

Backdrops are as naff as the crash hats some cyclists wear.

Gameplay is terrible. Controls are awkward and don't make much sense and there's only half the moves the Mega Drive version has.



FIGHTING a pal in two-player mode is the only fun to be had from this poor excuse for a game. You can play as any of the baddies but you can only have three special moves per stage.

No doubt you will see ads saying how good the digitised graphics are but ignore them. The ad men are talking out of their behinds.

For this price you could get a game twice as good but if it's a beat 'em up you're after then we would advise you to wait a month or so for Streets of Rage.

It has to be better than Pitfighter—as you can't get much worse.

SCORE DUDE SAYS: Zzzz! Oops, sorry folks, I fell asleep playing Pitfighter. Sega need a good bashing for having the nerve to ask £29.99 for this one.



Review by KATIE & CHRIS CHIVRALL



AIM TO MAIN



### Nifty conversion

By KIRK SPEEDY RUTTER  
HAVING played Speedball 2 on the Amiga I had my doubts about the Game Boy version - I had visions of characters being too small to see and naff gameplay. I should have had more faith because this is an excellent conversion. Speedball 2 is basically a futuristic footy game. The aim is to score as many points as possible by scoring goals, throwing the ball at targets or by maiming an opponent so badly he needs a stretcher. Money appears randomly in the play field - walk over it to boost your financial standing. Cash is also awarded for

every game you win. Graphics are detailed and well animated, the sound is limited mostly to FX but they are pretty good. Keeping ALL the features of the Amiga original, this is a Game Boy goode. SCORE DUDE SAYS: Nice cart from Mindscape, price to be fixed.



## SPEEDBALL 2 GAME BOY

### JUMP TO IT, FOLKS

HARRIER JUMP JET, PC FLY the Harrier in three campaigns - Hong Kong 1996, Falklands 1997 and Nordkapp (Norway and Russia) 1998. Get your orders, arm the plane and then it's all down to you. Harrier's Gouraud Graphic System is brill. There's so much to see - contoured valleys, waves crashing on the beach and so on. But the pretty

pictures do not improve play. Put this up against Domark's AV8B and it fails to impress. Gameplay is slower, battles are less involved and there's no Commander option to put you in complete control of the task force. SCORE DUDE SAYS: Stunning plx by the pros at Microprose. But it's a biggie that will set you back £44.99.

### PERSIA'S JUST PERFECT

PRINCE OF PERSIA, PC DIP into the bargain bin for this perfect budget version of the platform classic. Graphics are so slick you'll believe you actually are the Prince and gameplay is as polished as ever. Lead our hero through 12 tough levels to rescue his princess

from a marriage worse than death. Perfect timing is all that can save you from a sticky end - impaled on spikes or with you head lopped off. SCORE DUDE SAYS: Fab game and it's only £12.99 from Hit Squad.

# X-TRA GOOD!

By ANTHONY GRIFFITH  
THE old Republic is gone. A small but growing band of rebels are all that is left against the might of the Empire. They need Starfighter pilots. Are YOU up to the job? X Wing is based on the space combat scenes from the Star Wars films. Missions range from escort duties to hit and run raids. Graphics are utterly brilliant. A lot of the sound has been lifted directly from the film, including the roar of Tie fighters, speech of characters, and best of all the original Star Wars music. Gameplay is involving and rewarding. Definitely a smash hit. SCORE DUDE SAYS: This game oozes class but it's very expensive at £45.99. OK, so it's a 12MB biggie but I still say: GET YER PRICES DOWN.



## X WING on the PC

WHEN you have loaded up, sit back and enjoy a five-minute intro film explaining the story so far. You will watch this time and time again, as it is absolutely outstanding.

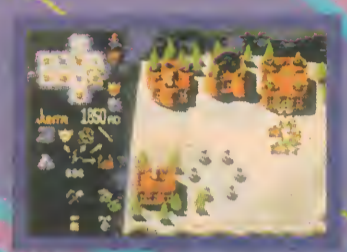


# MEGA GUIDE

Edited by MARK GREGORY

**NEXT WEEK ONLY**  
**YOUR FUN-LOVING MEGA GUIDE IS ON FRIDAY**  
*Don't miss it!!!*

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



### MEGA Lo MANIA on the Mega Drive



# STRAINIA YOUR BRAINIA

POWER-UP! The game for people with a serious POWER complex has hit the big Sega. Decide which of four war-mad conquerors you wish to be - Scarlet, Oberon, Caesar or Madcap - then fight to your last man for control of 28 islands. The islands are divided into nine epochs. The three islands in each epoch can be played in any order - but the epochs must be conquered in turn. When you have stamped your mark across all 28 islands you are plunged into the Mother Of All Battles. Mega-Lo-Mania has been adapted from the Amiga version by the original coders Sensible Software.

### 'SMOOTH CLASSY GAME'

It's icon-driven and method of play is easy enough to follow, if you spend a bit of time with the lengthy manual. Once you've got to grips with what you are meant to be doing, it's not hard to put your awesome empire-building plans into action. But it will be a long time before you see your name up there with the Eternal Gods. If you're patient, there's plenty of plodding fun to be had here. Highly recommended for clever people.

### Witty

And it's still a smooth classy game with stacks of challenge and some humour thrown in. Graphics are simple but efficient and speech includes some witty one-liners. Strictly for strategy fans, this a game of thought and careful planning.



WOULD-be warmongers have to put in a lot of hard graft before getting their boys out into the field. First you must design weapons for attack, defence and repair. Nothing is going to get done unless you have a good stock of designers - so select a suitable amount of these from your Man Pool and get going. Nothing can be made without elements so get digging. There's also buildings to be built and armies to be rallied and equipped. With the right combination of skill and strength YOU can be top boy - but it's a long, hard struggle to the top.

### SCORE DUDE SAYS...



EVEN brainy dudes like me have a battle on their hands. Meglo is long-term fun from Virgin at £39.99. GET YER PRICES DOWN! OK BY ME



# THE BUN JUNGLE FUN

CHOPPER alert! Electronic Arts are preparing to unleash the sequel to the outrageously good Desert Strike - on Mega Drive and Super Nintendo! Gameplay is much the same as the original, with a multi-direction scrolling play area to whizz around in. But because the game is set in the jungle the enemy have some well decent camouflage and it's much tougher! With loads of missions (including some in the dark) the game is looking well wicked. There are new weapons to use, and if you're really good you might get to go to the White House for a fly-by! We've already had a quick test of the game, and had to be thrown off the console to let somebody else have a go. Watch this space for all the latest.



# STAR FOX EXCLUSIVE!

INCREDIBLE news for Star Fox fans! The game features at least seven SECRET LEVELS, including a Black Hole where the universe goes crazy. Rumours were rife that the game, which will be called StarWing when released in this country, contains worlds not shown on the map. Well, it's true-we know there are at least seven, and there could even be more. Our sources close to Nintendo confirmed the facts last night, but decided not to tell us where they were! They say the first secret world is fairly easy to find, and once you're on the trail you'll eventually find the lot! Keep your fingers Cowgunned to these pages for more news soon!

# WELL FOXED

# GAME IS UP

STREETFIGHTER ALERT, WEEK 10. YES indeed, we're now 10 WEEKS into the worldwide hunt for Streetfighter 2 on Mega Drive and STILL nobody's seen the wretched thing! To celebrate this record mystery, here are 10 possible explanations-but we think it's about time Sega OWNED UP. 1. Somebody at Sega left it on the bus. 2. It was lying on the floor and got sucked up the Hoover. 3. Somebody trod on the cart. 4. It fell down the back of Hayao Nakayama's sofa. 5. Somebody very fat sat on it. 6. The boat bringing it here sank in the Pacific. 7. The cart was detained at customs so they could have a go. 8. It's been banned because it's too good. 9. It's been banned because it's too bad. 10. It's been kept back so Mega Guide will keep writing stuff like this.

# Nintendo

## NO-HOPER

By STEVE READ  
MY mail was such a joy to open this week that I've decided to put the hair transplant off for another week. So much lovely abuse for artist Jeff!



Here's some of the best - Katie McQuillin from Westerham, Kent, writes: "Personally I think Jeff looks like an enthusiastic love sick guppy but you ... well I've never seen such a cute, happy smile!" She gives me a 10 star rating while poor Jeff gets one. Obviously a girl with taste. Tina Pogorzalec of Oldham gives our Jeff's facial hair the thumbs down. "Jeff's uglier than you because he's got a moustache and men with moustaches are ugly." And I couldn't agree more with Mr P. Conway of Yew Tree Estate, Walsall... "Here is my poetic theory to the ugliness of Jeff Williams and your own kindly features. Jeff Williams an ugly man to all Needs his face transplanted Human folk he really does appall You only need more hair implanted." But my favourite is this one from Chris Bishop of Newcastle: "Dear Hunky-Hoper, I think you're very handsome ... you've got an absolutely fabbo hairstyle which makes Mal Gibson, Rod Stewart (I should hope so!) and Mick Hucknall look sick. And as for that artist. I've always listened to any Gran's advice and she has always said, 'Never trust anyone with the name Jeff...'" SHAMELESS PLUG DEPARTMENT: Don't forget to tune into Games World on Sky One each and every night for all sorts of computer action. Apparently Games World has become Sky's most popular show after The Simpsons-so tune in at 6pm and check it out! And in a couple of weeks there's a VERY special guest reviewer...

# THE CHEAT

THAT No-Hoper has gone too far this time, his continual insults and use of cheats is just not on. I'll be seeking some sort of revenge over the next few weeks-watch this space! In the mean time, if you've got any tips or cheats send them to The Cheat at the usual Mega Guide address.

**MEGA DRIVE**  
WONDERDOG: Here are some passwords. Dogsville-mystic, Scrapyard-Ankles, Loony Moon-Ledzep, Planet Weird-Reeves, Planet Fossil-Pixies, Planet Rainu-Woopie - Scott McKenzie, Abbey Wood, London.  
ARNOLD PALMERS TOUR GOLF: If you take over a hundred shots on a hole the GAME OVER screen will appear. Press A B C and UP at the same time to find a hidden FANTASY ZONE game - Craig Andrews, Enfield.  
DESERT STRIKE: Type the password BQQQAEZ for ten lives - Scott McKenzie, Abbey Wood, London.  
TAZMANIA: Simultaneously hold down A B C and START on joypads 1 and 2 and you should hear a ring. START the game and PAUSE it. Press A B C to skip levels, then UNPAUSE. Press B for invincibility or C for a level select screen - Scott McKenzie, Abbey Wood, London.  
AMIGA  
RODLAND: To get repeated lives press F5 - Jojeff Williams, Rhos Isaf, North Wales.

**MASTER SYSTEM**  
SONIC 2: For a level select plug the control pad into port 2 and press UP-LEFT and buttons 1 and 2. Turn on the system whilst holding these buttons. Wait until Sonic has run off the screen and then plug the control pad into port 1. Press button 2 twice for the level select - Martin McCall, Liverpool.  
GAME BOY  
TURTLES, FALL OF THE FOOT CLAN: For a bonus stage keep A and B pressed and press SELECT - Neil Clark, Coleraine, N.Ireland.  
GAME GEAR  
STREETS OF RAGE: To continue from where you died, wait until the GAME OVER screen comes up then press LEFT LEFT B B C C C and START. You'll be able to carry on from where you finished - Charlie Goodrich, Ilford, Essex.  
**SUPER NINTENDO**  
PARODIUS: To get MAXIMUM firepower PAUSE the game and press B B X X A Y A Y UP and L, then UNPAUSE-Matt Beckford, Romford, Essex.

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NAKAYAMA... rich

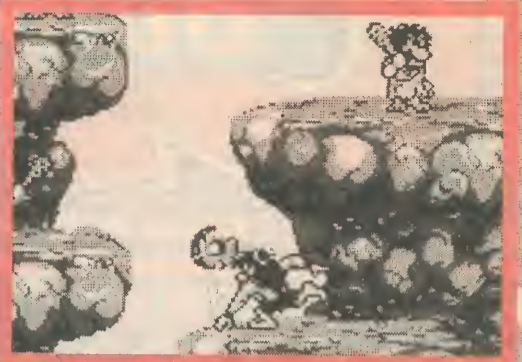
### MOAN AT HIRO 'N HAYAO TODAYO

TODAY we print our coupons in Punjabi to really get the message over. If you want to MOAN at Sega chairman Hayao Nakayama or Nintendo chairman Hiroshi Yamauchi, fill in our coupon below and send it to Price Fight, The Sun, 1 Virginia Street, LONDON E1 9XP. We've had 2,100 so far so keep them coming. Next week: TURKISH.



YAMAUCHI... loaded

# CAVEMAN JOE & MAC ARE BACK



JOE & MAC, GAME BOY MILLIONS of years ago, roughly when the No-Hoper was born, two cavemen roamed the planet hunting for grub with big clubs.

One day some cavemen with attitude plunder their village and steal all the women. It's down to Joe to rescue them, as Mac was last seen with a Tyrannosaurus Rex hot on his heels. Joe & Mac is a platform game that is already out on the SNES and NES, where it won high acclaim.

The conversion from colour to mono was a good one. None of the animation or gameplay has been lost.

Your task is to battle through nine levels packed with dinos to reach the women.

Your prehistoric weapons include clubs and boomerangs. Graphics are quite good but if you stand in front of bushes or trees, you can lose sight of yourself.

Background music gets on your nerves after a while. Gameplay is tough and you won't finish it overnight.

SCORE DUDE SAYS: Nice conversion from Elite at £24.99.

## THE BORING BIT

### SOFT VISION

By Garf Lucas, BA (six O-levels, a cycling proficiency certificate and a city and guilds in plumbing).

IF you are running a business, and time is money—you want to learn how to use programs quickly.

A modern personal computer is a complex beastie and today's powerful software has so many built-in features, that most users only scratch the surface.

Enter small Portsmouth-based company, Softvision. They produce a series of video training courses on most leading software, including Windows, Word for Windows, Pagemaker and Lotus 123 for Windows.

I particularly liked *All About Your PC* a 2 hour general interest video aimed at business computer buyers and managers.

It dives into the guts of your PC and explains in simple terms how the various bits work. Have you ever been totally baffled by computer gobbledegook?

Presenter Stephen Berry bombards experts with questions a businessman may ask.

Even a seasoned old hacker like me learned something new!

You'll find it great watching senior people from big players like Microsoft, Intel and Epson put on the spot-asked to explain all the mysterious jargon you hear bandied about by computer eggheads!

All the Softvision tapes are very instructive and well thought out.

However, they can lack sparkle at times—they're designed to educate rather than entertain! (Right up your street then, Garf-Ed)

But they ARE more entertaining than your manuals—and faster, too. The alternative, is to go on a software training course—at upwards of 120 plus VAT per person per day.

Any number of people can watch the tape—and you can use it over and over again whenever you need it.

BORE DUDE SAYS: For the private user I reckon £99.95 plus VAT is a bit steep and will need to come down if Softvision want to capture the mass market.

## NEXT WEEK THE OLD GIT

(Need we say more)



### Dear Mr Yamauchi

ਮੈਂ ਨੀਂਟੈਂਡੋ ਗੇਮ ਨਾਲ ਖੇਡਣਾ ਬਹੁਤ ਪਸੰਦ ਕਰਦਾ ਹਾਂ ਪਰ ਮੈਂ 40 ਪੈਂਡ ਦੀ ਖ਼ੀਰ ਨਹੀਂ ਸਕਦਾ। ਕ੍ਰਿਪਾ ਕਰਕੇ ਤੁਸੀਂ ਇਹ ਕਾਰਡ ਮੇਰੇ ਘਰ ਭੇਜੋ ਤਾਂ ਕਿ ਮੇਰੀ ਜ਼ਿੰਦਗੀ ਸੌਖੇ ਦਿਨਾਂ ਵਿੱਚ ਖ਼ੀਰ ਸਕੀਏ।

TRANSLATION: I love Nintendo games but cannot afford them at up to £40. Please make them cheaper so more of us can buy them.

### Dear Mr Nakayama

ਮੈਂ ਸੇਗਾ ਗੇਮ ਨਾਲ ਖੇਡਣਾ ਪਸੰਦ ਕਰਦਾ ਹਾਂ। ਪਰ ਮੈਂ 40 ਪੈਂਡ ਦੀਆਂ ਖ਼ੀਰ ਨਹੀਂ ਸਕਦਾ ਕ੍ਰਿਪਾ ਕਰਕੇ ਤੁਸੀਂ ਇਹ ਕਾਰਡ ਮੇਰੇ ਘਰ ਭੇਜੋ ਤਾਂ ਕਿ ਮੇਰੀ ਜ਼ਿੰਦਗੀ ਸੌਖੇ ਦਿਨਾਂ ਵਿੱਚ ਖ਼ੀਰ ਸਕੀਏ।

TRANSLATION: I love Sega games but cannot afford them at up to £40. Please make them cheaper so more of us can buy them.



She's back...the world's dottiest reviewer

## Auntie Pat



## GO ON KIDS BE A MENACER!

MENACER LIGHT GUN, MEGA DRIVE By ANTHONY GRIFFITH

PARENTS beware, your kids may be hiding a Terminator style gun under their beds, ready to blast away anything that moves. But don't worry, it's just the latest accessory from Sega for the Mega Drive.

The Menacer is in three parts - the main gun unit, binocular sights and shoulder stabilizer.

You can mix and match to make four different guns.

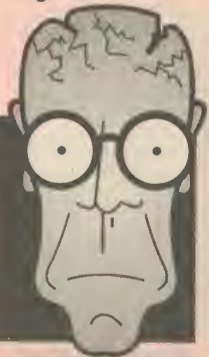
The pack comes with a cartridge with six games on it, which are simple, silly and fun for testing your gun.

The Menacer is very accurate, you get a special infra red receiver to put on top of your telly, and it's this that makes it the business. It's very simple to use and has a claimed battery life of 20 hours, however mine has got Gold Seal batteries in and has been going twice as long.

Menacer gun comes in four different parts

### SCORE DUDE SAYS:

Six games and a neat piece of kit for £59.99 cannot be bad, but with no solid proof of any new games, I would be a bit careful. Available from Sega.



Silly old hat  
Light gun is jolly good fun

I DON'T like guns at all but some of the games you get with the Menacer are super fun.

My favourite was Space Station Defender. There's lots of aliens you have to shoot and it's very varied and challenging. (Ed's note: This is easily the worst game being extremely easy and predictable.)

One of the games is about tomatoes. (Ed's note: Auntie is referring to Ready, Aim, Tomatoes which features ToeJam and Earl blasting rotten tomatoes.)

In another, you have to shoot insects to keep them

off your food. Insects are supposed to be dirty but flies are always washing their hands.

(Ed's note: Flies do not have hands and they do not wash them. Auntie has obviously seen the insects spreading slime onto their front legs which they use to break down food) Frontline, Whackball and Rockman's Zone make up the set Six of the best games I've ever played!

(Ed's note: Whackball is a laugh which involves shooting a bouncy ball into flies. But you'll find that all of the games are very basic and you will soon become fed-up.

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