

MEGA GUIDE

20 MARCH, 1993

FREE WITH THE 25p SUN

得点をつけている
おしゃれな
男が言うには...



Give Sega and Nintendo flak!
Fill in my coupon on the back

値下げして下さい。



Gary...sensation

**Take That
join Dude
campaign**

TAKE THAT! Pop sensation Take That stood in line behind the Score Dude last night as he squared up to Sega and Nintendo in the Great Price Fight.

TAKE THAT! Celebrities were scrapping in the street for a chance to join our battle against the Japanese giants and bring down the price of games. We turned away JASON DONOVAN, JONATHON ROSS and ex-Beatle PAUL McCARTNEY because they're not famous enough.

TAKE THAT! Games clubs, magazines, computer shops and papers and High Street stores all joined the FUN In WEEK ONE-and over a thousand readers filled in the campaign coupon.

This week we print it again on the back—and it's in Japanese

**(That's GET YER
PRICES DOWN
in our talk, folks)**

so the bosses in Japan can understand it. Take That singer Gary Barlow, 21, said: "What a bundle! This is the biggest fight ever and we're all backing the Score Dude!

"All the lads in the band love playing video games but at FORTY QUID a throw even pop stars can't afford them.

"Come on Sega and Nintendo, get yer prices down!"

The Sun's friend to the stars Piers Morgan, age unknown, said: "The Score Dude is spot on with this one - EVERY FAMOUS

PERSON in Britain will be behind him." In fact, the only famous people who did NOT support us were evil mad Iraqi tyrant SADDAM HUSSEIN and Chancellor of the Exchequer NORMAN LAMONT.

They both want MORE EXPENSIVE games to ruin everyone's fun!

We phoned the Whitehouse in America for a quote from PRESIDENT CLINTON.

He wasn't in but a bloke fitting carpets in his office told us: "Yes sirree, Bill is right behind the Score Dude! Get y'all prices down!"

IF YOU haven't worked it out by now, the words above the Score Dude say: Score Dude Says. Or, more exactly, The Neat Man Who Gives Us The Score Says.

Campaign latest - back page

GODS, SUPER NES
YE GODS! In a city of doom and despair, awaits the prize humanity has sought forever... immortality. You are Hercules the unconquered, the only warrior who can challenge the city of the Gods.

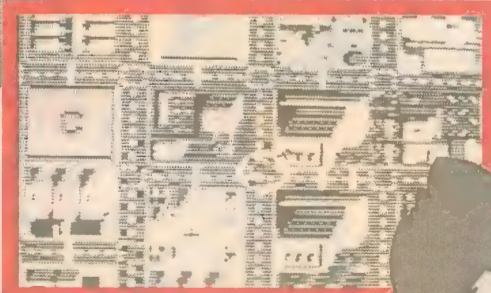
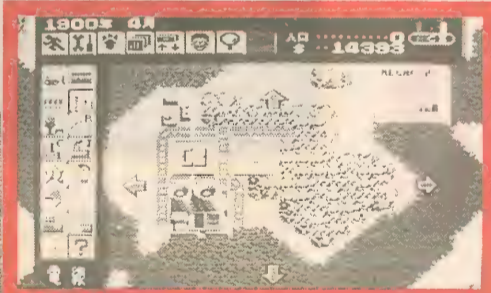
Gods is a mixture of exploration combat and adventure. To win, you must slay the four guardians of the city and return to Mount Olympus.

The game is split into four levels with three worlds on each, packed with beastly beasties. A harder than hard godly guardian awaits you at the end of the third world. Pictures and sound both do the job. The Amiga version of this was slated because it was SO SLOW but the coders have cracked that - this one fairly motors.

Trick with these games is the plot and level of challenge, and Gods scores well on both counts. One of the best of its genre.

SCORE DUDE SAYS: MINDSCAPE have brought the SNES a very addictive, enjoyable and challenging game but they want a GOD-AWFUL £44.99 for it. Get yer prices down!

SIM TO THE BRIM!



THE campaign is over and the votes have been counted. You don't know how you've done it but you're the MAYOR.

Now the fun has finished you must set about shaping your very own city from scratch.

Start with a blank canvas. First pick your landscape from a choice of 200. Then you give it a name. With \$20,000 in the city coffers it's time to start building. Get cracking with some residential, commercial and industrial zones.

Keep an eye on your budget. All your plans cost money and folk tend to get upset when TAXES go up. There's even a Gallup-style poll to tell you how UNPOPULAR you are.

You'll need power - so build a nuclear power station, or maybe a coal one which is cheaper but causes more pollution. (Are we sure about this? - Ed)

To attract PEOPLE you'll need an airport (also a high pollutant) and sea ports. When the people start arriving they need roads, schools, police stations, hospitals and then you've got to build new residential, commercial and industrial zones 'cos there's too many people now... does it never end? No, it doesn't. This game goes on for ever and it's incredibly addictive. But after reading Dr Wright's clever advice about keeping your airports away from residential zones and such like it's quite simple to get going.

Move a cursor to select icons along the left and top of the screen. Those at the top allow you to look at maps of the city highlighting areas with pollution, crime problems and traffic snarl-ups. On the left are all the things you can build.

Select and drag them to the main screen - an overhead view of your city. Plonk down your building, airport or whatever.

After having a bit of a spend up, sit back and watch your city grow. Those small office blocks will become skyscrapers with time and care.

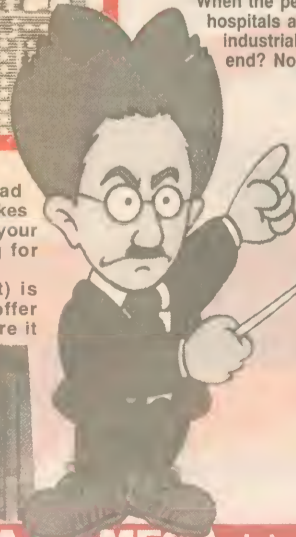
Two cities can be saved, so you can keep your pride and joy while experimenting with new layouts.

Visuals and sounds on Sim City are by no means stunning. But they are subtly done to enhance your enjoyment of an incredibly addictive game that simply has no limits, except those of your own creativity.

SCORE DUDE WEALTH WARNING: This game is highly addictive, but at £39.99 from Nintendo the price may damage your wealth.

WATCHOUT for bad Bowser (left), he likes to stomp all over your city while looking for Mario.

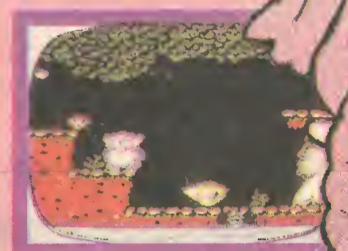
Dr Wright (right) is always about to offer you advice - ignore it at your peril.



SIM CITY - SUPER NES



BIT OF A NOAH



By PAUL KIRTON
 NOAH'S Ark, eh? Are we in for a whole load of other bible stories like Adam and Eve? Won't that be lovely, children?
 Despite the rather naff theme, this game is great fun.
 Noah may have gone out with the ark but he can still mix it with NES heroes. Noah, who looks like Father Christ-mas, has built his superboat and loaded all the animals in two by two. Mrs Noah points out he has forgotten a few. He must visit different countries to round-up the missing beasts. As you get into the game, you'll notice flood water rising from the ground. And guess which Noah has forgotten his swimming trunks? Graphics are excellent, well-defined and colourful. Noah plays well but controls are tricky. Anyone for a game of Kane and Abel? SCORE DUDE SAYS: Nice cart but Konami have a FLOODY nerve asking £34.99.

NOAH'S ARK on the NES

XENON'S BACK AGAIN

XENON 2, GAME BOY
 REMEMBER the arcade classic Xenon? Since then there's been a sequel that first appeared on the Amiga and PC. Now it's on the Game Boy.
 It's a magnificent conversion to the little grey-shade screen and it has all of the features of the original including the Megablast tune.
 Xenonites want revenge for their humiliating defeat one million years ago and just to generally spite everyone they've planted five bombs in five different sections of time.
 You must put a stop to these intergalactic terrorists and destroy all the ugly alien scum that come with them.
 This game is excellent but with one flaw. All of the levels are exactly the same as the other versions of this game!
 So if you can complete this on another system you'll have this one in the bag.
 But with great graphics, sound and value this is a safe buy and the only Gameboy game with Super Nashwan power! (Available at your local space shop at just 300 credits).
 SCORE DUDE SAYS: Blast and a half at £25.00 from Mindscape.

HARE WE GO

TOAD alert! Bucky's in BUCKETS of trouble. His pals have been captured by the gloating toads.
 The evil Air Marshall is taunting Bucky to take on the Toad Empire and rescue Blinky and the rest of the crew.
 But it's easy for the top toad to be smug, he's got bombs, bombs and more bombs.
 The Toad Army is BULGING with wicked weapons including Robosnakes, Battle Cruisers and Double Bubble High Speed Toad Armada Tanks. And Bucky has got ...

not a lot! But our brave telly hero plunges into the fray without turning a hare.
 He must fight for his life on eight great action-packed levels, or planets.
 Bucky is brilliant. There's NEW ideas, tons of tricky platform puzzles and nasty blasters designed to bring Captain Bucky O'Hare to his knees.
 Pictures are big, bright and sharp with tunes from the telly show. Get it warheads!
 SCORE DUDE SAYS: Bucky, Bucky, Bucky! He's the best at £24.99 from Konami.



MEGA GUIDE

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

Edited by MARK GREGORY

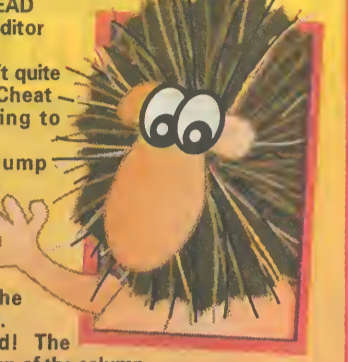
- Surprise of the week is European Club Soccer for the MD making a comeback into the top 10. PGA 2 is still on top, though. Here's the full top ten:
- 1 PGA TOUR GOLF 2 (MEGA DRIVE)
 - 2 LEMMINGS (GAME BOY)
 - 3 STREETS OF RAGE 2 (MEGA DRIVE)
 - 4 SUPER MARIO KART (SUPER NES)
 - 5 ROAD RASH 2 (MEGA DRIVE)
 - 6 ECCO (MEGA DRIVE)
 - 7 LEMMINGS (MEGA DRIVE)
 - 8 EURO CLUB SOCCER (MEGA DRIVE)
 - 9 SONIC 2 (MEGA DRIVE)
 - 10 MICKEY AND DONALD (MEGA DRIVE)

Nintendo

NO-HOPER

By STEVE READ
 Sun System Editor

FOR a reason I can't quite understand, The Cheat has stopped talking to me.
 He's got the hump because I printed a pair of top quality cheats in this space last week—better than anything he could come up with.
 Too bad, Oswald! The No-Hoper's at the top of the column and here I stay. Today I'm going to run through a brilliant tip for the good ol' Super Mario World on the SNES.
 VALLEY OF BOWSER 2: This is where the floor and ceiling rise and fall, crushing you to death unless you've found a hidey-hole. But if you're Super Mario, as the ceiling comes down try kneeling and spin jumping. You'll be able to overlap with the concrete and survive.
 Or avoid the whole problem by letting Yoshi grab his wings just after the first pipe. Soar up and dive when you see the arrow pointing down ... it leads to the Goal.
 And finally ... if Nintendo make so much money, how come they can't send me any games to review? Pah!



HUMUNGOUS

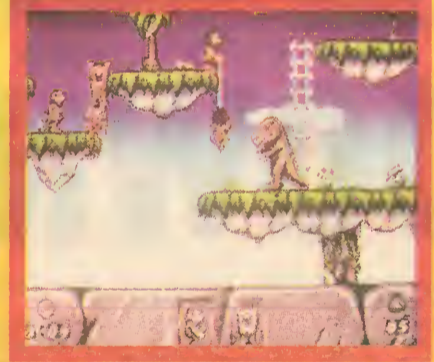
HUMANS PC



OH, OH! The Humans are here. It's way back at the year dot and good 'ol mankind is just starting up.
 A tribe of dim-witted cave dudes have set out on a journey of discovery. And already they're stumped.
 You must guide these helpless souls through the early stages of learning. And no, we don't mean potty training.
 On level one, you discover the spear and for the next half a dozen stages you'll learn how to use it. Next you discover the torch, rope, wheel and so on. To start with, the Humans can only walk or make a human ladder to reach those high platforms. But when a new item is discovered, there are a whole new batch of skills available to you. These are shown as icons at the bottom of the screen.
 Humans just hooks you. It's plodding, deep thought-type fun but there's light, funny touches that keep you playing. The intro screen says:
In the beginning there was darkness, then came the light. Then came the humans and it rained.
 Humans is challenging and immensely satisfying with cute, sharp pictures and simple catchy tunes. It's rock solid.
 Hardware loaned by Diamond Computers - 071-580-4355.



HUMANS was clearly inspired by Lemmings and there's bags of fun to be had on 80 levels. But they do tend to get a bit samey and some of the tasks you have to perform are a tad tedious - like throwing a spear back and forwards about 20 times to get your dozy tribe across a gap.



SCORE DUDE SAYS



OK BY ME
 A BIT of a stormer this with loads of fun levels. But instability is a bit of a let down.
 At £29.99 from Mindscape it's just a fiver too expensive on the Dude Scale. Get yer prices down!

Like Lemmings only prehistoric!

THE CHEAT

THAT No-Hoper wants to watch his mouth! Last week he resorted to cheap digs at me and even had the audacity to print a cheat in his column.
 Who does he think he is? If there's any cheating to be done around here I'll be the one doing it - okay Steve!
 AMIGA
 AGONY: On the title screen type FANTASY. The music will become louder to indicate that you've activated the cheat mode. During the game press F1 for swords, F3 for extra points and weaponry and F4 for an extra life. Repeat as many times as you like during play - Martin Poore, Bristol.

MASTER SYSTEM
 ALEX KIDD IN MIRACLE WORLD: When you've died and the Game Over screen comes up keep your finger on UP and press button 2 about ten times for an extra continue. You need to have had 400 quid when you died - Christopher Watson, Penrith, Cumbria.

PRINCE OF PERSIA: Level codes. Level 2, KMJFZ; 3, GJUEU; 4, FHEGCI; 5, HHMIDV; 6, LJIPLGK; 7, FJHCP; 8, OKJMHK; 9, OKQNV; 10, OHLKFF; 11, QULGK; 12, TKIOIR; END FIGHT, ODFICO; PRINCESS, PDCICO - Scott McKenzie, Abbey Wood, London.

GAME BOY
 SUPER MARIO LAND 2: When Mario is dying PAUSE, then hold down all four buttons and the game will reset.
 Then go down the progress pot. You go back to where you were with the same amount of lives - Martin and Phillip, London.

GAME GEAR
 WONDERBOY: When the title screen comes up hold DOWN and then press START. Press UP or DOWN to select which level you want - Frankie Mitchell, Isle of Man.

Keep on cheating!

WIN

WINGED 'EM

BLINDING news! The Score Dude has done it already! One of the biggest Super Nintendo games ever is crashing down in price, and it's getting a new name too. Star Fox will be released in this country as Star Wing, and should hit the shelves priced at FORTY QUID - new SFX superchip and all.
 Pundits expected the game to retail at the same price as Street Fighter 2 - a hefty 65-but Nintendo sources confirmed the lower price this week.
 Star Fox is the first game to use the new SFX chip, which turbo-charges the graphics on the SNES to deliver astounding 3-D.
 But does the forty quid price tag mean the cost of software is coming down? As soon as we know, you'll read it here first!

GET set for THE hottest title on Sega CD - because the awesome Final Fight is coming to town.

That's right, one of the most popular coin-ops of all time is being converted onto laser disc, and the results are amazing.
 We're talking about a conversion of the arcade machine that's so accurate you'll want to pump coins into the Megadrive.
 It's all in there, and from our sneaky peak we can tell you it's looking wicked. Full Mega Guide lowdown soon.



CD BUNDLE!

SAT ON IT!

STREET FIGHTER ALERT, Week 9.
 THAT'S right, we're NINE WEEKS into the great Mega Drive Street Fighter 2 mystery and there's still no sign of the game.
 Mega Guide sources close to Sega HQ in Japan report rumours that Sega Chairman Hayao Nakayama lost it down the back of a sofa. UNTRUE.
 Meanwhile, M15 was widening its search for the most elusive cart in video game history. A spokesman said: "For all we care the bloody thing might as well be in Timbuctoo."
 Does this mean they know something we don't? Full report next week!

PUNCHY RABBIT

Lem'n us

LEMMINGS, NES
By PAUL KIRTON

MY God, the suicidal little critters aren't on another system are they? Seems so, as they've been crammed into an NES cartridge and they've brought all of the original levels with them.

The game is exactly the same as the other version. It is a perfect conversion with all the Lemmings' usual tasks and, of course, my favourite bit - the option to nuke them!

The idea (yes, believe it or not, I am going to go through it again!) is to cross the level using the Lemmings for different tasks.

Tasks include blockers, bashers, climbers and many other things.

You'll be up until the small hours just trying to get the next code and the next. And the next!

Apart from great graphics and sound this game plays as additively as its other versions. But I'd hang about for Lemmings 2, The Tribes... it's even better.

SCORE DUDE SAYS: Everyone loves the Lemmings but Sunsoft want £35 for this version. Get yer prices down!

LEGEND OF MYRA, PC SOUNDS a lot like a role playing yawn, but fear not! Legend of Myra is a fun arcade game with an uncanny resemblance to the golden oldie game Boulderdash.

You play Myra, a rabbit of immense agility, strength and intelligence. Rabbits are not the fun-loving, free-running creatures they once were.

Mankind has persecuted them, starved them and forced them underground. Food is stashed in the bowels of the earth, guarded by unspeakable creatures and machines designed

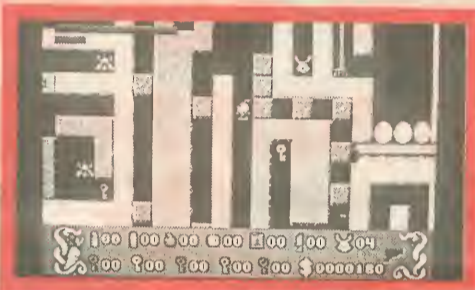
to maim and kill.

Myra's task is to get into the caves and steal as much food as he can, failure would mean the demise of the rabbit race.

On each level you must collect a certain amount of food before you can progress to the next. Tunnel your way around while trying to avoid the foes and using boulders to help you.

Gameplay is superfast and fierce as you battle the odds to work out how to get the noh.

SCORE DUDE SAYS: Makes a pleasant change from all the flight sims on the PC. By Grandslam, £29.99.



THE BORING BIT

WAY WITH WORDS

By Garfield Lucas, BA (six O-levels, a cycling proficiency certificate and an Uncle called Tom) AT LAST a computerised dictionary that is worth the hard disk space. - and the money!

Reference Software's new Collins Electronic English Dictionary and Thesaurus for Windows is really two superb reference books in one - both running from your PC's hard disk.

Looking up a word is a piece of cake. Hit the Dictionary button and a dialogue box pops up letting you type in the word you want. If you're not sure about the spelling, the program makes a rough guess allowing you to browse through a list of words.

The thesaurus - the bit that gives you a list of words that all mean roughly the same thing - is excellent.

Simply bang in the word you want and bingo, all the alternatives appear on screen in an instant.

Word puzzle freaks will love the anagram scrambler. Other handy do-dats include an etymology - a history of where words come from and a pronunciation guide.

Containing 275,000 words and 190,000 definitions, I reckon it's better than the real thing. Unfortunately, storing this amount of information uses a lot of disk space - so you'll need at least 10MB free if you want to install all the do-DATS, WHISTLES AND BELLS.

Installing Electronic Dictionary is relatively straightforward although it takes a while because you have to copy from seven high density floppy disks. It is rather slow to load up. But this isn't a problem because it takes advantage of Windows' multi-tasking capabilities - running more than one program at a time.

Simply keep Electronic Dictionary running in the background while you use your word processor and toggle back to it when you need it.

The manual is rather thin but the on-screen help is so good that you don't really need the book.

Electronic Dictionary is unusual from a computing point of view because it will also run under DOS. Though I looked at the DOS version I found it rather drab compared with the superb Windows user front end.

BORE DUDE SAYS: This is a serious bit of kit - an essential tool for students and anyone who writes for a living. At £80 it's a bargain but as always shop around for a specially good deal.

HAVE A GO AT HIRO AND HAYAO

TAKE a good look, folks - these are the top boys at Sega and Nintendo.

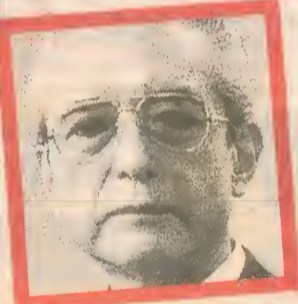
Sega chairman Hayao Nakayama runs his multi-multi-million pound operation from the company's HQ in Tokyo.

Nintendo chairman Hiroshi Yamauchi is based in Kyoto. But should you spot either of them down your way - be sure to have a go. Tell them what YOU think of their prices.

Failing that, fill in one of the coupons on this page - we'll make sure Hiro and Hayao get it.

REMEMBER readers, it is important to respect Japanese customs when talking to Japanese people.

You must bow when you approach Hayao or Hiro - and you must not shake them by their ankles until the loose change falls out of their pockets.



Hiro... well rich



Hayao... loaded

CUT 'EM DOWN TO SIZE

FLIPPIN' furious MP Nigel Griffiths led the Score Dude's army last night with a SUPERBLAST at the Japanese giants.

Labour's consumer bloke said: "It's about time they were cut down to size. It's a DISGRACE that they get away with their prices." The mega-rich firms are constantly bleating that games have to be EXPENSIVE because they are so EXPENSIVE to make. But Nigel, 38, said: "It's about time they came clean about the price of development." The MP wants people to be allowed to rent the games - like they do in the States. Good idea Nige!!!

Sega Force magazine plunged into the fray. A spokesman said: "We welcome this campaign. Carts are overpriced."

Woolworth spokeswoman Dawn Griffiths said: "You have our full support."

National Computer Games Club boss John Harris said: "Sega and Nintendo have us over a barrel. We are right behind the Score Dude."

The Office of Fair Trading are looking into claims of price-fixing and an unfair monopoly - because only Sega and Nintendo can license games for their machines.

Vic Purnell, of the National Association of Specialist Computer Retailers, said: "We want the games brought down to £20."

Stuart Dinsey, editor of industry bible Computer Trade Weekly, said: "If Nintendo and Sega disenchant the kids they're going to kill the market."

And finally, Score Dude Says: Get yer prices down!

2 IN 3 FED-UP

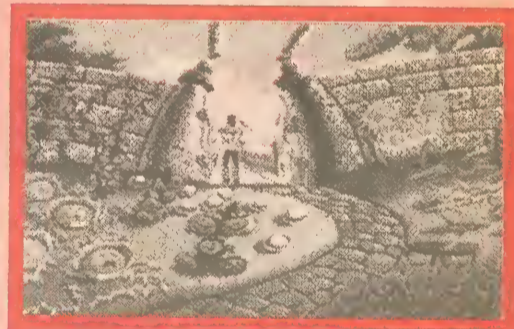
TWO thirds of game players reckon they are being RIPPED OFF over the cost of games.

A quarter are thinking of FLOGGING their systems rather than fork out for more carts, says a survey for Check It Out consumer mag.

Editor Sue Harvey said yesterday: "There is a lot of dissatisfaction and one of the things that really concerns us is the way Sega and Nintendo have the market sewn up."

"It's just crazy - it's like a stereo firm telling you you can only listen to music licensed by them."

POOR OL' PRINCEY IN PERIL



King's Quest VI
By Mick Rowe

THIS is the latest in the King's Quest adventure saga from Sierra. The story, subtitled Heir Today And Gone Tomorrow, begins as Prince Alexander of Daventry sails off to find his lost love Cassima.

Like all good sea stories, the wind blows, the oceans get rough and poor old Princey is shipwrecked on the Green Isles. The shores hide many challenges that he must complete before wrenching Cassima from the evil arms of Vizier Abdul Alhazred.

This game has the one essential element for computer adventures - humour. It draws you in and you'll be glued to the screen. Graphics are polished and a pleasure to look at. You need a 286 or above to run this and, once again, it's a 9MB biggie.

MICKY ROWE SAYS: Give the book a good read before you start or it'll slow you down.

SCORE DUDE SAYS: It's a monster of a game with plenty to keep you busy a long time but Sierra want a whopping £44.99. Get yer prices down!



Dear Mr Nakayama

セガゲームは とても 気に入りました
お値段は 高く ありません
もっと たくさん 人が 買えるように 努力してください
してください

SIGNATURE:
ADDRESS:

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



Dear Mr Yamauchi

スーパー任天堂ゲームは とても 気に入りました
お値段は 高く ありません
もっと たくさん 人が 買えるように 努力してください
してください

SIGNATURE:
ADDRESS:

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

WE'VE had 1,249 coupons back so far. Today we print our slip in JAPANESE so the bosses can understand it. Please complete it and send to: Sega and Nintendo Price Fight, The Sun, 1 Virginia Street, LONDON E1. Next week it will be in PUNJABI, so tell your friends!