

# MEGA GUIDE

JANUARY 2, 1993

FREE WITH THE 25p SUN

READY for an ace race? STEADY yourself for some crazy karting and...

# GO! GO! GO!

EVERYONE'S favourite superhero is back for his latest adventure – and this time round he's brought his pals along for the ride!

Mega Guide klevor klogs Timbo Boone grabs Super Mario Kart first for a full revvview, so let's muck about no longer and get into the fast lane for the Super Nintendo game that's going to drive Britain barmy...



## INSIDE

We review

# ZOO

ON THE 1200

And

Oh my God!  
It's 'im again!



WHAT do Mario and chums do when it's time for a day off in Mario World? Simple – they grab a kart and race! For once Mario and Bowser forget their differences, kart up with six pals and race hell for leather around loads of completely different tracks.

There's a cup to be won on every set of courses, and a range of karts, too. Choose 50cc and the karts are small and puny, but opt for 100cc and the race is really on!

Better still go for the incredible 150cc class. Cartoon graphics are incredible. The machine's amazing Mode 7 is used to full effect, and the speed of the 3-D pictures can be stunning. At first the game may seem a tad slow, but that's just because you're a bit krap.

As soon as you move up to 100cc it really hots up.

Sound is a treat as well, and some of the effects are a right old laugh.

In one player mode the game is a treat, but plug in a pal and it's UNBEATABLE. Mario Kart may look as cute as a button, but the only way to win is to CHEAT whenever you can! You'll learn which weapons to use to foul up foes and discover hidden short cuts across the tracks.

Best of all, you'll find shouting loudly puts people off-and the louder you yell the better your chances are.

With eight characters to pick, you can set up leagues with your pals—and the urge to rack up the fastest time you can is unbelievable.

Quite simply, Super Mario Kart is one of the best console games ever and ranks with Streetfighter II for sheer appeal.

If you bend down and listen to your console you can hear it quietly crying for this cartridge.

Buy the game as soon as you can and put the poor thing out of its misery. It's that good!

Nintendo. £44.95.



More kart kapers inside

## ZERO ALERT

ATTENTION! Throwing banana skins and shells to knock other drivers off the road is a CRIMINAL OFFENCE.

Anyone found using Bowser Bombs to blast opponents out of the way will be REPORTED.

Remember, driving above the speed limit is illegal unless you have a silly blue light on your vehicle and a note pad to take down people's names. You have been WARNED.

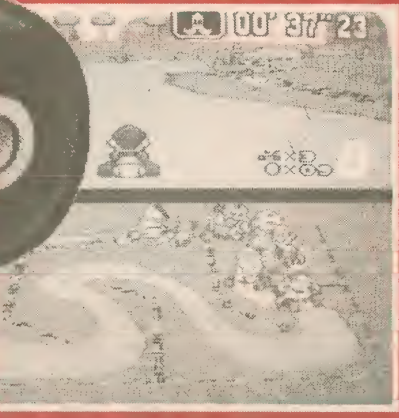
Eddie Zero is a policeman.



## TURBO BURST

IF YOU'VE had enough racing for a while, you can always try the head-to-head option with a pal. Here your karts are surrounded by three balloons, and the aim is to burst all your mate's before he can flatten yours.

It's a real battle of wits with no time limit and you'll do ANYTHING to win!



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



# FLIP YOUR BACON INTO THE BRINY

(Sorry old chap, don't understand the banta)

AIR WARRIORS, AMIGA

By Mick Rowe  
WELCOME to the world of Air Warriors where you can pilot a P/51 Mustang, Spitfire, Messerschmitt ME262, F4U Corsair, B25 and many more planes of the two world wars. This sim is surprisingly impressive in terms of flight dynamics, features and graphics.

Cockpit pics are well-drawn. There is a full complement of interior views and the game worlds have a good supply of 3-D shapes. This is not your run-of-the-mill flight sim. Planes handle like real. You'll fly slower with a full fuel tank and get prop drag when the engine is off. Best feature is a neat modern link-up. By Online Entertainment, £25.99.

### SCORE DUDE SAYS

I hate all flight sims 'cos they're dull but my pals say it's alright so this gets an OK BY ME (just)



# BALLOON WITH ATTITUDE

KIRBY'S DREAMLAND, GAME BOY

THE one and only Kirby is here at last, with one of the greatest handheld games EVER! Kirby is a sort of big mouthed balloon with a heart of gold, and when his pals are kidnapped he sets out to save them in dreamland—a world full of cuteness beyond belief! Kirby meets all sorts of adversaries along the way. His standard trick is to suck in air and blow himself up to three times normal size, then blow

*'It's cute beyond belief'*

out and crush his enemies in the blast. While inflated he can float around visiting tucked away places with bonus items, secret rooms and goodies galore. I guarantee you'll be glued to this cartridge until you finish. Kirby's Dreamland is actually BETTER than Game Boy megahit Super Mario Land 2. Kirby could become one of the biggest video games stars ever—and remember you read about him first in the Mega Guide. Kirby! Kirby! Kirby! By Nintendo £24.99

# ZOOL RIGHT BY US



ZOOL, AMIGA 1200

By Anthony Griffith (phoned in by his wife Debbie)  
HE'S faster than Sonic, more agile than the Turtles and has better graphics than RoboCod. He's Zool, the Ninja from the Nth Dimension. Zool has been around for a bit now and is riding very high in the charts. This is an enhanced version especially for the new 1200. There's improved backdrops, more colours, amazing sound and it's even faster.

Zool is a massive 21-level, seven world arcade adventure. He looks like an ant and is capable of some amazing feats. He runs fast, clings to walls, jumps as high as a house and uses an ultra-smart smart bomb. Graphics are superb—visually stunning backdrops with amazing detail. Gameplay is great smooth and mega fast. Sound consists of good music, great spot effects and impressive speech. By Gremlin Graphics at £25.99. Out now.

### SCORE DUDE SAYS

Not half bad. If you have a 1200, get this. If not, GET A 1200 then get this.

# 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

## SNES TOP 10

- (1) STREETFIGHTER II
- (2) SUPER MARIO KART
- (3) THE LEGEND OF ZELDA 2
- (4) SUPER MARIO WORLD
- (5) F-ZERO
- (6) LEMMINGS
- (7) PILOT WINGS
- (8) SUPER TENNIS
- (9) SUPER SOCCER
- (10) SIM CITY

## Nintendo

# NO-HOPER

WELL, it's 1993 and I'm on the lookout for a new game. In coming weeks I'm hoping to reveal some tips about the fantastic Super Mario Kart on the SNES but I'm undecided about which adventure game to have a go at. Any suggestions?



Last week I proudly revealed how to finish The Legend of Zelda and I've had several letters from readers who didn't follow it. When you drop through the top of the pyramid, keep slashing away at the wizard but don't put yourself at risk. Dodge his twirling tripod, fireballs and fireballs.

Nothing you do will defeat him, until he puts the lights out. Only then, use your firerod to light the lanterns and give him a swipe with your sword. If you hit him, he turns blue for a couple of seconds and that's when you must get him with a silver arrow. He groans and the lights go out again. Repeat this until you've belted him four times. (Peter Quinn, of Ballyhaunis, Co Mayo, tells me you can also take a red Super Bomb into the pyramid to beat the wizard. I'll try it over the weekend and let you know.)

Had a great couple of notes on Super Mario World this week. Geoff Magill of Banbridge, Co Down (I guess I'm pretty big in Ireland, folks) writes: "I'm stuck. And don't tell me I should have read your column when you spent all your time in Mario. I had a Sega Mega Drive at the time!"

"Now I read your column every Saturday and you're the best No-Hoper I know. Help!" It's on its way, Geoff.

And Sandra Scott, of Chelmsford, Essex, has only managed 76 of the 97 levels. She writes: "I'm 37 and feel a complete idiot at not being able to complete this." Help is at hand, Sandra. The No-Hoper's mission is to save lost souls from being beaten up by Bowser.

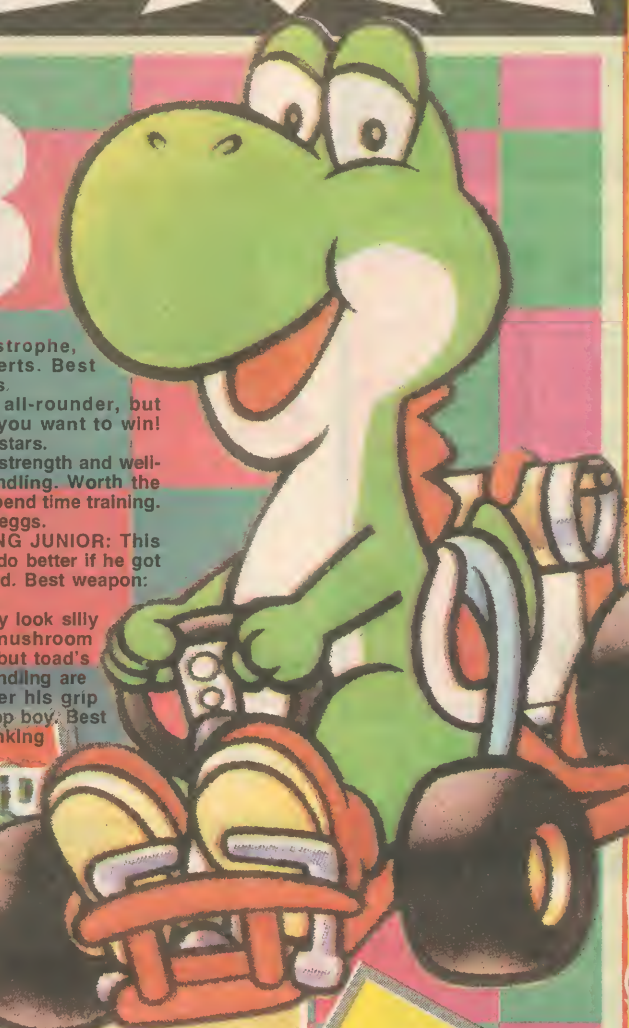
# WE RATE THE 8



By Tim Loone

CHOOSE your Mario Kart racer from one of eight, all with their own strengths and weaknesses. MARIO: Great while learning, but won't rack up records. Best weapon: invincibility stars. PRINCESS DAISY: No toosucking majarka for this royal racer! Daisy is incredibly quick off the mark. Master her lousy road handling and she's a winner. Best weapon: mushrooms. BOWSER: Boo! This overstuffed lump of Judd can gain incredible speeds if you keep him on the track. Best weapon: Bowser bombs. KOOPA: Stunted size makes him the fastest. But he's a cornering catastrophe, best for experts. Best weapon: shells. LUIGI: Good all-rounder, but avoid him if you want to win! Best weapon: stars. YOSHI: Great strength and well-hard road handling. Worth the effort if you spend time training. Best weapon: eggs. DONKEY KONG JUNIOR: This fat lad would do better if he got off and pushed. Best weapon: banana skins. TOAD: He may look silly (he wears a mushroom on his head) but toad's speed and handling are superb. Master his grip and Toad is top boy. Best weapon: shrinking.

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## PICK-UP POWERS

POWER-UPS are scattered across the tracks. Pick them up and you'll be able to use some special skills... COINS: Crucial. They stop you spinning off and if you get more than 10 you speed up. MUSHROOMS: Well handy for a quick burst of speed, especially just before the finish. STARS: Make you invincible for a while, so crash into as many rivals as you can! FEATHERS: Give your kart incredible jumping powers, so you can leapfrog enemy shells. GREEN SHELL: Shoot these ahead to spin rivals off. RED SHELL: Brilliant! Virtually homing missiles, these will knacker the first kart they find. BANANA SKIN: Puts the skids under karters. LIGHTNING: Best of the lot! This shrinks other racers, slowing them right down and allowing you to actually run them over. Incredible!

### SCORE DUDE SAYS

One of the greatest games ever! It's incredible and well worth a... MINDBLOWING



## Tim tip

ALL the racers have their own strengths, but for my money Toad tops the lot! He looks a bit of a wimp, but he's the fastest boy on the track and if you can master his terrible cornering you can beat anyone. Give him a spin!

## THE CHEAT

HAPPY New Year fans! Have you made a New Year Resolution? I've decided to cheat more and more during 1993... and annoy the No-Hoper as much as possible. I hope you have all made a similar resolution. Keep those cheats coming in all through 1993. Since the Mega Guide was launched we've had a fantastic response to our appeal for cheats and tips. Keep sending them in to The Cheat at the usual Mega Guide address and we can all cheat together.

## AMIGA

DRAGONScape: During the game pressing and holding either the ALT key and the DOWN CURSOR key will advance you a level—Mark Lucas, Glasgow. SIM CITY: Press CAPS LOCK and type in FUND and you will receive ten thousand quid—Kirk Edwards, Teddington, Middlesex. FALCON: During the game pressing X and either SHIFT or CONTROL at the same time replenishes all weapons—Mark Lucas, Glasgow.

## MEGA DRIVE

F22 INTERCEPTOR: If you enter the code GTA00 when you land you will get a spooky and surprising message—Jonathon Ferguson, Co. Tyrone, N.Ireland. MICKEY MOUSE CASTLE OF ILLUSION: On the title screen hold down A, B, C and then press START, you should now have turned into a ghost. Mickey can now travel through walls and enemies—Jonathon Ferguson, Co. Tyrone, N.Ireland.

## NINTENDO

ADVENTURE ISLAND 2: To bring up a stage select press the following on the title screen—RIGHT, LEFT, RIGHT, LEFT, A, B, A and B. Now select your stage. Press A to start—Kirk Edwards, Teddington, Middlesex. METROID: To become a woman and have loads of money enter your name as JUSTIN BAILEY—Kirk Edwards, Teddington, Middlesex.

# PLUNDERFUL FUN!



BUZZPIC: Mig-29 flight sim from Domark is coming soon and from what we've seen the game features fast 3D graphics, loads of options and the chance to shoot down Americans, which can't be a bad thing.

FANCY yourself as a warlord, laying waste to the countryside, pillaging villagers and generally having a good time? Get set for Powermunger on the Mega Drive! This conversion of the runaway best-seller on home computers comes from Electronic Arts. It's the official sequel to Populus, only this time round there are fights galore and a staggering challenge to battle through. Starting as a tinpot

little nobody with a few half-hearted soldiers, the aim is to build yourself up to Warlord status and rule the world! The game uses icons with which you control your men, and thanks to a nifty screen layout you can zoom in on the action and watch your boys fight while you sit back and watch the plunder roll in. Powermunger is set to continue the trend in deeper thinking console games which can

take months, even years, to complete. Already there's Zelda 3 on the Super Nintendo (it's so big the No Hoper has virtually given up!) and there are tons more planned. This is great news as it means your carts are longer lasting and much better value. Watch the Guide for more news very soon. See you all next week.







Classy graphics... in this easy-to-play SAS strategy game

## Rattle your Sabres

**SABRE TEAM, AMIGA/ST**  
THERE are stacks of "Rambo-Army" type games about but here's a classy product that proves there's room for one more.

Sabre Team is crisp, clean, easy to get into and just like Krisalis' Vikings classic. It's a fine advert for strategy games.

One of the best things about Sabre Team's SAS commandos is that they're not supermen.

Although you've seen this formula before (four men, loadsa weapons, mission impossible, but they'll do it sort-of-thing) this isn't over-the-top.

Make a mistake and you're brown bread.

You'll have to use some brainpower to work out a plan for the

mission at hand, choose the best equipment and weapons (from a super arsenal) and of course the best perm of four from a pool of eight SAS hard men.

The best of the missions available is the rescue of four hostages from a sledge at the American Embassy in London.

The opposition is tough but there's a real sense of achievement in completing the task.

Graphics are first class, gunfire sound effects are brilliant and the game has a fine, realistic feel.

It's all mouse-controlled and comes with an easy manual which you'll be able to ditch within minutes because the screens and icons make this a joy to play. Krisalis, £25.99. Out now.

### SCORE DUDE SAYS

We've seen it all before but this is highly polished, playable and well worth the cash.

# THE PRICE IS LIFE!

COME on down to the game show where the price is life. It's 1999 and Smash TV is top of the ratings. It makes the Gladiators look like the Generation Game, and tonight you are the contestant.

The rules are simple — wipe out waves of opponents and pile up the points, prizes and cash to become Grand Champion.

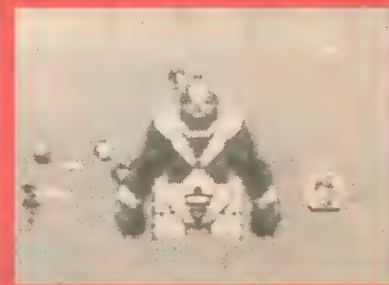
Lined up against you are gangs wielding baseball bats, laser-firing orbs, exploding soldiers and marauding tanks. Polish them off and your reward is a duel with superstar opponents Mutoid Man, Scarface and Cobra Head. Keep battling or you're a goner.

You must pick up all the weapons and prizes you can find to stand a chance of glory.

And you'll need sharp reflexes—action on Smash TV is frenzied and furious, ideal for the Game Gear's high-speed graphics.


I'm not saying Super Smash TV is addictive, but... I've started so I'll finish.

By Flying Edge, £34.99



Smash TV... frenzied and furious

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



## Deadman

By His Assistant, Norman Nibbs

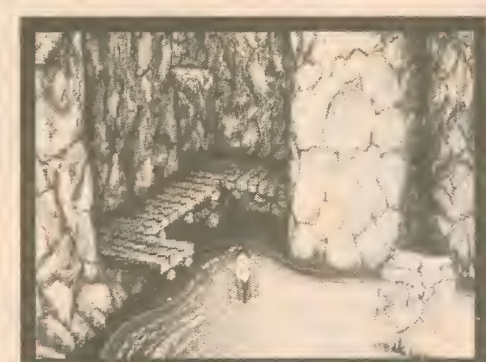
**HALLO** Deadman fans! Ever been alone in the dark? Scary, isn't it! Most reviewers would find this game much too spooky — but our hero did not **TURN A HAIR...**

**ALONE IN THE DARK, PC**

OUR lifeless friend was quick to give this game the nod. Right from the intro it has class stamped all over it. Action centres on a well-weird house called **DERCETO**. The owner **Jeremy Hartwood** has **DIED** and you must unearth a ghastly secret lurking in his basement.


Graphics are all rendered 3-D objects with surfaces textured to add the utmost realism. Animation is superb if you have a reasonable machine. The sound is excellent and adds so much to the atmosphere you'll be chewing your nails. Even **Deadman** slumped to the edge of his seat.

If you fail to defeat your enemy, it's curtains. You're dragged down to a crypt and placed on an altar, never to see daylight again. This made **Deadman** feel at home — but I'm sure you lot wouldn't be so keen. One of the best games to hit the PC for a long while. By Infogamme, £25.99. Out now.




*In deep... explore the murky waters*

**FIRST** choose your character, either private eye **Edward Cornby** or plucky **Emily Hartwood** (dead **Jeremy's** niece). The house is inhabited by all sorts of creatures and the way you react to these monsters depends on whether you choose **Edward** or **Emily**. Where **Emily** might turn and run from a foe, **Edward** will disperse the enemy with an uppercut or two and a kick in the family jewels. Many games claim to offer new gaming experience. This actually does. The only people I could not recommend this to are those with heart problems.



*Creepy... stalk the spooky rooms if you dare*



**Deadman didn't flinch**

## SPACE GUN AIN'T FUN

**SPACE GUN, MASTER SYSTEM**  
By Chris and Katie Chivral  
OUR first thought was "What a load of rubbish" and it's one we took with us throughout the game.

The graphics are abysmal, the sound's appalling and the gameplay is just terrible.

This has to be the worst game we've played since **Barbie** on the Game Boy.

The idea is to rescue all the members of your crew who have been captured by aliens (whoop de do).

It's a light phaser game. You can also play

on a control pad but that makes it worse.

You have several weapons to choose from, including fireballs and a boom-erang gun.

Baddies are terrible, badly animated and so easy to kill that we were both completely bored with it on the first play.

Don't look twice if you see this in the shops—and certainly don't buy it. If you do, you're a mug. Don't say we didn't warn you.

By Sega, £29.99. Out now.

P.S. Even the cover is bad.

### SCORE DUDE SAYS

OH dear. I tried to find something nice to say about this game in the light of the slating it gets from the Chivral mean team.

But sadly there is nothing even remotely good about it.

**CRACKING BORE**

