

MEGA GUIDE

THE DOLPHIN

JANUARY 23, 1993

FREE WITH THE 25p SUN

FLIPPIN' ECCO

ECCO THE DOLPHIN MEGA DRIVE

ECCO The Dolphin has dived straight in at No1, knocking Sonic 2 off the top of the charts. We've taken the all-swimming, all-singing superstar for a spin around the bay - and he's FLIPPIN' brilliant!

Today we bring you the FIRST and FABBEST full review and a chance to win TWENTY Ecco games.

NEXT week we bring you news, pics and tips about the hottest game in the land and a chance to enter the Dolphin

Stakes, the BIGGEST and BEST computer race ever staged.

So don't miss your Mega Guide next Saturday - it may be FIN but it's always FIRST and FUN.

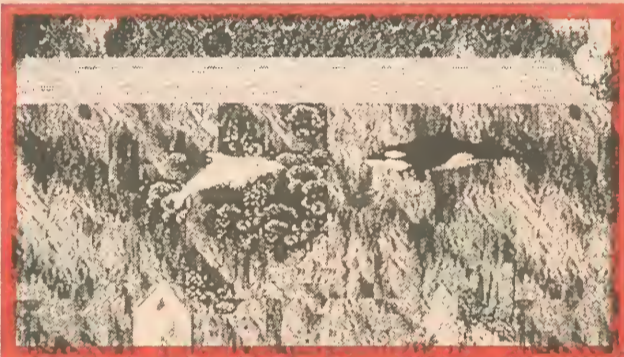
Splash! FLIP into action, folks, for the greatest DOLPHIN race since DOLPHINS were invented. Now's your chance to prove that YOU are the best joypad basher in the land.

Splash! We've netted a bagful of DOLPHIN prizes, including T-shirts, cuddly toys, Mega Drives and GAMES, GAMES, GAMES. We'll tell you how to win them all in the great DOLPHIN STAKES next week.

Splash! That's not all. TODAY we're giving away 20 Ecco games, donated by our kind friends at Sega. Just phone 0891 991996 before midnight tonight, answer an easy question - and leave your name and address - 20 winners will be picked at random.

Calls cost 36p a minute. The Sun's profits will be given to a dolphin sanctuary.

STAKES



Sing song... Ecco chats to a killer whale

ECCO starts the game in a lagoon packed with fish and other dolphins. Swimming around is fantastic. Tap away at button C and Ecco is off like a torpedo.

Point up and he leaps through the air. Move your thumb in circles on the direction pad and Ecco loops the loop.

Movement is incredibly natural. Sing to other dolphins by pressing button A.

The first thing they tell you is how to eat the fish.

Soon a storm strikes, sucking Ecco's family from the water. Our bottlenose pal goes off in search of them, dodging the dangers in a maze of undersea caves.

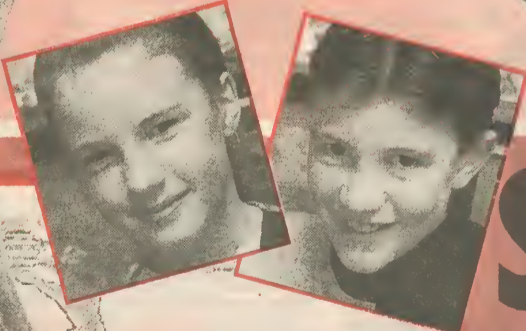
He's up against an oceanful of clever puzzles - many of which are based on real dolphin behaviour.

Ecco is superb! Pardon the expression but - you'll be hooked.



want my mum... Ecco looks for his folks

By KATIE and CHRIS CHIVRALL



SUPER FINTASTIC

ECCO has extraordinary graphics that make you feel you are swimming and jumping with the dolphin and his friends under the ocean.

Sound is totally brilliant with a haunting tune that really fits.

The idea of the game is to rescue your pod (family) from a mysterious unknown force.

The ocean is packed with enemies, including sharks, jellyfish and gross little puffer fish.

Your only weapon against these psycho sea creatures is advice from killer whales and a move which makes you as fast as the speed of light. Eat fish to keep

your energy up and you'll need to find pockets of air as you solve the undersea puzzles.

It's often a frantic battle to stay alive and you'll bash your joypad to bits as you try to steer Ecco out of danger.

This game is the fastest, smoothest, prettiest ever to be released on any console or handheld EVER.

We've played Street Fighter II, Sonic 2 and Super Mario Kart and there's no doubt about it - this one's the best of the best.

The only trouble is, your mum will love it, too. We have to DRAG ours off the Mega Drive. By Sega, £39.99.



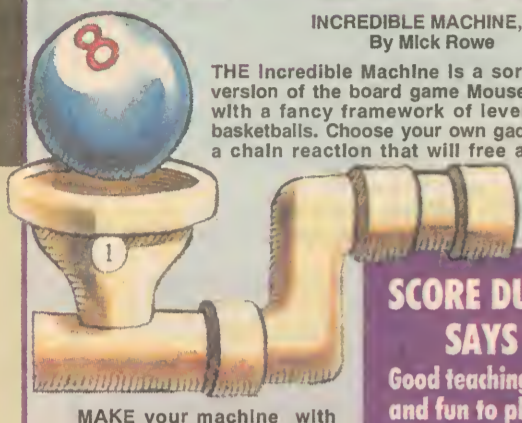
SCORE DUDE SAYS

Ecco is tops. It'll be the biggest High Street splash since Noah hit town and quite right too, it's MINDBLOWING

MEAN MACHINE

INCREDIBLE MACHINE, PC
By Mick Rowe

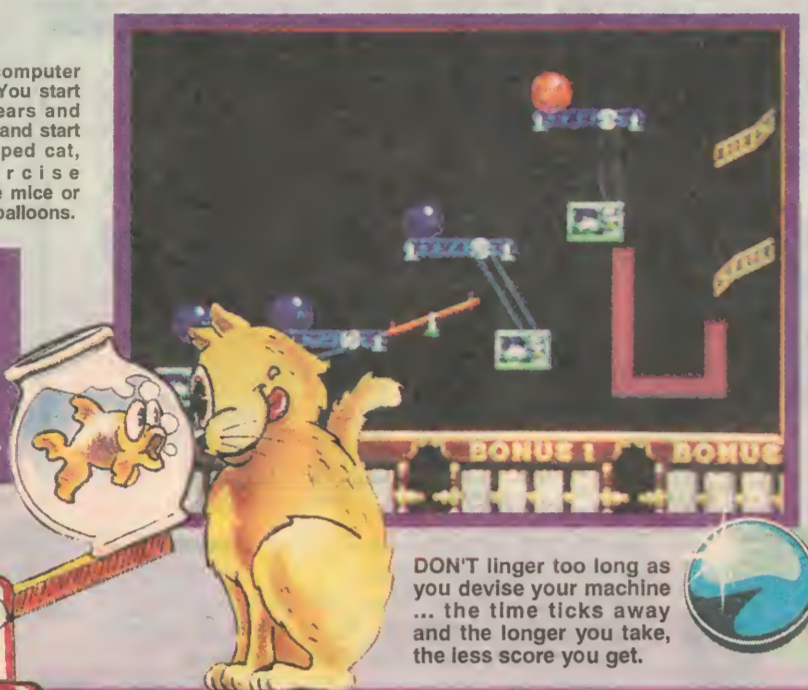
THE Incredible Machine is a sort of computer version of the board game Mousetrap. You start with a fancy framework of levers, gears and basketballs. Choose your own gadgets and start a chain reaction that will free a trapped cat, exercise some mice or pop balloons.



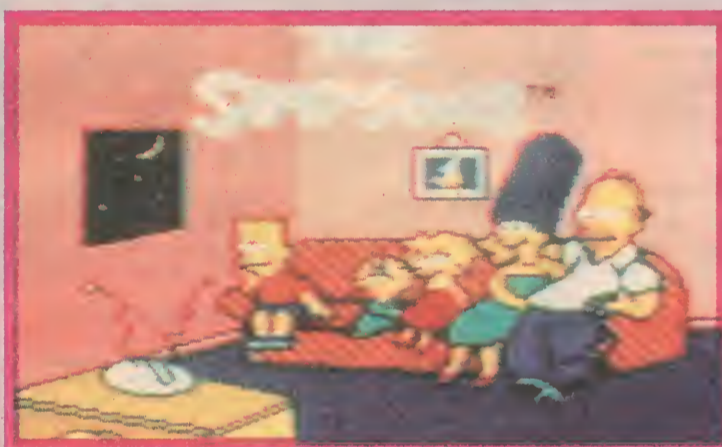
SCORE DUDE SAYS

Good teaching aid and fun to play. Bit pricey though.

MAKE your machine with wheels, pulleys, see-saws, and anything else to hand. You may need to flip or enlarge pieces to get the perfect blend of mechanics and madness. With more than 100 levels of puzzles there's plenty to keep you busy and the soothing background sounds should keep you sane. By Sierra, £39.99.



DON'T linger too long as you devise your machine... the time ticks away and the longer you take, the less score you get.



Bart barmy

BART V SPACE MUTANTS GAME GEAR
NINTENDO have had most Bart games but now the mutants have invaded Sega's Game Gear. They are taking over the earth and Bart is the only one that can stop them building their ultimate weapon. He has got to complete five levels which take him all over his home town of Springfield. At the end he must collect nuclear power rods from Springfield nuke

plant. And there's plenty to do before you get there. Graphics are some of the best yet on the Gear and sprite animation is superb. Intro screens are good, too. Sound effects are okay. Tunes are typical of the Simpsons but don't expect to hear the theme. The game is sure to last a while with puzzles to figure out, tasks to fulfill and it should hold you to the end. And if you don't buy it you can eat my shorts! By Flying Edge, £24.99



SCORE DUDE SAYS
Fast and violent. What more could you want from a game? Speedball 2 is...
OK BY ME

Double trouble

THE computer is a worthy enough opponent although he is easy to suss after a while, but in two-player mode Speedball 2 rules the roost. The urge to beat your pal is enormous, and you'll use every trick in the book to smash his team into the ground.

ARIEL THE LITTLE MERMAID, MEGA DRIVE
ECCO is fab but here's an undersea adventure that is FLIPPIN' awful!

The Little Mermaid looks good and is fun to play - for a while. You can be Ariel, from the Disney movie, or her father King Triton. Either way your job is to free the merpeople who have been turned into sea polyps by a wicked witch. Graphics are nice and bright and movement of the merpals is fairly fish-like. Trouble is it's all too easy and there's not enough to do. There's only four levels and you'll wsh through it in no time. Some nice baddies and a catchy theme song are not enough to save this game from running aground. By Sega, £39.99. SCORE DUDE SAYS: Don't splash out.

FLIP FLOP



PRESS start for a map to locate the trapped merpeople. Then swim to them and let them go. If you're stuck press A B or C when the map is up to select one of three helpers - a fish, a lobster or a swordfish.

MEGA GUIDE

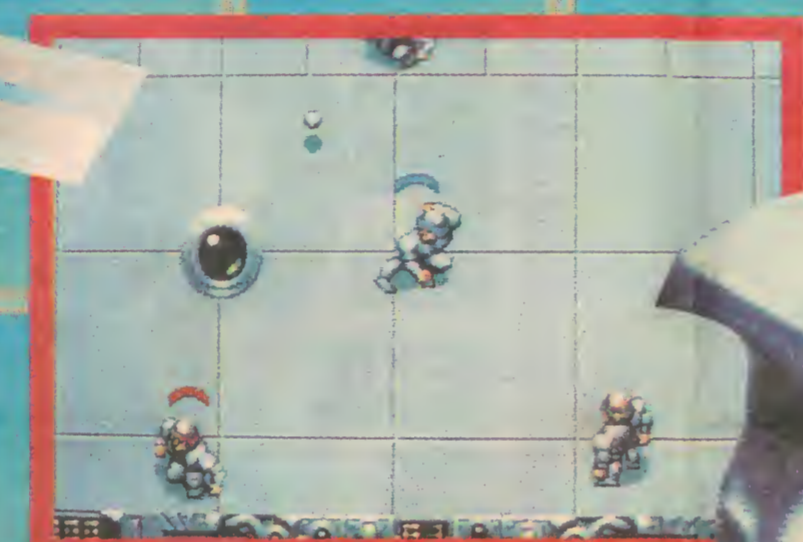
EDITED BY MARK GREGORY

ECCO'S still hogging the hotspot and Sonic drops to third place. Here's the full console top 10:

- 1) ECCO THE DOLPHIN (Mega Drive)
- 2) SUPER MARIO KART (Super Nintendo)
- 3) SONIC 2 (Mega Drive)
- 4) SONIC 2 (Master System)
- 5) MICKY AND DONALD (Mega Drive)
- 6) SUPER MARIO LAND 2 (Game Boy)
- 7) DESERT STRIKE (Mega Drive)
- 8) WWF WRESTLEMANIA (Mega Drive)
- 9) SONIC 2 (Game Gear)
- 10) PGA TOUR GOLF (Mega Drive)

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

KILL TO THRILL



SPEEDBALL 2- MEGA DRIVE

SPEEDBALL 2 MEGA DRIVE
SPEEDBALL is the most violent sport in the history of man and the rules couldn't be simpler - there aren't any. This is Speedball 2, where winning is everything and only the toughest survive. Suit up with your body armour, put on your spiked gloves, sort out some cash with which to bribe the ref and prepare for the most gruesome spectator sport in history. Two teams face off in the steel arena, where there is only one aim - score more points than the opposition, whatever the cost.

Use whatever you can to rack up the highest possible score, and who cares if you break a few bones doing it? This superb sequel to one of the greatest home computer games ever manages to improve on the original in just about every way, and on the Mega Drive it plays like a dream. With loads of special bonuses, hidden tactics, and well-hard game play, it's going to keep you glued to the pad for hours. Graphics are great and sound a real treat, with sample grunts and groans, yells and even a klaxon effect when you score! Got a Mega Drive? Like fast action games? Reckon you are a bit tough? Get Speedball 2. As simple as that. By Virgin, £34.99



THE SUN

HAVE you seen Street Fighter Champ Edition on the Mega Drive yet? Don't worry if you haven't because nobody has. It's got to be one of the big mysteries of the decade but nobody knows where the wretched thing is. The word on the street is that a Capcom-produced SF2 will hit the Sega on March 1. But the game wasn't on show at the C.E.S. in Las Vegas. In fact, it's not on show anywhere. So where the hell is it? Do us a favour and check your pockets now - as there's about as much chance of the cart being there as anywhere else. We'll keep

ALL GONE BLANKA

you posted on developments and the first Buzz reader who writes in PROVING they've seen the game wins our special mystery Chin Spin award! The big Sega word from the C.E.S. is the Mega CD with lots of top titles shown off on the hot machine. A few to watch out for include Sonic 2 on CD, Sewer Shark - a fast moving 3D shooter - and Road Avenger, a wizzo 3D racer.



Buzz quiz

WHAT is shiny and black, eagerly-awaited, supposed to be brilliant and nowhere to be seen? The answer (and it's not the No-Hoper's hair) next week!!

Nintendo NO-HOPER

By STEVE READ
Sun System Editor



OH flip! I'm in training for the great Dolphin Stakes race which starts in the Mega Guide next Saturday. I can't honestly say I've plunged right into my Ecco game. But I have got my toes wet. At the moment I'm practising leaping over the rocks from pool to pool and it's FLIPPIN' difficult! My poor dolphin keeps stubbing his nose on the landscape. Isn't it a horrible noise when he does that? I have mastered how to attack and eat fish and I'm brilliant at doing spins in the air. But how exactly do you get started? I've tried talking to the killer whale and he's not much help. And what's that crystal thing for? Of course, the editor has BANNED me from asking you for help because he says it won't be fair on other racers. But if you do have any tips, please send them to me at the usual address, marking your envelope TOP SECRET. Stick with me, readers, and we'll see the old No-Hoper up there with the greats when the winners cross the line. That'll show 'em! Now, what's this git underneath going on about...?

THE CHEAT

IF you have any tips or cheats that will help finish Ecco The Dolphin, DO NOT send them to the No-Hoper. He's in the great race and he's not allowed any help. So send your tips to ME instead. Mark your envelope REALLY TOP SECRET. And good luck with this little lot...

AMIGA
PINBALL FANTASIES: Before you start the game type IN EXTRA BALLS and you will get 5 balls instead of 3-Kiel Shoja, Blackpool.
MEGA DRIVE
LOTUS TURBO CHALLENGE: Level codes: 2-SLEEPERS/ 3-HERBERT/ 4-BUSINESS/ 5-APPLEPIE/ 6-STA DISH/ 7-MALLOW/ 8-TEA CUP-D.Zammit, London.
MASTER SYSTEM
ROCKY: To skip the training press UP, 1 and 2 rapidly. This will also increase your power--Neil Pickering, Finedon, Northants.

GAME BOY
ADVENTURE ISLAND: As soon as a start is indicated press RIGHT, LEFT, RIGHT, LEFT, A, B, A, B and START. A stage select will appear, choose by going UP or DOWN and pressing A to start--Neil Chivers, Windsor, Berks.
GAME GEAR
CHUCK ROCK: Go to password and then type NN6E3, this will allow you to go straight to the Ice Age Zone--Marvyn Graham, Belfast.
NINTENDO
BURAI FIGHTER: Level codes: 2-BOLL/ 3-FOLL/ 4-DTLL/ 5-RDRN--Darryl Andrews, London and Lyndsey Lapwood, Chelmsford, Essex

What a to-do! Where's Street Fighter 2?

THE BORING BIT

By Garfield Lucas, BA

PUBLISHER from MicroSoft is a budget desktop publishing package with some top notch features. Written for small firms and clubs who bring out their own magazines, it lets you combine photos, drawings and stories from many different programs.

I put this Windows program to the test, making my own four page A4 newsletter. And despite what my editor may think, the result was not BORING in the least.

To give Publisher a really good hammering I imported text and loads of pictures from 15 different sources.

Then I tried more than 50 typefaces already installed on our test PC, encountering no major problems.

The manual is concise and well laid out though sparse on detail. It covers most of the complicated print jargon in simple terms. I liked the handy keyboard short-cut guide on the back cover. On-screen help is superb, with a tutorial to get you up-and-running quickly. Moveable rulers - in millimetres, inches, picas or points - are brilliant for lining up your pages.

Stretching, shrinking and moving words and images is a dream. I printed my finished masterpiece on a standard laser printer. As the pages poured out, they looked great - every bit as good as from programs costing three times as much!!

Publisher includes wizards - internal mini programs which show you how to set up your most common documents.

These include a standard newsletter, a calendar - with dates lifted from your computer's internal clock - business forms, coupons and a newspaper banner.

For the more frivolous, Publisher has a neat paper plane wizard which prints out fold marks so you can make your own. I tried and produced the best little flyer I have ever made. (Ed's note: That's odd 'cos mine didn't fly at all.)

For serious work you do need a quality printer - at least an inkjet or preferably a laser.

You should also be prepared to gobble up lots of hard disk space - especially if you use alot of pics.

Our test newsletter was a bit graphics hungry - consuming over 2.5 megabytes! and Publisher itself needs about 3.5 MB. All DTP programs we have tested suffer from the same problem.

Microsoft Publisher is excellent value at about £145. As always, shop for a bargain.

DESERT SPLATS

DESERT STRIKE, SUPER NINTENDO

I'M one of the many people who are a bit peeved that a certain Iraqi madman STILL hasn't been blown away.

But now's your chance to knock the stuffing out of another ruthless tyrant who happens to be running riot in the Gulf.

Desert Strike is every bit as excellent as the Mega Drive version.

You must win on four campaigns to defeat the enemy.

There's lots to do and literally anything on the landscapes can be destroyed, the game's flexibility is amazing.

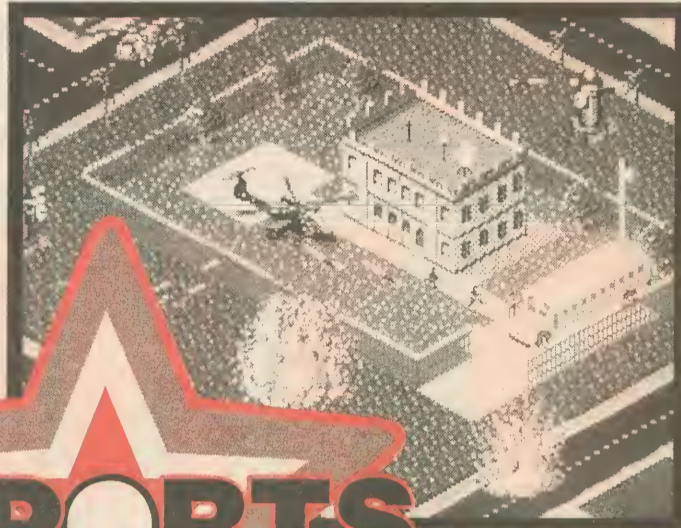
There's always the danger of blowing away your own soldiers - just like in real life.

Graphics are quite good though they don't alter much from the Mega Drive version.

Sound effects are great, especially when your Apache clangs against a pylon. And the rock music is brilliant.

This game has real class and will give you hours of fun. It's due officially at the end of next month, but be warned - maximum firepower required!

By Electronic Arts, around £50 on import.



Caption...here

YOUR first campaign is to gain air superiority using your fully armed Apache attack helicopter. Take out radar sites and power stations and strafe the heck out of the airfields.

After this you need to destroy command centres and rescue an Allied secret agent. Other tasks include wrecking Scud launches and rescuing politicians in a jail break.

IMPORTS



From Paul Kirton in Baghdad

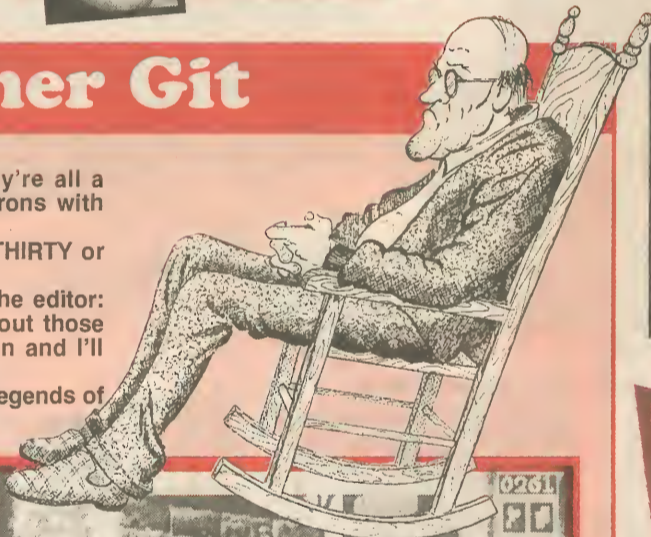
Old Father Git

COMPUTER games? I hate RUDDY computer games. They're all a waste of money, programmed by a bunch of bleeding morons with PONY TAILS.

I wouldn't give you TEN BOB for the lot of 'em let alone THIRTY or FORTY quid! Why, I could buy a new hip for that!

These computer companies are ripping people off. I told the editor: "Sonny Jim", I said, "It's about time you did something about those RUDDY rip-off merchants. I said to him, "give me a column and I'll RUDDY well show 'em what for!"

So he did and this week we look at role-playing adventure Legends of Valour which is nothing but a load of overpriced twaddle.



Give the tyrant madman what for! This conversion from the Mega Drive blambuster is OK BY ME



Stranger... you chance upon another village



Trouble... you meet one of the weird locals

Sven nips orf to Mitteldorf!

LEGENDS OF VALOUR/PC

By Anthony Griffith

YOUR cousin has run off to a new life in the rich village of Mitteldorf.

The family elects you to find him, so off you trot.

(Git's note: I don't know why they just don't leave the little berk where he is.)

You start with only a map of the village. But none of the buildings are named on it, so one of your first jobs is to explore the city, filling in all the detail.

Mitteldorf turns out to be a pretty big village, with a castle, prisons, loads of shops houses and hostels to name a few. This is a massive game. (Git's note: I've got a MASSIVE bunion but that don't mean it's a GOOD one.)

Legend has all the usual RPG features and more besides. Action is viewed

through your eyes and mouse driven. One nice feature is the character generator, where you pick either male or female, then either human, goblin or elf. Then you can then change all the facial features such as eyes, nose and beard and then save your character to disk.

Or you can even send the makers a passport size photo and £4, to get your own face digitised on to disk. (Git's note: Four quid? They can get stuffed!)

Graphics are very good especially in the opening sequence. Sound, though good, is minimal. Gameplay depends on the size of your machine but it was pretty fast on my Commodore 386.

By US Gold £39.99

SCORE DUDE SAYS: Not half bad. Will keep your RPG addicts going for ages and ages. Just as well for the price.

DRAG FOR A MAG!

CAR AND DRIVER / PC

By Anthony Griffith

HERE'S your chance to test drive ten top motors for the American magazine Car and Driver.

Take the wheel of a Porsche 959, Toyota MR2, Ferrari F40, Lotus Esprit, 1957 Ferrari Testarossa, Shelby Cobra, Lamborghini Countach, Eagle Taion, Corvette ZR1 and the 250mph MercedesC11 IMSA.

Drive on open highways drag strips, race circuits, oval speedways and even a shopping centre car park.

Tests are against the clock. You can also link up with a pal, to race head to head. Or you can turn around and drive the wrong way!

The 3D graphics are great and sound is okay. Speed depends on your PC. It was pretty fast on my Commodore 386.

This is one of the most realistic driving games. But it does take a whopping 16MB of disk space.

By Electronic Arts, £39.99 out late January.

SCORE DUDE SAYS: Great to look at, great to play, but the challenge soon wears off.

Old Father Git