

# MEGA GUIDE

NOVEMBER 21, 1992

FREE WITH THE 25p SUN

## INSIDE THE LEGEND OF ZELDA

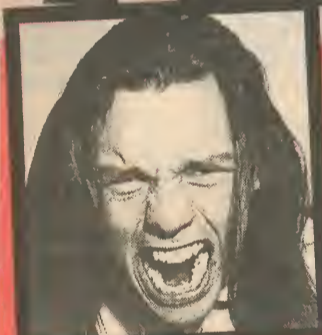
## Switchblade

++PLUS++PLUS++

## THE CHEAT isn't INSIDE



# THE PITS



**JOE . . . the missing link**

OUR Joe gets really MAD when his games don't work properly. What makes you flip your lid? Write and tell us what REALLY bugs you - there's a free game for the best answer. Send your entries to UGLY JOE at the usual Mega Guide address - stating your favoured game and one alternative

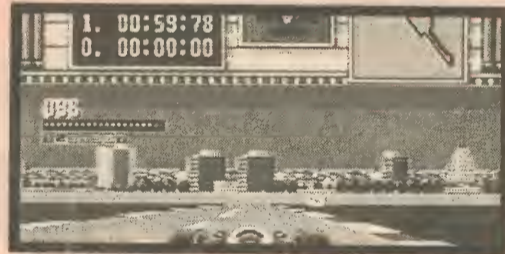
## Sega send us broken race game to review

FERRARI GRAND PRIX MEGA DRIVE

THE moment I was asked to review Ferrari Grand Prix I was revved up and ready for the green light. I raced home to slam the cassette into my Mega Drive and see the excellent 16-bit graphics. I was looking forward to burning the rubber for a few laps. But the first thing I discovered was—my game was KNACKERED. Once I'd selected to race in the world cup my next sheet of options had had it!

By UGLY JOE MADMAN

Well, it's BAD luck for you Sega! I'm afraid they picked the WRONG guy to unload a duff old cart on. NOBODY messes with the Mega Guide MADMAN!!!! How am I meant to give a game a good write up when the copy I get is busted, and the chances are the one you get might be the same! Those Sega dudes should sort their life



EXHAUSTING . . . F1 racer

**SCORE DUDE SAYS**  
OK BY ME: Apart from my cart being knackered, I don't think even Mansell could knock this.

If you want a crack at the World Cup you automatically go where the next Grand Prix is being held. The first track is one of the hardest and you must finish at least 6th to qualify. It's tough going. Graphics and sound effects are great. The car really did feel set up to how you had chosen the components. One complaint about the racing I felt the steering was just too sensitive. And come on Sega, when are you going to bring out a steering wheel joystick?

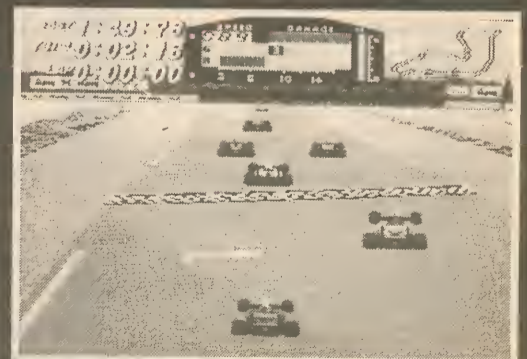
## NEEAOW HERE'S AN ACE RACER

By RICKIE & GEANIE COLLIER

F1 EXHAUST HEAT, SUPER NES HERE'S your chance to take the wheel of a Formula One racer and do a Nige by burning up the track in the fastest cars around! F1 Exhaust Heat puts you in the driving seat of some super-slick racecars on a forced-perspective 3D track where winning is everything and there are no points for second place. Tear around the tracks as fast as the joypad will let you, and if you have to shunt a few of the opposition out of the way it's their fault for daring to drive in front... Play owes plenty to the earlier

SNES classic F-Zero, but doesn't quite manage to capture the sheer speed and exhilaration of the older game. Graphically very simple, the game does move along at a fair old lick but there's just not enough happening to keep you super-glued to the pad for weeks unless you really are a hardened racing fan. By Ocean. £45.00.

**SCORE DUDE SAYS:** It is well worth a look, but I'd suggest you take this one for a quick spin before deciding whether to dish out the dosh.



EXHAUSTING . . . F1 racer



# WHAT A BLADE

SWITCHBLADE 2, ATARI LYNX  
 KRIKEY! Krazy Lord HAVOK is kicking up trouble with his anti-social Ninja antics. The evil peer is out to conquer the world and only hunky hero Hiro can stop him. Our digital do-gooder bounds into action in this superb platform romp on the Atari Lynx. And it's a polished performance all round. Graphics are excellent with big, bold sprites. Music and sound effects are brill, too. And when you pick this 'un up you'll have trouble putting it down. There's five big levels offering buckets of bloodthirsty fun. It's a constant battle to keep your nicely-drawn head on your equally eye-catching shoulders. And even if you do manage it, you'll have worn your fingers out. By Gremlin Graphics. Out now at £24.99.



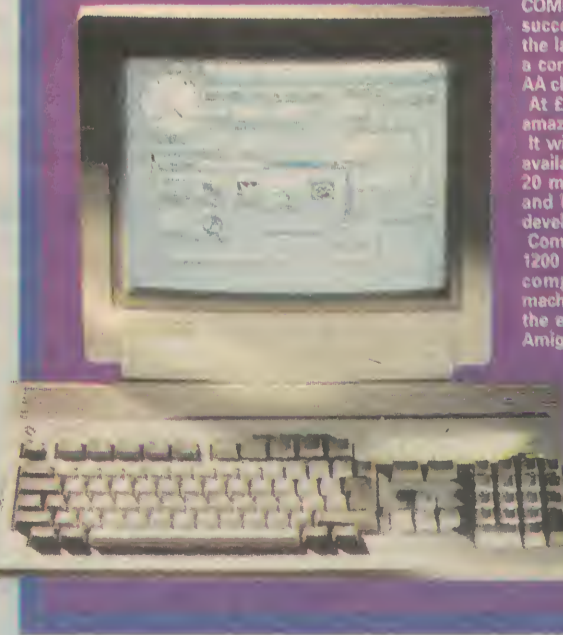
**SCORE DUDE SAYS:**  
 This is a highly polished platformer. There is plenty of action and some really great sounds.

HIRO is armed with a sword and a nifty laser cannon stuck on his right arm (a bit like Mega Man). The sword is enough to send most enemies to a better place. The cannon comes into play when the serious heavies move in. Accompanied by a smart roar, the big gun is big FUN to use—but watchout. Your ammo is limited and there are times when you need real firepower. And yours is not the only cannon around. Havok has several mounted on ceilings so one false step and you're frazzled.

# WE GO A BOMB ON CD ROM

CD ROM is all the rage so we rigged one up in our steam-powered office PC to take a look. Because a CD is digital, what could be more natural than its association with the computer? CDs are reliable, simple and economical. Above all, they finally provide what the micro-computer needs most: an extremely high capacity for keeping data. More than 700 megabytes of data—representing 250,000 pages of text, thousands of images, or several hundred hours of sound—can be stored on CD Rom. We liked ours so much that the whizkids at Diamond Computers, Southampton, who loaned it to us, will have a tough time getting it back. The benefits are endless: At work, spread-sheets and word processors can be lived up with sound. At home, your PC becomes a new form of entertainment. At school, learning becomes interactive and challenging. Roll on CD Rom.

# More Commodore



COMMODORE has added to its incredibly successful home computer family with the launch of the 32-bit Amiga 1200 with a completely new internal "engine"—the AA chipset. At £399.99, its 32-bit processor provides amazing speed and graphics capabilities. It will run 80 per cent of the 3,000 titles available for the Amiga 500—and around 20 major Christmas titles such as Zool and Lethal Weapon are being specially developed for it. Commodore boss Kelly Sumner says the 1200 is aimed at giving the serious home computer fan a high performance machine. He said: "The Amiga 600 is now the entry level machine. But in time the Amiga 1200's user base will broaden from enthusiasts to mass market. The way forward has to be sophisticated 32-bit computing." "Com-modore is backing the 1200 launch and boosting the 600 with a whopping £3.5M advertising campaign in the run-up to Christmas. Mr Sumner says: "This is the most significant moment for the range since the Amiga 500 was launched in 1987."

MICK ROWE

# MEGA GUIDE

EDITED BY MARK GREGORY

++ IT'S A WINNER ++

LUCKY Richard Slater from Highbridge in Somerset is the winner of our mystery hand contest. The clever chap knew the hand on the front of the Mega Guide belonged to Sun messenger Danny Bottono — and not Prime Minister John Major or children's TV presenter Andi Peters. You asked for a copy of Chuck Rock, Richard — it's winging it's way to you now.

++ IT'S A WINNER ++

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

# ZELDA OF A GAME



ZELDA 3, A Link To The Past, SUPER NINTENDO  
 By Paul Kirton  
 PURE magic! Zelda 3 is the staggering sequel to Legend of Zelda on the NES. An evil magician has taken over the kingdom and someone, namely you, has to save a princess and get the Master Sword before adventuring into the dark world. But never mind all that rubbish. Despite a mixed-up storyline this is the BEST role playing game ever. There is loads to do and many puzzles to solve and no way you'll finish this baby in a hurry. In short, Zelda 3 is fab. By Nintendo at £45.

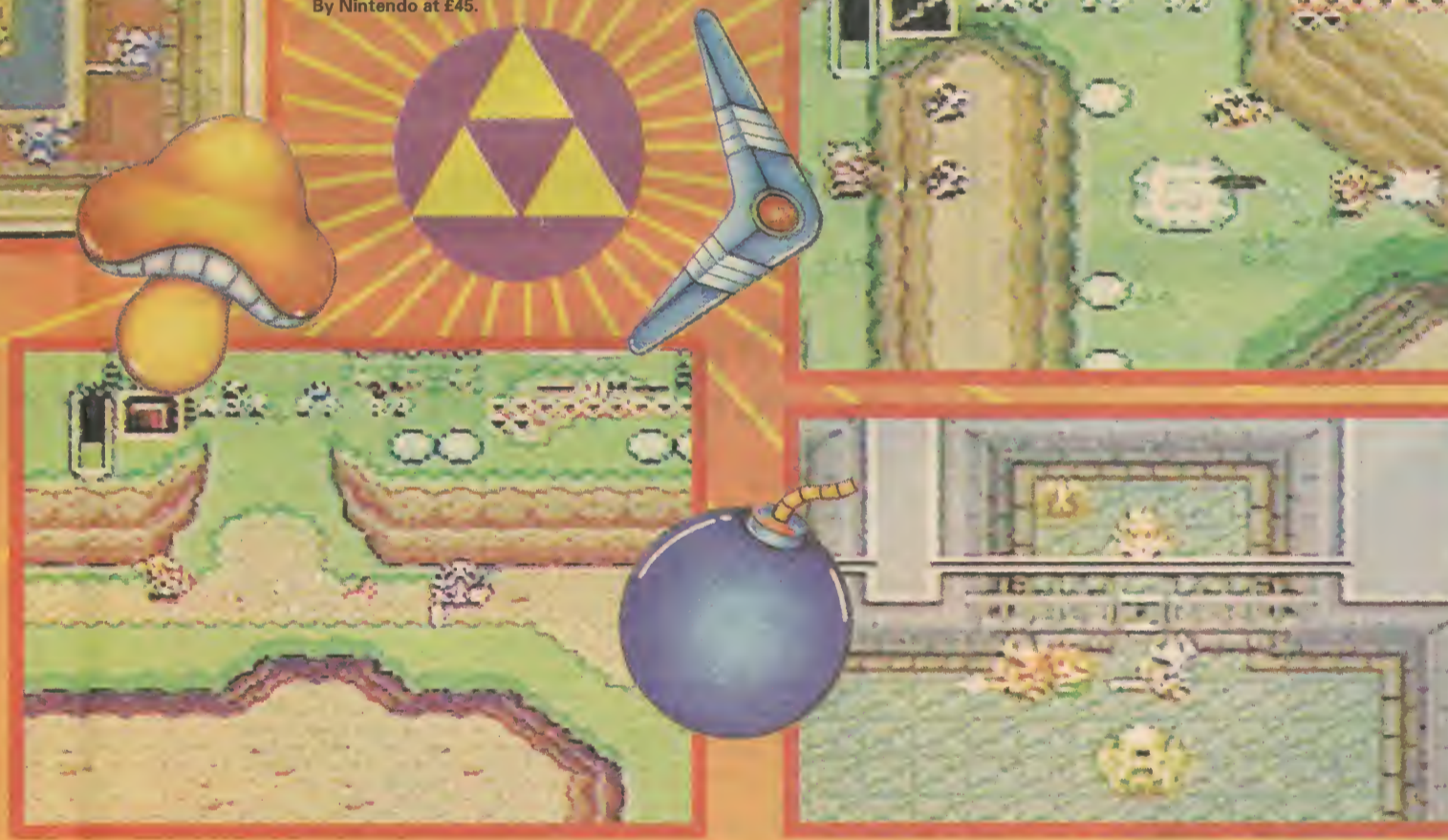
## SCORE DUDE SAYS

MINDBLOWING. A no-messing adventure game showing the capabilities of the Super NES. Packed with action and puzzles and good sound, too. Spot on.



# FUNGEONS

GRAPHICS are much better than the NES version and this becomes very obvious as you progress through the many dungeons and castles. Sometimes you will encounter a pitch dark room and this is where items such as a lantern will come in handy. You collect other items though such as powerful weapons, keys and magic. Landscape in this game is a majestic fantasy with rivers to swim in, hills to climb and underground passages to explore. There is plenty of text and speech and you can pick up the general drift as you go along, which is a breath of fresh air as far as role-playing games are concerned. I absolutely adore the sound of this game with the clinking of armour as swords slice through it and the fantasy "ye olde music" which adds a medieval depth.



# WIN

GET set for some goodies, Game Boy fans! A whole haul of top titles are set to explode on to everybody's favourite black and white hand-held, including some of the greatest games in the world! First up comes Super Mario Land 2, a sequel to the all-time hand-held number one. Yes, indeed, the man with the moustache is back in fine style for more capers in a massive world crammed inside the portable machine. This time round, the game plays much more like Mario 3 on the Nintendo and Mario 4 on the SNES. You can choose which world

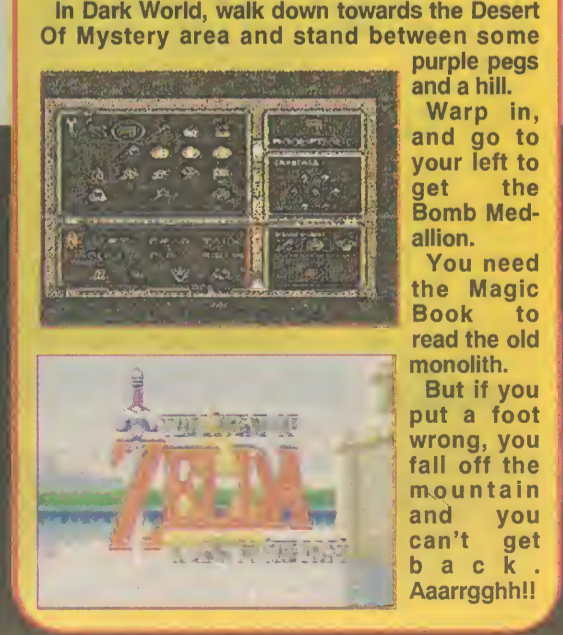
# MARIO LAND AHOY

you want a crack at, and skip over the bits which are too tough. If that's not enough, you can go back and re-visit places already conquered, because you won't finish the game until you've found everything in every last nook and cranny. SML2 is bound to soar straight through Number One, although more experienced players might like to see the going a bit tougher. Look out for the full Mega Guide review soon! Meanwhile, check out R-Type 2 as soon as you can—it's one of the closest conversions of the coin-op you'll find, and you can play the game in the palm of your hand. Take on the evil Bydo Empire once again with a ship snowed under with weapons, blasting to pieces any aliens stupid enough to get in your way. And one of



By STEVE READ, The Sun System Editor  
 AS if I didn't have enough trouble with The Cheat, last night I was well and truly beaten up by Sonic The Hedgehog! Yup, I managed to grab a copy of Sonic 2. Then I got The Cheat to nick me a Sega Mega Drive. And I was up all night Sonicking. And WOW! What a game! The Hog is a nippy mover all right, zapping around the platforms like crazy. As you know, I am an expert on Super Mario World on the Super Nintendo Entertainment System, and I'm exploring The Legend Of Zelda on your behalf too. But normal service has to be interrupted for Mr Sonic. It's fast, furious and fun... and from what I've seen so far, almost as challenging as Mario. I'll be having a proper go at Sonic as well as Zelda in coming weeks. So I'm open to suggestions for a new name for this column.

BACK to The Legend Of Zelda, and as you can see from the pictures below I'm gradually making my way around the Kingdom Of Hyrule. My mate John McGrath of North Kensington and his mum (he does the game while she writes it all down, bless her) have been sending me short-cuts to get the various items. And the mystery of that Piece Of Heart stuck on the middle of an island is solved. You go into the Dark World, walk to the equivalent spot and then use the Magic Mirror to warp back into the Light World and get the Heart. Easy! But be careful when you're warping about. There's a similar problem to be faced when you go looking for the Medallion Of Bombs, which enables you to blow up enemies all around you.



In Dark World, walk down towards the Desert Of Mystery area and stand between some purple pegs and a hill. Warp in, and go to your left to get the Bomb Medallion. You need the Magic Book to read the old monolith. But if you put a foot wrong, you fall off the mountain and you can't get back. Aaarrghh!!



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

# HERO WE GO



## Load of well 'ard bruisers

WORLD HEROES - NEO GEO

WOULD you believe it, eh? Just when you've proved your the hardest geezer in the whole street, along come a load of well 'ard boyos in another worldwide fight to end them all!

And these beefcakes mean business. Each is armed with loads of moves, special skills and a quite ridiculous amount of muscle. They think they're tough enough to have a go, and it's up to you to stop them!

Choose your fighter from the eight on offer and take on the others through three timed rounds where only the toughest survive.

You'll need to be on top form too, because these boys don't hang about when it comes to dishing out the bruises.

World Heroes is the latest contender for Streetfighter 2's beat 'em up crown, but does this fistie feast have what it takes

By LEE J. HENRY

to beat the world's all time greatest console game? Nope.

At first sight the game looks brilliant, with really stylish graphics and rip-roaring sound, and for the first few goes its a riot.

### Fighter

But the novelty wears off very quickly when you discover all the moves your fighter is capable of, and the game quickly gets boring as you finish off the combatants with

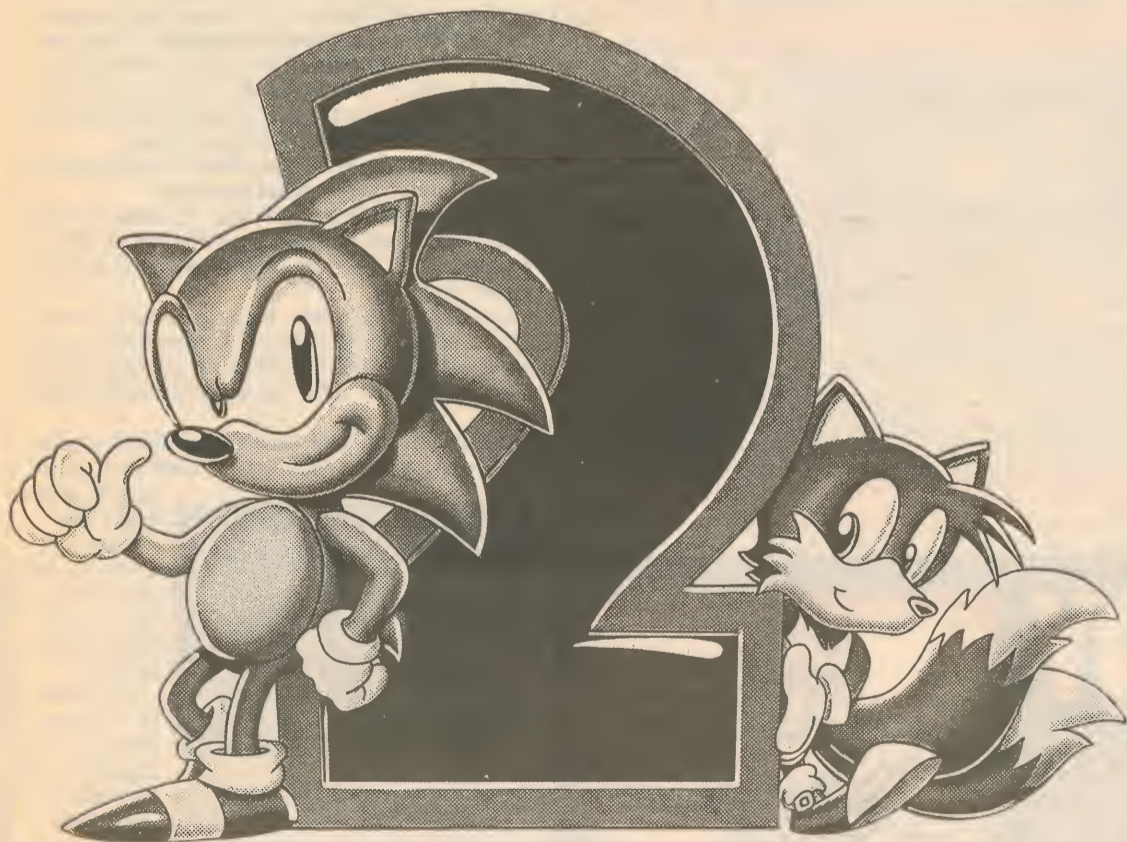
the same combinations time after time.

World Heroes just doesn't come close to the finely tuned gameplay and fantastic artificial intelligence of Streetfighter 2, and has to go down as another of the also-rans which can't match the quality of Capcom's classic.

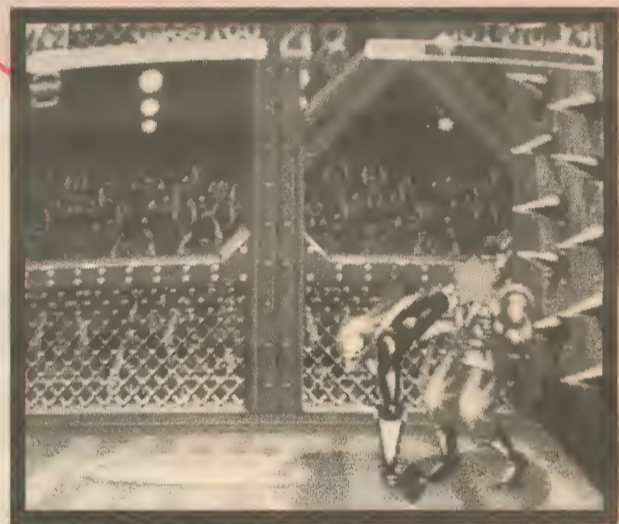
It's great fun for quick scrap, but for long term appeal World Heroes can't punch its way out of a paper bag, especially at the crazy price. By SNK. £110.



Anybody fancy a date with a Hedgehog?  
(Tuesday, November 24th, 9.00am in Woolworths.)



Available for: Sega Megadrive £39.99 Sega Master System II £29.99 Sega Game Gear £27.99  
Don't be disappointed, reserve your copy, of Sonic the Hedgehog 2 now.



## The Boring Bit

Road Atlas for Windows THE editor is still convinced that Windows computing is boring.

This week's test program offers conclusive proof this simply ain't true.

NextBase's AutoRoute Express for Windows is both useful and fun.

### Gatt

It's a computerised road atlas, that lets you whiz all around the UK and Ireland on screen using the amazing graphics capabilities of Windows. If you're planning to take a trip by car, AutoRoute will plot your journey, draw you a map and even tell you roughly how long it will take you.

It comes with a set of default speeds for different types of roads all of which you can edit yourself if you wish. You can also squirt maps into desk publishing programs like Pagemaker. Packed with nice touches such as movable flags for the journey plotter, I thought the on-screen tape measure for gauging distances useful too.

AutoRoute shows A, B and C roads but not street names-which is its only real downside.

The reason for this is simple-more information means more disk space and more cost. But, if you fancy a day out, AutoRoute will show football and cricket grounds as well as tourists attractions complete with names, addresses and phone numbers.

You can display distances in miles or kilometres, and the little box in the bottom right corner can display grid references, county boundaries and ordnance survey maps numbers.

### Trade

So you don't clutter up your screen with loads of unwanted information, AutoRoute lets you decide how much or how little data you want to display. The initial release was a bit buggy with a tendency to fall over if you asked it to display too much information at once. Admittedly I did some real

cowboy antics to make it crash, but that's my job! This bug is now fixed with the latest version release 1.04. I tried every trick in the book to stop the program functioning but found it utterly crash proof!

### Talks

NextBase have promised to upgrade registered users of earlier releases free of charge if they run into the same problems that we did.

Overall AutoRoute is a must for any Windows user-you can play for hours. It's lack of fine detail is a bit annoying for plotting short journeys, although it is quite good enough to get you from one end of the country to the other.

To run AutoRoute you need Windows 3.0 or above and a decent PC and really to enjoy this program you should have a super VGA colour monitor.

Good value for money, AutoRoute retails at £149, although as always shop around for a bargain.

I SHALL RETURN  
*The cheat*

