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# MEGA

**GUIDE**

DECEMBER 12, 1992

FREE WITH THE 25p SUN

**INSIDE THIS WEEK**



**WE REVIEW DIZZY**

# HIT IT!

**THE Blues Brothers game is a follow on from the fab film - complete with original tunes...**

## with The **BLUES BROTHERS**



# BROTHERS

**ON THE NES**

**BLUES BROTHERS, NES AND GAME BOY** THOSE toe-tapping blusters Jake and Elwood are back in town, putting on their greatest show ever.

However Sheriff McGraw has not forgotten the chaos created last time the boys were in town.

The sheriff has sabotaged all routes of access, so Jake and Elwood have to find their own way to the stage.

To get to the concert hall, you must guide them through shopping centres, building sites, sewer systems and so on.

You will come up against some rather original enemies, such as Mad Dog (who is in love with your pants), Evil Cop (beware, he hates music) and Long Teeth ... a crocodile who hasn't eaten for a century.

The game's best feature is simultaneous two player action but try to stick together, as you'll never

know what dangers await off the screen. The graphics are good, with some pretty decent back drops.

Game play is ace; smooth movements and easy to control. All in all, a good platform game.

The Game Boy version is best, as the NES version isn't very challenging.

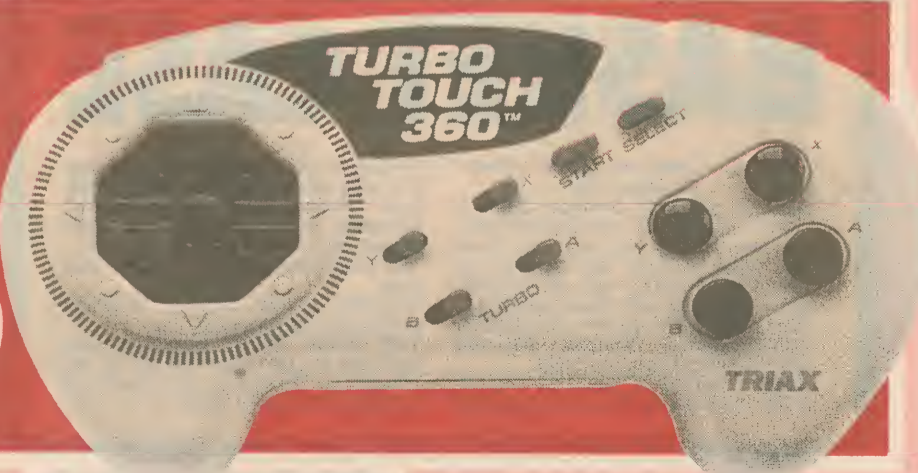
By Titus - NES, £39.99; Game Boy, £24.99.

**SCORE DUDE SAYS**  
 Very playable game, essential if you like the Blues Brothers. Music is a massive plus but spot sound effects are naff.

**TURBO TOUCH 360**  
**HORNBY** Hobbies are set to launch a new range of touch sensitive joy pads in the New Year.  
 So no more blistered thumbs. Each has a touch sensitive D-pad whilst the fire button remains the usual push buttons PLUS turbo fire switches.

Hold the pad as normal and simply slide your thumb around. It takes a short while to get used to but once you've mastered it there's no stopping. Controlling characters is easier and faster. Games that require some wrenching moves like Street Fighter 2 or EA Hockey become all too simple.

There will be three models to fit the SNES and NES, Mega Drive, Master System, Amiga and Commodore 64. Prices to be announced but the NES version will be under 17 and the rest under £20. By Hornby Hobbies. **SCORE DUDE SAYS:** Play with one of these then try your old pad - IT HURTS.



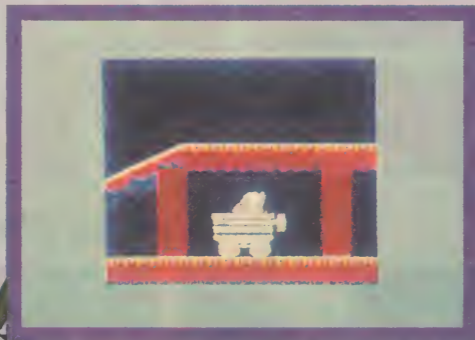
# TOUCH 'N GO

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# TAZZA STILL HAZZA THAT RAZAMATAZZA

## SCORE DUDE SAYS OK BY ME

Currently No1 on the Mega Drive and it's easy to see why. Excellent graphics and a tough challenge. Taz is ace.



### TAZ-MANIA, GAME GEAR

FAN-TAZ-TICI Hand-held fans are in for some devilish fun from the cartoon character with an appetite, if not an attitude. Taz—No1 in the Mega Drive charts—needs a giant egg to satisfy his appetite and the hunt takes him all over Tasmania. Our hero is an extremely hungry beast. And he's certainly equipped to eat, with a gob that's bigger than a really big thing. Rolling boulders, bush rats, and a host of other nasties are out to stop you. This conversion is a success, the cartoon-style graphics that appeared on the Mega Drive work well as do the tunes. There are eight levels to complete, all boasting quite a high degree of difficulty. Good challenging game. Recommended. By Sega, £24.99.

### TAZ-MANIA - SEGA GAME GEAR

# DOUBLE TROUBLE

### DOUBLE DRAGON III, GAME BOY

BILLY and Jimmy Lee are back in Double Dragon III. This time the so-called brothers must find five magical Rosetta stones. Ancient seer Hiruko knows where the elusive gems might be found and guides Billy and Jimmy through the five missions

In front of them. Billy and Jimmy must find the stones before they fall into the hands of the Evil One. Their mission starts in the U.S.A and they travel to China, Japan, Italy and finally Egypt, where the secret of the stones will be found. In Italy, Roman gladiators try to take our heroes heads off with with

arrows. In Egypt they face supernatural guardians of the Evil One's tomb. There's the usual harder-than-the-rest bad guy at the end of each level. This game is a tough nut to crack with fairly good graphics and sound. By Nintendo, £24.99.

SCORE DUDE SAYS: Not real classy but fun.



# PLAYING THAT SAME OLD TOON

### WHO FRAMED ROGER RABBIT? GAME BOY

THIS hit movie was one of the first to have cartoons mixed with real film and it was great.

Evil weasels, rather matured babies and a one-rabbit one-man detective team made the film what it was. The game doesn't lose any of these characters.

The storyline is the same-Judge Doom wants to take over Toontown (the home to many cartoon characters) and he's taken Jessica Rabbit hostage. Roger needs to rush around to find clues to put away Judge Doom and he needs the help of Eddie Valiant the detective.

Who Framed Roger Rabbit? is a sort of role-playing game with clues to find and crooks to beat. The graphics and sound are great and there is enough to do to keep you interested. By Capcom 24.99.

Paul Kirton SCORE DUDE SAYS: More fun and less complicated than most role-playing games and will live up to expectations from fans of the film.



# BASKET CASE

### BULLS V LAKERS, MEGA DRIVE

By Ryan Fox HERE'S one with bounce! Bulls V Lakers is tops for a basketball sim. Do everything you can on court like slam dunks, 360 degree air turns (not that I can do these), three pointers and chest passing. Pick from a line-up of real players, Jordan, Bakley, Childson, Bird and Johnson to name but a few.

The Bulls V Lakers is fast and smooth with nerve-tingling excitement throughout. Graphics are good and the ace sound effects are great fun. There's bouncing balls, squeaky shoes, hitting the back board and cheers from the crowd. By Electronic Arts, £39.99. Out now.

SCORE DUDE SAYS: Highly-polished and fun sport sim. THE CHEAT SAYS: Here's a code that will let you start 1-0 up as the Chicago Bulls in tournament mode—Z X V B B C B V.

# 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.

# WIZZY DIZZY



### THE FANTASTIC ADVENTURES OF DIZZY, NES

By Anthony Griffith

EGG-SHAPED frolics abound in this massive arcade adventure with Dizzy.

Codemasters cult hero from home computer fame, it's the usual story line; Dizzy's girl friend Daisy has been kidnapped, and taken to Evil Zak's castle in the clouds. Your task is to defeat Zak and get Daisy back. But this is no easy task. There are 11 massive levels, and to progress on to the next, you must complete a series of puzzles. This version is a lot faster than the original which was voted Game Of The Year in America. Some of the levels have been made easier to make them more accessible for the first time player. Graphics are bold and colourful with some good detail, but the sound is not too clever. It's got the usual silly annoying tunes. Gameplay is brilliant with simple controls, massive levels, and plenty of puzzles to keep you going for ages. By Codemasters, £29.99.

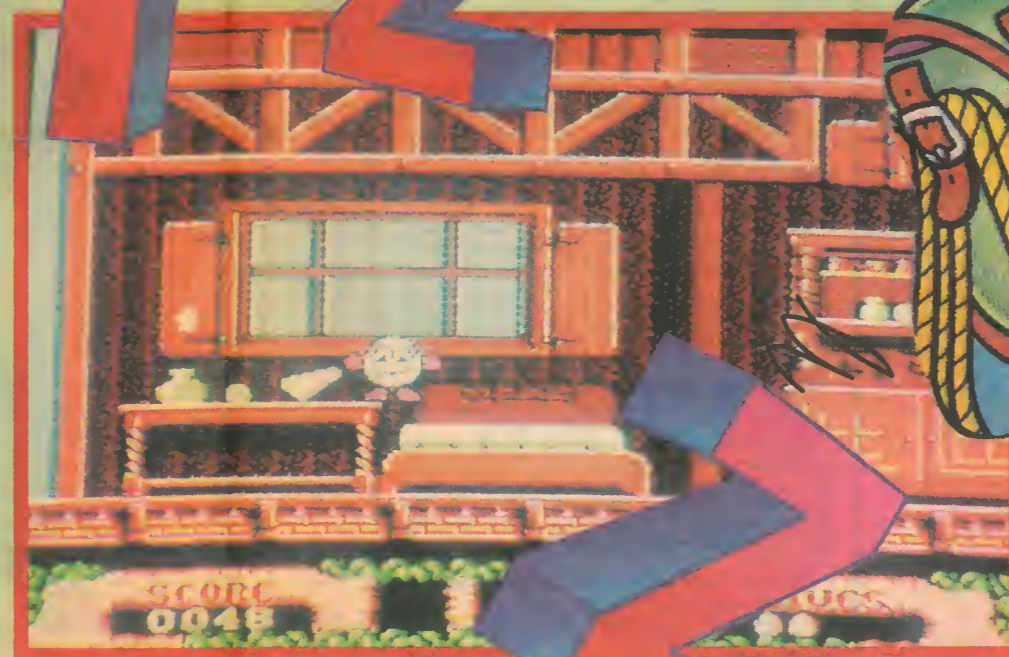
THE Fantastic Adventures of Dizzy is a weird-looking cartridge, known a plug-through.

You need to slot it into another of your games as it does not contain all the necessary circuitry to work alone.

It sticks out a bit and looks clumsy but it does have one major advantage.

The cartridge and Codemaster's other NES game Micro Machines is cheaper to produce.

That brings the retail price down a good tenner on most other games. They're those egg-shaped guys.



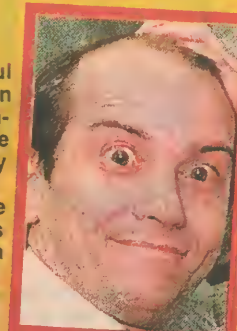
## SCORE DUDE SAYS

An addictive and challenging game which offers genuine value for money. Dizzy was a huge hit on home computers and console fans are going to love him as well.

## Nintendo

# NO-HOPER

By STEVE READ  
The Sun System Editor



LAST week's disgraceful attack by Ugly Joe Madman was typical of the un-sporting behaviour one expects from the facially challenged.

And the contest on the Back Page this morning is another example. Here's a hint to the solution: I don't use a hairbrush, I use a flannel.

ANYWAY, loyal supporters, I'm having more trouble than usual on The Legend Of Zelda on the SNES. But I have discovered a handy piece of kit to use ... The Staff Of Fire.

It's in a cave which you can't cross because the floor is made of spikes. You need three full bottles of Magic Potion and a full set of Hearts.

Wave the other Staff around your head as you run through, and freeze the screen to top up your magic power as it starts to run out. If you get this staff you can create your own blocks to throw at people. Lovely!

## THE CHEAT

CHRISTMAS is nearly here and I'm keeping my fingers crossed that Santa can bring me a double-headed coin ... I'll toss it to decide who gets the most space, me or the No-Hoper. And by the way, how come the No-Hoper's slowed down on investigating. Eddie Zero and I will be investigating.

Anyway, here's the best selection of cheats brought to you not by Santa, but by an even bigger hero ... the one and only CHEAT.

### AMIGA

ZOOL: On the title screen type GOLDFISH. During play you should then be able to jump to the next stage by pressing 2. Jump to next level by pressing 3. You can even kill Zool if you like by pressing 4; Leo Story, Hull, Humberside. GAUNTLET II: When you get to the 'Locked treasure chests can insert helpful items' message find a key and a locked treasure chest. Hold down the INSERT when you open the chest. Release INSERT and hold the joystick down. Now the HELP key will give you 5000 health points: Anthony Butler, Newport, Isle of Wight.

### MEGA DRIVE

STRIDER: If you want a level select try the following. When the master laughs hold the joystick DOWN and press buttons A, C, B, C and A: Aron Brennan, West Croydon, Surrey.

### MASTER SYSTEM

TEDDY BOY: For extra continues press UP, DOWN, LEFT and RIGHT on the title screen: David Shurmer, Drybrook, Glos. WONDERBOY 3, THE DRAGONS TRAP: In the splash, where you find the 3rd heart, the room is made up of blocks that can be destroyed with the Thunder Samba (sword). If you fall through the blocks there is a room with 8 treasure chests and loads of goodies in them: Martyn Burton, Boughton, Herts.

### NINTENDO

LITTLE NEMO: For a level select, on the title screen press UP, SELECT, LEFT, RIGHT, A, A and B: Matthew Spero, Ilford, Essex.

RAD RACER: If you want to carry on where you left off after dying instead of starting at the beginning again—press all the buttons at once after dying: Phillip Knell, Ashford, Kent.

### SUPER NINTENDO

F-ZERO: Here's a tip for a terrific short cut on Port Town II. When you get to the first jump after the starting line, use a Super Jet just before hitting the jump. As soon as you hit it quickly angle sharply to the right and you will fly to the opposite side of the track. Using this cheat you should win the race easily, but be careful you don't crash out: Marc Mitchell, Leeds, Yorks.

# THE DUCK

# POOR OLD SONIC TAKES A DUCKING

WATCH out Sonic — the Disney boys are in town! If you think everyone's favourite spiky blue hedgehog is guaranteed Christmas Number One on Sega then think again — because Mickey and Donald will be giving him a run for his money! The latest Disney license features both the cartoon superstars and could prove a runaway winner on the Mega Drive because you get three games on one cartridge! Choose Mickey and you get a scrolling platform romp second to none. Pick Donald and all the platforms and positions change for a completely different game. But best of all, choose the two player option and the fun moves into overdrive because you have to work together to complete every level! Mickey and Donald features some of the

best graphics and game play yet seen on the Mega Drive, and with more Disney licenses planned for the future Sonic has got his work cut out to stay at the top. Stay glued to Mega Guide for more info the second we get it! Talking of cartoon heroes, Game Boy owners should start getting ready for the toughest of them all—the one and only Darkwing Duck. This lad doesn't waste time floating about on ponds eating bits of bread. Oh no. Instead he dons his incredible cape and puts paid to all manner of evil villains in one of the most exciting hand held platformers yet seen. With so much going on, the game scrolls so smoothly

you won't believe your eyes, and here's a game you'll be playing for ages. The trouble is, DD won't be available until early next year—so start saving those pennies now. Calling all Neo Geo fans! Get set for Viewpoint—the greatest game we've ever seen on the machine! It's a diagonally scrolling shoot em up frenzy, full of some of the biggest baddies you'll find outside an arcade. The game is also wickedly tough and an incredible challenge to complete on its easiest level. Keep your fingers here for the full Mega Guide review very soon. See you next week!





# ZERO

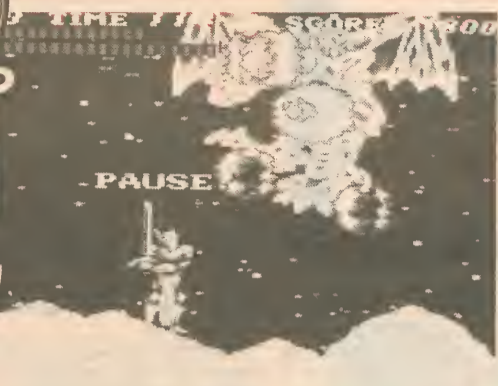
## DO YOUR DUTY

ATTENTION citizens! While it is clearly ILLEGAL to try and take over the planet by force, I must point out that it is also wrong to take the law into your own hands.

The best way to deal with evil gods like the ones that feature in this game is to report them to your local police. Under no circumstances should you attempt to tackle them yourselves.

And remember readers, a mystical sword like the one you are encouraged to use in this highly-irresponsible game is an OFFENSIVE weapon.

Judging by the tone of this article, Mega Guide reviewer Beverly Henry seems to find this sort of criminal activity amusing and I shall be reporting her to the appropriate authorities.



### ACTRAISER, SUPER NINTENDO

By Beverly Henry

WHAT do you do if you're the hardest person on the planet and everybody else has been wasted by evil forces hell bent on destruction?

Sit back and fill out your Krypton Factor application form or save the planet pronto? (Eddie's note: Neither. This is clearly a matter for the constabulary.)

The evil gods have laid waste to your homeland. So grab your mystical sword and do 'em. (Eddie's note: This will render you liable to prosecution.)

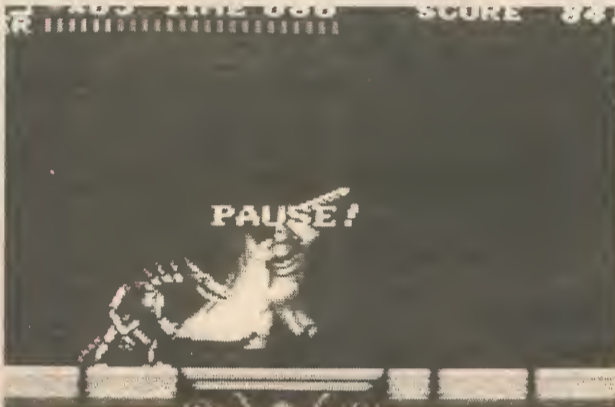
The game falls roughly into two halves, each level featuring a

sideways scrolling platform romp and a Populous-style people management game. The second section really takes some thought and it's the strongest part of the game.

Graphics aren't the greatest, but they do the job well, and sound is a bit of a treat.

Gameplay is where Actraiser scores highest, though—the challenge is enormous and you'll keep coming back for more.

First impressions are that Actraiser is standard Super Nintendo stuff, but spend time and you'll discover the secrets of the game. Recommended. By Nintendo. £39.99.



# ALERT

# DR HILARY GROANS

## May bore you to the bones



MUMS' favourite telly doc Hilary Jones this week claimed in old-fogies' paper the News Of The World that video games are bad for your health.

The doc reckons playing Mario and Sonic can damage your eyes, hands, face, lungs, heart, legs and even your bottom.

But Mega Guide halfwit Ugly Joe Madman says he has researched the issue and claims it is actually clean-cut Dr Hilary Jones "wot can do you in."

Here is a step-by-step rundown of Ugly Joe's outrageous claims:

### HAIR

Children tempted to copy Dr Jones's hairdo are likely to be duffed up by their pals.

### EARS

Listening to the doctor's advice could bore you to death.

### MOUTH

Dr Jones's grin may make you feel decidedly unwell.

### EYES

Watching him on telly can permanently impair your vision.

### SHOES

Mr Clean's shoes squeak so loudly they can deafen you.

### SUIT

The doctor's attempts to be stylish may cause you to laugh yourself silly.

WOW! How do we do it? Once again the Mega Guide has come up with the goods.

This week we've teamed up with our pals at Gamebusters to offer you a fabulous £4,000 (yep, four thousand quid) worth of prizes. It's our Christmas treat, and it's a competition with a difference.

The difference is you can CHOOSE YOUR OWN PRIZE. The lucky winner of the 1st prize gets to choose FIVE games of his/her/its own choice from the huge selection available from Gamebusters.

The next fifty runners-up get to choose any game they want. Just answer these questions and send your entries off as soon as you can.

- What is blue, spliky and very, very fast:
- A) The Cheat's toothbrush?
  - B) Steve Read's hairbrush?
  - C) Sonic The Hedgehog?

Write your answers on a postcard and send them to Sun/Gamebusters Contest, 33 Bouverie Street, London, EC88 5NG.

Include a list of the five games that you would most like if you win the competition (don't forget to say what system they are for) So hurry up and shove those entries into the postbox (NOT the postman).

The closing date for entries is December 22.

## PART TWO in our unexciting saga BUILDING YOUR PC

By Mark Smartypants Owen  
TWO weeks ago I described the building blocks required to make a powerful but pricey 486 SX PC.

However, there are many types of PC available and you could build one for much less than I did, by buying a PC with less performance, less disk space and a cheaper video system.

PCs are upgradeable, so you can easily replace boards to improve performance. In TEN easy steps you will have a fully functioning powerful PC.

**Step 1...**Insert the memory SIMMs onto the motherboard.

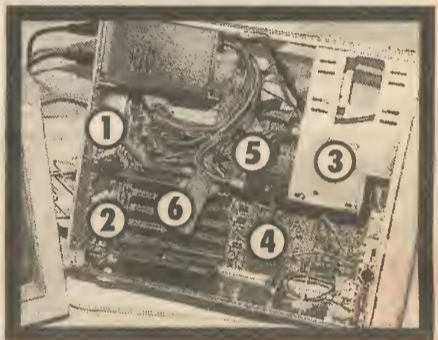
**Step 2...**Remove mini-tower case cover and fascia and fix motherboard inside using the supplied mounting kit.

Before bolting down the motherboard, insert the video and the multi I/O cards into the end expansion slots so that they locate the correct position for the motherboard to be mounted. Bolt down the expansion cards.

**Step 3...**Four bolts each are required to mount the floppy and hard drives in the mounting cage.

**Step 4...**Connect the mains switch to the power supply and replace the case fascia.

Connect the labelled leads of the fascia switches and lights (such as Power ON, Turbo, Reset etc)



to the motherboard, which also has the connectors labelled.

**Step 5...**Connect the power leads from the power supply to the motherboard and disk drives. There will be spare power leads for future expansion.

**Step 6...**Referring carefully to the manual supplied, connect up the data leads from the multi I/O to the floppy and hard drives, remembering that the red line on the cable indicates pin 1 of the connector. Locate the extra serial ports onto the rear of the chassis and bolt into place.

**Step 7...**Connect computer to mains with supplied cable and power up. Check the fascia indicators light up correctly, if they don't simply reverse their connections on the motherboard. Remembering that the hard drive indicator only works when there is hard drive activity. Then power down when you are satisfied all is correct.

**Step 8...**Put covers back on the computer and connect up the monitor, the mouse, the keyboard and a joystick if you have one.

**Step 9...**Power up the computer and monitor and usually an error message will be displayed, this is because you have to set up your BIOS (Basic Input Output System), which tells the microprocessor the size of your disk drives, the correct date and time and how many serial ports you have.

**Step 10...**Load up MS-DOS 5.0 and Windows 3.1, you are now ready to go...

Simply Computers have just produced and excellent novice guide to building your own PC that is easy to follow yet very comprehensive. All enquiries about D-I-Y computers to 'Simply Computers' on 081-523 4020.

**SUPER OFFER...**mention THE SUN when buying a complete PC kit from SIMPLY COMPUTERS and claim a free Novice PC Builder Guide and a software starter pack (MS-DOS 5.0 + MS-Windows 3.1) worth over £90...

### BORING TIPS:

1. Try to purchase components from a single source to avoid incompatibility problems. You usually get a guarantee and a telephone helpline service from the good retailers.
2. Try to purchase a motherboard that can be upgraded at a later date. (usually by inserting another chip).
3. PCs are upgradeable, so you can start off with a 386SX then expand it into a Multimedia system.
4. Computer auctions are for the very experienced PC builder and all the equipment comes without a guarantee.