

MEGA GUIDE

20 FEBRUARY, 1993

FREE WITH THE 25p SUN

EFLAAT'S THE WAY!

Evil force fun

DEFENDERS OF OASIS, GAME GEAR

THE first real role playing adventure for the Game Gear, Defenders of Oasis is a fab piece of eastern promise.

You play the fearless young Prince of Shanadar fighting the evil forces of Eflaat and the dark powers of the Snake King.

Luckily, you are not expected to do it all on your own - there are four different characters to control, each with his own fighting skills and magical powers.

Defenders is a vast game, taking you from dungeons to desert islands, villages to palaces, whisked around with the aid of a genie from a lamp. Along the way there are plenty of monsters to fight and the odd puzzle to solve - all carried along by an involved and often funny plot.

Graphics are small and simple, but they change frequently to suit the atmosphere and location.

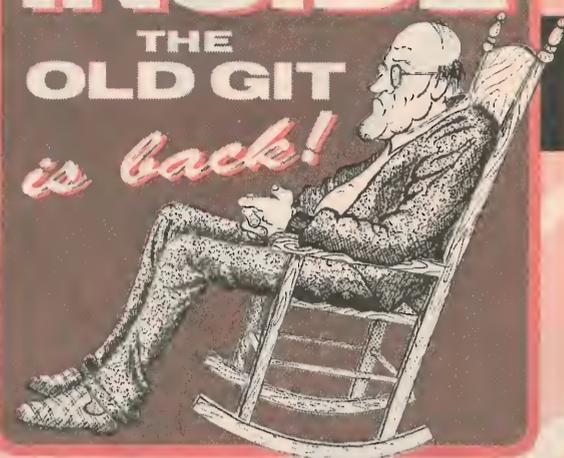
The company can visit shops and equip themselves with all sorts of weapons and armour as well as magical potions. You must use these to discover their effects.

To finish all of this game is going to take a lot of time, so it's handy that no less than three save game positions are included on the cart.

Though a little more pricey than the average Game Gear title, this is one special game - the best hand-held for months. By Sega, £32.99.

INSIDE

THE OLD GIT is back!



Sir, we're finally prepared to conquer Shanadar.

Hole in the wall gang ... the adventure begins



Ruffian: What is it, brat? Don't get in my way!

Bridge of sighs ... trouble ahead when you cross

HANKY SPANKY

SPANKY'S QUEST, SUPER NINTENDO By PAUL MYERS

WHAM bam, spank you ma'am? Not quite. Let's get this straight from the start, this game has absolutely NOTHING to do with spanking bottoms. I hate to disappoint you but this is the tale of a whiter than white monkey called SPANKY. It may not be rude but it's fun as you bounce around the platforms fighting fearful fruity foes.

Giant killer pineapples, barmy bananas and hard-nut apples may not be the stuff of normal people's nightmares but in Spanky's Quest this is who you'll be fighting. It's a tricky, but addictive, sixty level platform romp in which you guide the Monkey through maze-like worlds.

If the lack of real violence doesn't drive you up the wall I have a feeling that the tune will. But if it's clean cut fun you're after you'll love this. Available on Import, £44.99.

SCORE DUDE SAYS: The QUEST is on for a great platform game, 'cos this ain't great, it's just O.K.



SCORE DUDE SAYS

Tad more pricey than the average cartridge but this one has depth and you'll be hammering away for a while

OK, BY ME

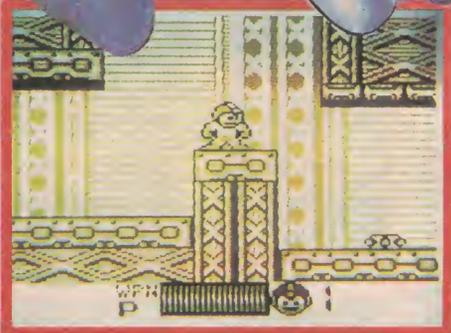
DEFENDERS OF OASIS

SEGA GAME GEAR



HERE WE CHRONO

MEGAMAN 2, GAME BOY
MEGAMAN, your friendly neighbourhood hero, is back for his second Game Boy adventure. His old enemy Dr. Willy also returns to cause some problems for our hero. Having broken into the Chronos Institute and stolen an experimental time skimmer, Dr. Willy transports himself to the future leaving Megaman to find out what dastardly deeds are being planned by the evil doctor. Before getting to grips with his arch-rival he must defeat the doc's eight robot monsters that guard the end of each level. Price £24.99.



At the start of the game you choose from any one of four levels, and you must defeat all four robot masters before you are allowed to progress to the final four stages and ultimately Dr. Willy himself. The robot masters all have different properties so if you choose the Air Man level first most of the stage is spent leaping through the skies, and Woods Man stage takes place in the forests. This game is basically a platform shooter with Megaman collecting power-ups and extra lives along the way. After defeating each robot master you are presented with a different weapon which you may need to defeat some of the later robot masters. The game plays well and has good animation considering the Game Boy's limitations. Megaman takes the word challenge to a very frustrating level indeed.

SCORE DUDE SAYS: MEGA-FUN, MEGA BUY IT!

PLAY GOOD

SIMEARTH, AMIGA
By DICK SAXTY
NOT so much a game as a "software toy" says the Simearth manual which is so big it may frighten the faint-hearted. Call it what you will - this is a superb piece of home entertainment which is so enjoyable you don't even realise at first that it is also educational! It's a monster size game worth its handsome price. If you like zapping furry things and joysticking ninja wotsits around your screen, read no further. The aim is to guide a planet through its evolution from pre-historic to the future and make sure that the environment remains friendly to inhabitants. You have a choice of modes. In the game mode, you will have to manage your planet and your Simearthlings within restricted energy budgets. But in experimental mode, you have unlimited energy and can basically do anything you want. You can try to make Mars habitable by giving it a bit of atmosphere and life. Teach today's scientists a thing or two about solving the problem of the greenhouse effect. And that's just for starters. There's much, much more. And don't worry about that manual - it's friendly. By Ocean, £39.99

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 that Super Mario Kart has sneaked back up to the No1 spot. Here's the top ten console games:
- 1 SUPER MARIO KART (SUPER NES)
 - 2 STREETS OF RAGE 2 (MEGA DRIVE)
 - 3 ROAD RASH 2 (MEGA DRIVE)
 - 4 SONIC 2 (MEGA DRIVE)
 - 5 SONIC 2 (GAME GEAR)
 - 6 ECCO THE DOLPHIN (MEGA DRIVE)
 - 7 SONIC 2 (MASTER SYSTEM)
 - 8 MICKEY & DONALD (MEGA DRIVE)
 - 9 LEMMINGS (GAME GEAR)
 - 10 SUPER MARIO LAND 2 (GAME BOY)



BEEP! BEEP!

ROAD RUNNER ON THE SNES

ROAD RUNNER, Super Nintendo BEEP! Get set for some beeping fast fun on the run in one of the best looking cartoon tie-ins yet seen on any console! It's the one and only Road Runner! Join our speedy pal as he takes on his old enemy, Wile E. Coyote, across level after level of high-speed laughs. The rascal Wile E. follows you about trying everything he can think of to finish you off, and the most fun you'll get is when his dastardly tricks backfire. It's a laugh and a half to see him end up with a boulder on his head, which he had intended for you - and that's just the start. Throughout the game you'll find power-ups including bird seed to make you run faster, clocks for extra time, hearts to improve your health and loads of other goodies. Trouble is, the game can be just a tad easy. It's very simple to race through the levels, but then you'll miss most of the treats lined up in the game. Before you know it, you'll have reached the end and then you'll realise you shouldn't have got there so fast. But the biggest plus for the game is its Incredible graphics. They're huge, very colourful and look almost exactly the same as the brilliant TV cartoon. The soundtrack is just as good as well, and your pals will think you're watching the telly. A superb game for younger players, but Mega Guide top gamers may not find it much of a challenge. Price £59.99.



So stupid he never gives up!

The dastardly desert dog Wile E. Coyote is prepared to do anything to get you on his dinner table. The cunning Coyote tries his level best to finish off Road Runner throughout the game. However, the daft dog tends to end up on the receiving end of all his own traps. He's so stupid he doesn't give up and you'll have loads of laffs watching him suffer in incredibly inventive ways.



SCORE DUDE SAYS
Good cartoon fun on your console
OK BY ME



Top of the Robocops

SHADOWWORLDS, AMIGA, PC, ST
If you enjoyed the eerie photoescape lightning techniques in Shadowlands, then here's more of the same in an even better game. This role-playing science-fiction winner is light years ahead of the original (which was good) and it provides great 3D action in a spooky Aliens-style atmosphere. Instead of the tired old RPG combo of warlocks, one-eyed monks and Paul Daniels, you hand-pick a quartet of soldiers to travel to a massive space station. Contact with the station has been lost and it's up to your foursome to find out what's gone wrong. Spine-chilling shades of Aliens here and there's a plenty for your team to tackle. There's more action and less mumbo-jumbo riddle-solving than the average RPG. Krisalis, Amiga/ST £25.99 PC £34.99

SCI-FI FUN

ROBOCOP 3, AMIGA
YOU'VE not seen the film-but you can play the game. Ocean Software's movie tie-in with this as yet unreleased film catapults you into the world of 3D, viewing through the eyes of the ultimate mechanized law-enforcer. After weathering a TV-style Intro which gets a bit tedious with repeated showings (but can be bypassed) you get a choice of adventure or arcade action, the latter being crammed full of no less than five scenarios-each almost a stand-alone game. You'll need every input device at your disposal here-keyboard, mouse and joystick-as you get involved in car chases, fly gyrocopters, face mean Japanese Cyborgs and busy yourself with Urban Pacification (i.e. wasting everything in sight). Graphics are on the whole simple but more than adequate as a trade-off for high-speed action and the Adlib soundtrack is infuriatingly addictive. Shiny Robbo is the ultimate In-one-man-armies-he just keeps coming back for more and more. Never mind about the rights and wrongs of shoot-em-ups. This is a darn good fun game. By Ocean, Amiga £25.99, PC £29.99. Out now

THE BURN

32-BIT CD

HOT! HOT! HOT! News just in from Japan that Nintendo are definitely set to release a super-advanced 32-bit CD machine, which literally bolts onto your Super Nintendo! When it arrives the new machine should herald a brand new world of games, with super-fast access to massive gaming databanks you can buy on CD. Games like Mario and Streetfighter could use the new technology to set new standards for challenge and gameplay. The ultra Top Secret Project is going on behind closed doors at Nintendo's HQ in Japan, but our undercover spies have discovered that the machine will use AX technology, whatever the hell that is. The new machine (NOT the 16-bit Super CD scrapped late last year) is planned for early 1994. But The Buzz predicts you might even see it before then. Remember where you read it FIRST!

WATCHOUT for a ship-load of Sega CD goodies spinning their way to Britain soon. Among them are conversions of laser coin-op favourites Mad Dog McCree, Space Pirates and Who Shot Johnny Rock? How these money-guzzling arcaders translate onto mega CD remains to be seen, but they're bound to be compatible with the Menacer light-gun and should prove a top laugh! But before then you can expect to see the likes of Monkey Island (brilliant graphic adventure) and Sewer Shark (fast blaster).

SEGA SAGA

STREET F.A.

GREAT STREET FIGHTER MYSTERY: WEEK FIVE
THE nationwide hunt for Street Fighter 2 on Mega Drive goes on. And on. And on. Another seven days and STILL nobody has seen the wretched thing! Our M15 source told us: "Push off and stop pestering me about this game." PROVING that they've had it up to here with Sega, too! The release date has now definitely been shoved back to mid-April, but The Buzz thinks different. We say it's just the same as No Hoper's head - half today, gone tomorrow! If you see the game, phone us immediately. On second thoughts, don't bother - we're starting to enjoy this.

Nintendo

NO-HOPER

By STEVE READ
Sun System Editor



I'VE finished Zelda, I've battled Bowser, I'm going blind from shooting on the Super Scope. And I'm getting fed up of waiting for Nintendo to send me another challenge. Am I to assume they are frightened to let me show how to get through their games? Anyway, while I'm waiting, I've had a great letter from Aman Malhotra of Hayes, Middlesex. He wrote after looking at the pictures in The Sun's TV pages last week. He says: "Your pic has to be Clanger Of The Week. On the telly the screen is showing Sonic The Hedgehog, but the kids are holding Super Nintendo handsets!" OK wise guy, what you DIDN'T know is that here in the Mega Guide HQ we have developed MUTANT consoles. Honest! NOW, while we're all waiting for Nintendo to come up with the goods, I'm opening Kid Pix Corner again. After all, anything's better than the picture which usually sits in this column! So get out your crayons, pencils, paints, lipsticks and pieces of coal and send me your awlays. Send 'em to Kid Pix Corner, c/o The Cheat (because we might as well give him something to do) at the usual address. Don't forget your name, age and address.

THE CHEAT

DIP into my super brill column for those Ecco cheats I've been promising you. If YOU have any advice for my army of fans plea write to The Cheat at the usual Mega Guide address and I'll let everyone know. Happy cheating!

SUPER NINTENDO

STREETFIGHTER 2: For player vs player do the following. When the Capcom logo appears press DOWN, R, UP, L, Y, B, X and A - Dean Almond, Hull.

FINAL FIGHT: To get an option screen hold down the L and R keys and press START on the title screen.

MEGA DRIVE

SONIC 2: On the options screen go to SOUND TEST. Select tunes 19, 65, 09 and 17. Then go to the screen with Sonic and Tails on it and press A and START. Now you'll get a level select.

SAGAIA: For a level select press C, A, C, B, C, A, B, A, B, C, A, C, and START - Gavin Sorockys, Hucknall, Notts.

GAME BOY

CASTLEVANIA 2: To start the game with 9 lives enter the following code-CANDLE, CANDLE, HEART, HEART-Nigel Davies, Holyhead, Gwynedd.

ECCO CODES

UNDERCAVES, ABOAINCM; THE VENTS, VLHEINCO; THE LAGOON, NXUQBMLJQ; RIDGEWATER, JGSPLYMR; OPEN OCEAN, PXXMYM; ICE ZONE, ZWAGQYMJ; HARD WATER, PGMOMYMN. COLD WATER, HPPOYMR; DARK WATER, TBLUXRAN; ISLAND ZONE, STABLYMS; DEEP WATER, KOTLYMO; MARBLE SEA, SJMKXNYH; THE LIBRARY, GEGBOYMP; DEEP CITY, OKUTNYM; CITY OF FOREVER, HGAFOYMO; JURASSIC BEACH, GDNMJKMN; PTERANODON POND, ZEGQJKME; ORIGIN BEACH, VWZTJKMO; TRILOBITE CIRCLE, SZSXJKML; DARK WATER, OEBMKML; THE TUBE, YUNGMYDY; THE LAST FIGHT, GGWSBTGA; THE MACHINE, SOKGMYUQ.

Keep on cheating!



THE BORING BIT SHIP SHAPE

Super Diary Maker

By Garfield Lucas, BA (and six O-levels)

THE last twelve months has seen a massive growth in the number of programs designed to run under Windows.

Many small software houses have adopted the Windows standard producing some smashing applications.

This week, I gave one such program the once-over. Calendar Creator Plus from Power Up! has been developed so that you can create your own designer calendars and diaries.

It comes with its own event databases - such as international holidays, saint's days and lists of famous actors and actresses birthdays - all of which can be edited. The user manual is fairly good and I particularly liked the six lesson tutorial - which helps you get into Calendar Plus's basic features. I wasn't so keen on the Supplement - which largely consists of amendments to the original manual.

The complicated looking button bar arrangement at the top of the screen could appear a bit daunting for the novice user. However, Power Up! provide a handy Quick Reference Card which explains all the curious looking icons.

Calendar Plus provides you with an easily accessed clip-art library - computerised pictures, which you can drop into your designer calendars - and the images are in a standard Windows Metafile format which means you can also use your own clip-art.

Like many Windows programs, Calendar Plus is happier running on Windows version 3.1 than on the old version 3. You'll need a big computer - 386DX or better with over 4 megabytes of RAM and a decent monitor and printer, to enjoy this program at its best.

It is rather a specialist program - not to everybody's taste. However, anyone from the manager of a large Government department, to an organiser of a local sports club will find its powerful scheduling features invaluable.

BORE DUDE SAYS: So long as your hardware is up to the job, Calendar Plus produces superb looking work - and is a very easy program to use. Retailing at £59.95, it is good value but shop around as always.



GREAT NAVAL BATTLES North Atlantic 1939-43, PC

HMS Hood, the biggest World War Two warship the Royal Navy had, was sunk with the loss of all lives except three. A shot from the German battleship Bismark, hit it's main magazine sending it to the bottom of the ocean in seconds.

Here's your chance to either get revenge, or change the history books, which ever way you wish to see it. This game can recreate the whole WW2 naval war and one game can take a few days to play, depending on the outcome. Or you could just recreate a battle between two ships.

You have complete control over everything on your ship, including main and secondary guns, damage control, navigation, air operations and torpedoes.

By US GOLD £39.99

SCORE DUDE SAYS: Study the 200 page manual and you will get the rewards.

SINKING enemy ships requires a lot of tactics, staying out of range of their guns, finding their weak spots and sinking the ships in the best order.

A merchant ship may be sunk in 30 seconds, whereas a battle ship may take a couple of hours.

The mouse is used to control the entire game, it's not icon driven as such, you point and click on various parts of the control panels, to issue orders or you can pull down menus. Every aspect of warfare has been taken into account, realistic reloading time, ship repairs, weather, view of the horizon and so on.

This has some great still pictures, but because most of the screen is taken up with maps, or control panels, there is not a lot else to see.

Sound consists of Intro music and battle sound effects, but these don't work if the game is speeded up.

Gameplay ranges from slow to hectic in the heat of a battle.

BARD AS NAILS

BARD'S TALE CONSTRUCTION SET, AMIGA - BY PAUL KIRTON.

Think of a truly frightening and fantastic world that fills you with dread but still fascinates you.

Now build it. That's what this package that allows you to make your own fantasy worlds filled with monsters, dungeons, treasures and heroes is all about.

There's a dungeon that's ready to play but the real fun starts when you create your very own game.

There's bundles of utilities to use to create the most terrifying monsters and the deepest darkest dungeons and with a bit of thought and imagination you'll get very pleasing results.

It might be a good idea to buy one of the other Bard games to get the idea first, as some of the game is very complex and doesn't give you a lot of information about the Bard's Tale game style.

Graphics are very good and there is the option to bring in images to the game from the Delux Paint Art Packages.

Some digitised sound effects are included and are pretty good. Overall, this set is good though its not for action fans. But if I said that this game was rubbish though, I would be spinning you a tale!

By Interplay, £29.99.

SCORE DUDE SAYS:

Yawn, yawn!

He's back...the world's moaniest grump!

Old Father Git

I just don't RUDDY believe it. This is nothing but a load of old time-wasting twaddle for today's bone-idle brain dead youngsters.

Lemmings for the Game Boy is the biggest load of old rubbish I've seen for a long while.

For a start they don't look anything like RUDDY lemmings!

The one highlight of their stupid, pointless lives is to jump off a cliff! Gawd knows why? And the whole aim of this game seems to be to try and save their lives. Well stuff that! What have they ever done for us?

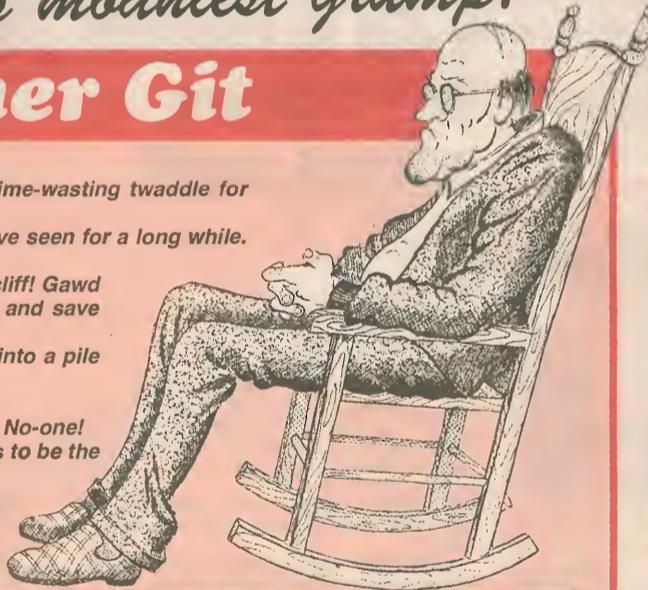
Take yesterday for example. I stepped outside my door straight into a pile of dogs droppings.

If you ask me all animals are nothing but a RUDDY nuisance.

I could have broke my RUDDY neck! And who would have cared? No-one!

Just lock us up in old folks' homes and forget about us, that seems to be the order of the day.

I was with Monty in the desert. . . ZZZzzz



EDITORS NOTE: Pix of this game were so RUDDY awful that I've decided to not even bother to put them in.

Instead here is a picture of our very own Nintendo No-hoper. A man who I feel has been attacked by certain sections of the Mega Guide with far too much regularity and to whom any resemblance to a lemming is purely coincidental

GIT

GAME Gear jobs need not feel left out. Lemmings is also available on your machine. It's every bit as stupid and in colour, too. No doubt that will please you idiots.

BIT

Go jump off a cliff

THEY'RE small, they're silly and they're very stupid. Very, very stupid.

Maybe that's what makes the Lemmings so lovable. You like them so much you don't really mind when a few hundred get killed...

(Git's note: I don't RUDDY like them.)

Now the world's favourite suicidal puzzler hits the Game Boy - and it's a fabulous conversion of the all-time classic.

All the features of the original are in there, and the programmers have been incredibly clever to squeeze everything onto the little hand-held.

(Git's note: I don't call it RUDDY clever. They're all overpaid layabouts with sod all better to do.)

Instead of 100 lemmings you just get 20, but it

really doesn't make that much difference.

Certainly not to the Lemmings themselves, because they just don't care. Quite frankly life is never going to be the same for the millions of Game Boy owners across the world.

This is a game the tiny Nintendo has been shouting and screaming for, and thankfully this runaway little winner does the machine top justice.

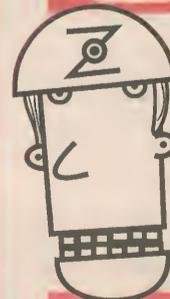
If you've got a Game Boy you've got to get Lemmings.

Otherwise you might as well get your head examined.

By Nintendo, £29.99.

(Git's note: £29.99? They can get stuffed!)

Old Father Git



NEXT WEEK EDDIE ZERO IS BACK!!!

ALERT