

# MEGA GUIDE

# SUPER DOOPA

SEPTEMBER 19, 1992

FREE WITH THE SUN

## ROLL UP FOR F1 CIRCUS

**F1 CIRCUS, MEGA DRIVE**  
A THINKING person's game, rather than a pure pedal to the metal thrash. You take part in the world championship, with races in 14 countries.

All the teams and drivers are based on the real life Grand Prix scene of 1991.

It's a bit like Super Monaco - you start with a lesser racing team and work your way up.

Once the car is chosen, you set it up. This is where F1 Circus comes into its own.

Decide on wing angles, compound of tyres, steering, suspension, gearbox and transmission.

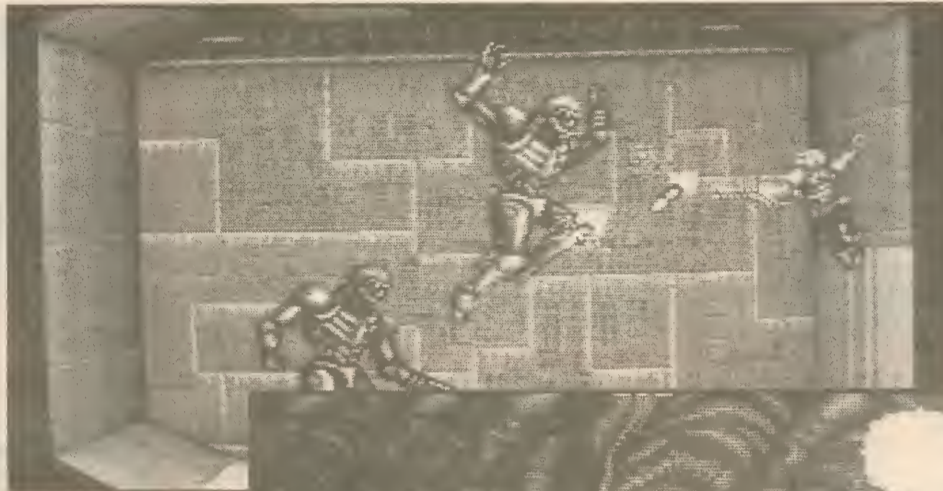
Next step is to qualify. Go at top speed for three laps to score at least one good time.

Graphics are OK but not impressive, while the game play is fast and smooth. There is a real feeling of speed.

Though background music is OK, the engines sound more like mopeds than throaty V12s.

Still, if you want a game that combines brains and speed, F1 Circus is in a class of its own.

By Nichibutsu £39.99. Supplied by Whitstable Video.



● BILL and Lance are so hard they know no bounds, and our brave boys have appeared on every Nintendo machine going.

● Every game they star in manages to top the last for sheer fire power and destruction.

● First, our daring duo hit the NES in Gryzor, a spiffy conversion of the well-hard coin-op, and then they hit the Game Boy with Operation C-one of the best hand-held blasters money can buy!

● Basically these boys know how to bust alien behind, and rest assured we'll be seeing a lot more of them.



## SUPER CONTRA, SUPER NINTENDO

By BEVERLY HENRY

LANCE and Bill are the toughest fighters in the world. In fact they are so hard they just don't know when to stop...

So here they are again in their greatest shoot 'em up ever, where the idea is very simple-if it moves, kill it as quick as you can!

Arcade addicts may remember Lance and Bill as the Gryzor boys, putting paid to unspeakable alien 'orribles as only they know how.

This time round they are taking on just about everything those Commie alien scumbags can throw at them, armed with ridiculously powerful weapons to help them on their way.

Super Contra features some of the best graphics yet seen on the Super Nintendo-some of the end level bosses are so huge they are even bigger than the screen!

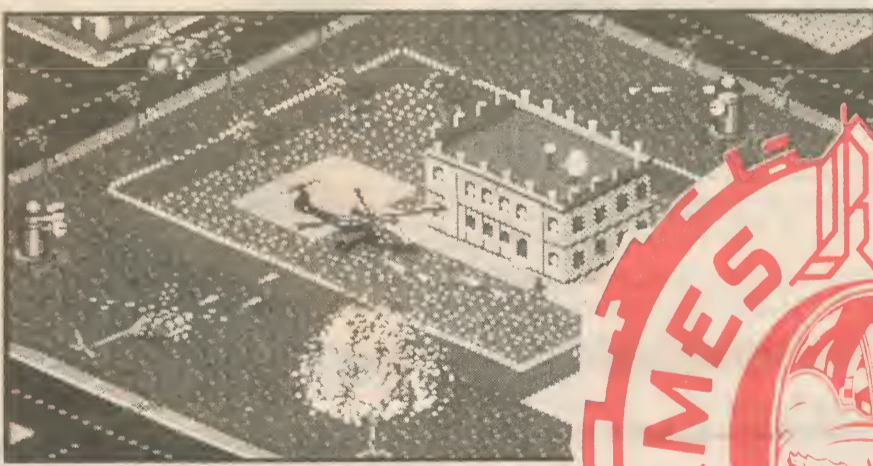
Luckily our brave boys have a wide range of skills, bullets and shells at their disposal and don't wimp out when it comes to a straight scrap. Every level poses a different challenge with

completely different gameplay to keep you blasting through. Look out for the second stage, where you control the wildly scrolling screen. You won't master that in a hurry!

This game is highly recommended to SNES fans looking for a decent challenge, and everyone else who just likes blowing things up. Great fun.  
By KONAMI, £45.00.



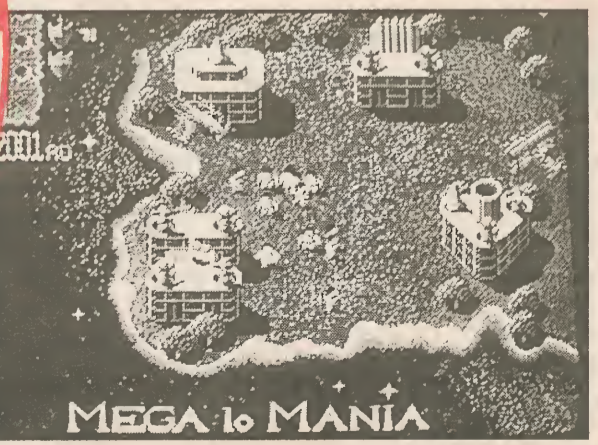
Violent with great graphics and superfast action  
**OKAY BY ME**



**MEGASCOOP!** Seize your chance to take part in the Greatest Games Event Ever—GamesMaster Live—and save money into the bargain. SAVE on your ticket. Normal price is 7.50 but you pay just 5.50! SAVE on every game you buy—thanks to the special Comet Discount Card we're giving away! GamesMaster Live is at the Birmingham NEC from December 4-6, stuffed to the ceiling with the latest, greatest games.

Play as many as you like AND virtual reality AND enjoy rides, the special Laser Dome and indoor skateboard park—all for the ticket price. GamesMaster host Dominik Diamond will host contests and celebrity challenges. You're FREE Comet Discount Card gives you 10 per cent off all games in Comet stores until next April, and the chance to snap up special bargains at the show.

The cards are valid at more than 200 stores across the country, with more than 250 games to choose from! To reserve your ticket and Comet Discount Card at the special 5.50 Mega Guide price, call the NEC hotline on 021 780 4133 with credit card details and say the magic words "Mega Guide". Or fill in and return the special coupon on this page. GamesMaster club members should quote their personalised membership number for extra privileges. See you there!



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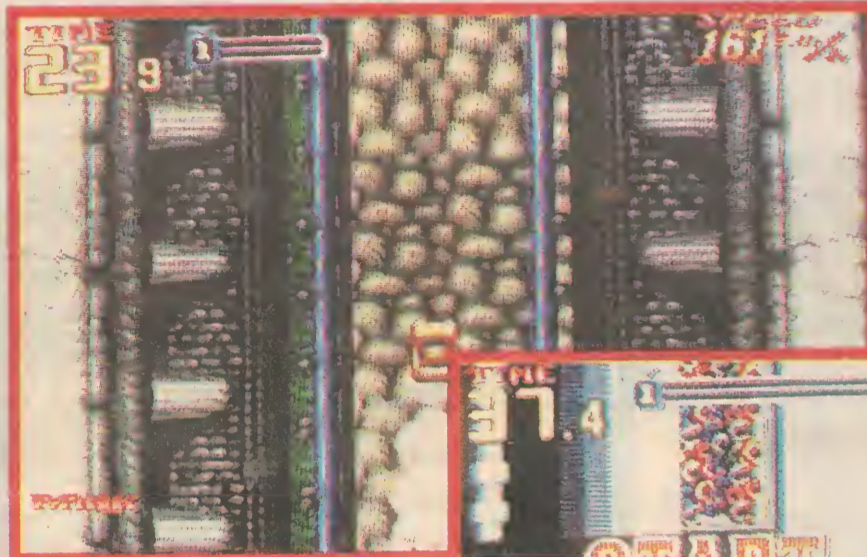
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# THRASH RALLY



**THRASH RALLY, NEO GEO**  
 ONE of the only two racing games available on the Neo Geo. You get to race in either the World Rally Championship or the Paris to Dakar rally.  
 Your goal is to be world rally champion. In world rally mode, pick one of the top six cars and then race the five top events including Britain's Lombard RAC rally. All the stages have checkpoints which must be passed before the time runs out.  
 The Paris to Dakar rally is the same as the world rally except that it is one long race and you can pick from the six cars or a sand buggy, off-road bike or a truck.  
 By SNK, £144.99. Supplied by Ice Distribution.



**DETAIL** in this game is vast, wildlife on the road, crowds scattering as you get too close and bales of hay flying as you go wide round a bend.  
 Graphics are excellent as is the sound. Simplistic controls and smooth scrolling makes the gameplay just brilliant.  
 In all a brilliant racer but it is a little bit too easy and probably won't take you long to finish.

# MEGA GUIDE

EDITED BY MARK GREGORY

STOP PRESS: 3am

CALLING all Prince of Persia experts! I need your help now. I'm stuck on level 12 and my rotten Mega Guide colleagues don't want to know. Timbo Smarty Pants Boone says it's a doddle, Mark Gregory finished the whole game "in a week" or so he reckons - but I can't get past the prince's swordfight with his reflection. Mark refused to let me appeal for help but he's gone home now (sorry, as usual) - so please, please, please, if you can help a poor old Mac user, send your tips to me at the usual Mega Guide address, marking your envelope 'Frustrated Artist.'

STOP PRESS: 3am

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

# WELL OLD



**ARCADE SMASH HITS, MASTER SYSTEM VIRGIN** games have released three old arcade favourites on one cartridge.

**ARCADE SMASH HITS** features Breakout, Centipede and Missile Command, all classics but now getting on a bit to say the least. For those too young to remember, here's a lowdown on these golden oldies.  
**BREAKOUT** is incredibly simple, you have a bat and a ball and you have to bounce the ball against the wall with the bat. When the ball hits a brick the brick disappears, the object of the game being to destroy the entire wall. Points are scored for each brick hit.

### Mutant

In **CENTIPEDE** you have to move your missile base along the bottom of the screen while shooting the mutant insects that snake down through the mushroom filled garden above, scoring points along the way for everything you destroy. It's very much the same as Space Invaders but with a different theme.

In **MISSILE COMMAND** your cities (six blobs along the bottom of the screen) are under attack from waves of missiles pouring down from the skies. You have three bases, each holding eight missiles. Shoot down enemy missiles by positioning a cross hair sight and firing. The games really do look their age, but are still very playable. This is probably due to their simplicity. All three are not a lot different to how they were on the arcades, though Breakout has some bright coloured constantly moving backgrounds that will have you reaching for your sunglasses. Tunes are very catchy, too. Nothing sensational here but it's not a bad price for a three-game package. By VIRGIN, £29.99.

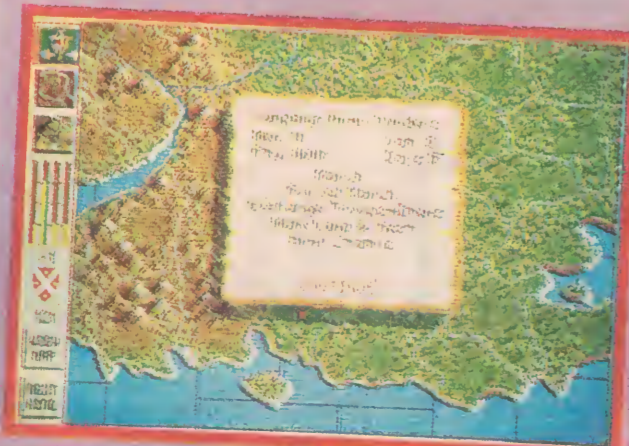


'Arcade oldies are so simple and fun'



# PLUNDERFUL!

**VIKINGS-FIELD OF CONQUEST, AMIGA**  
**SURVIVAL** in this excellent strategy game depends on your ability to fight off armies of Vikings intent on steamrolling you into England's green and pleasant land. There are two games in Vikings. You can become Lord of one Kingdom and play against up to six friends in a fairly civilised fashion, building up your armies slowly, looking after your peasants, and gently probing away at your rivals until the opportunity arises to crush them, one by one. That's a challenge, and most enjoyable it is too, as you scroll around the counties of England on a very impressive map, keeping tabs on your rivals.  
 There's plenty to do-but a remarkably simple mouse-driven icon system eases you into Vikings in a few minutes.  
 Much more challenging is taking on the Amiga's idea of a bunch of horrible Hagars who don't give a horned helmet about gentlemanly conduct. Pillaging, plundering, and putting in the medieval boot is what the Viking invaders do best-but you're stuck with being a nice guy and you've got to outwit, and outfight, the Hagars.  
 Vikings is a great advert for strategy games. It's one of the best to come along in ages. By Krisalis £24.99



# MISSILE IS A DUD

**MISSILE COMMAND, GAME BOY**  
 THEY say the devil has all the best music-I reckon he must get the best computer games, too. And Missile Command isn't one of them. The format of the game is simple, but quickly gets boring. You control two missile silos on either side of Cairo and your mission-should you be daft enough to accept it-is simply to defend the city.  
 Your unseen enemy starts with just missiles to rain down on you. You lock onto their trajectory with a guiding laser beam and fire. I had about as much success as a Scud piloted by Mark Thatcher.  
 But your mystery assailant soon picks up smart bombs, bombers and satellites. He's the one having all the fun.  
 Cairo consists of six tower blocks with some pyramids behind. If you save at least one block, you're invited to defend New York. Curiously, New York consists of whatever tower blocks you had left, with the Statue of Liberty behind. Go on to defend London and, you guessed it, it's the same half-destroyed city with a Tower Bridge backdrop. There are 13 other cities.  
 It's nice to see a war game where you're invited to go out and aimlessly blow up the world. But playing the Good Guy has to be more fun than this. By Accolade, £19.99  
 CHRIS LUCOCK

# DESERT STRIKES GOLD ON SNES

**EXCLUSIVE!** Stand by for action, Super Nintendo fans. Games heroes Electronic Arts are set to unleash the runaway Mega Drive hit Desert Strike onto the SNES-and its ace.  
 Desert Strike soared to the top of the charts when EA released the game on Mega Drive earlier this year.  
 The game, an eight-way scrolling blaster, puts you at the controls of a helicopter gunship ordered to blow six bells out of the enemy and rescue the hostages.  
 EA have been keeping this Super Nintendo conversion close to their chests, but I've already played the game and it's even better than the Mega Drive version!  
 Gameplay is a tad faster, with smoother scrolling and improved sound. Grab a copy through your letter box every Saturday.  
 No-it's Superman! The mild-mannered reporter come Man Of Steel who wears his underpants outside his trousers is coming to your Mega Drive soon, courtesy of Virgin. The well-hard superhero has been due for a bit of console stardom for some time now, and the good news is that the game is being written by Sunsoft-the people behind the ace Batman game.  
 The CVG boys have already had a sneaky peek, and the game looks like it's going to score high on gameplay-this challenge is DEEP! With stacks to do and tons to see, this could turn out to be one of the hottest Mega Drive carts this year.  
**STOP PRESS:** News just in-the game is coming out on Super Nintendo as well. More news soon. See you next week!



MEGAFASH: First glimpse of Shadow of the Beast, coming soon on Mega Drive



**HALLO** cheats! I've got yet another selection of cunning tricks sent in by my fellow cheaters. Roberto Massaro from London has told me a great cheat for Robocop on the Amiga.  
 He says that if you type **BEST KEPT SECRET** on the title screen you'll get infinite power and weapons. Thanks Roberto! Happy cheating.

# MASTER SYSTEM

**DYNAMITE DUX:** On level one jump up and down on the bald mans head 100 times for invincibility-Norman Nelson, South Shields, Tyne and Wear.

**WONDERBOY:** Use the password **WEST ONE** and press **START** and you will start on level 2-Alex McCreadie, London.

# MEGA DRIVE

Here's some great Mega Drive tips sent in by Carl Buckley from Dover in Kent.

**MIDNIGHT RESISTANCE:** On the title screen hold down **A B C** press **START** and then let go of the buttons. At any point in the game you will now be able to skip through the levels by pushing **START** to pause the game and then pushing **A**.

**RAINBOW ISLANDS:** Press **UP B DOWN LEFT C A B AND C** on the title screen to start the game with the shoe, red potion and the yellow potion.

**THUNDERFORCE 2:** Press button **A** and **START** on the title page to access the options screen.

**BURNING FORCE:** To start the game with ten ships go to the options screen and press **B A B A C A A** and then hit **START**.

# NINTENDO

**GHOULS AND GOBLINS:** For a level select press **RIGHT** and hold. Then press **B B B UP** let go and then press **B B B** and then **START**-Martin Griffiths, Kingsholm, Gloucs.

# SUPER NINTENDO

**SUPER OFF-ROAD:** If you play by yourself and you want infinite continues select the two player mode, you then leave truck two alone and you'll always come third at least-Peter Day, Hitchin, Herts.

# GAME GEAR

**CHASE H.Q.:** If you crash into the oil barrels on the side of the track on round two you'll get an extra continue-Peter Day, Hitchin, Herts.

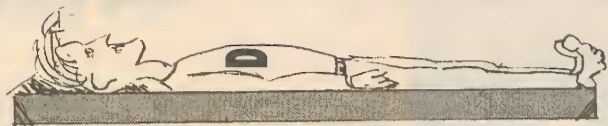
# KID PIX CORNER



CHEAT in jail for cheating: By D. WATKINS, Age 13



No 2 in our series of superhero games reviewers



# Deadman

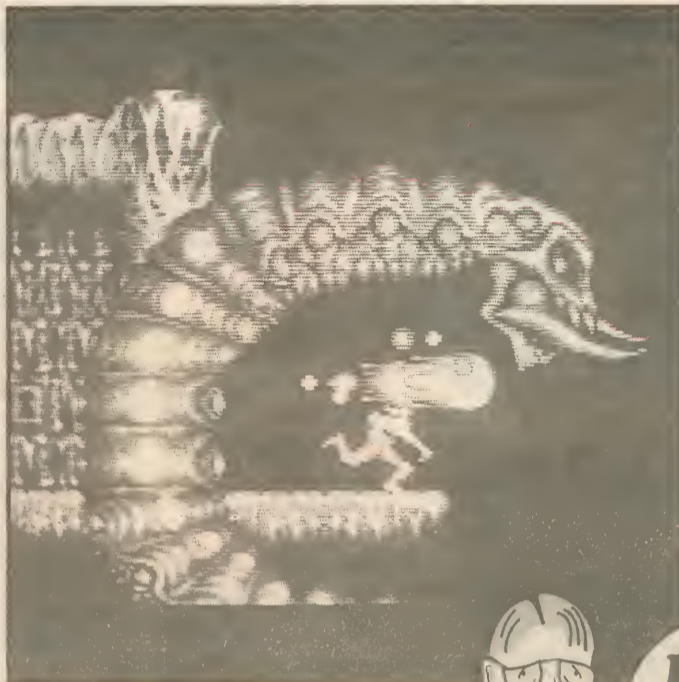
Ⓜ MY name is Norman Nibbs and I am here to tell you the story of a fearless crimefighter. A scientist was experimenting one day with some deadly radio-active waste when he accidentally drank some and became Deadman.

Ⓜ I put Deadman through a range of tough tests and found that he DID NOT MOVE A MUSCLE when I inflicted pain and he SHOWED NO FEAR at any time. Our plucky hero had become a lethal weapon against crime, NEVER FLINCHING in the face of peril.

Ⓜ Those mega Mega Guide guys asked me if Deadman was brave enough to review Ghouls and Ghosts on the Super Nintendo. Read on to find out what happened.

## GHOULS AND GHOSTS, SUPER NINTENDO

By Deadman  
OOOER! One of the most creepy coin-ops ever touches down on the Super Nintendo in fine style. And I don't mind admitting I was pretty shaken up by it. But Deadman did not display a FLICKER OF EMOTION. Ghouls features some of the toughest gameplay you'll find on any machine. Join Sir Arthur on his perilous quest to rescue the Princess, pitting yourself against every evil minion the Dark Lord can throw your way...



EIGHT zombies, devil dogs and killer plants to name just a few and the quest is so long you'll think it's never going to end. I was exhausted after a few hours blasting. But Deadman never tires.

Arthur is kitted out with a fairly nifty suit of armour for all-round body protection. Lose that and the poor old boy is stripped down to his undies and one wrong move here and he's reduced to a pile of bones!

You have to be nifty with your trigger finger. Luckily I was playing alongside Deadman, who

slumped onto the fire button just at the right moment.

Super Ghouls and Ghosts is a top-rate conversion of the brilliant arcade machine which even manages to improve on the original in many respects.

### Socks

The challenge is bigger and some of the gameplay has been improved to provide action you'll come back to again and again.

Check this one out as soon as you can. It's so good it'll scare your socks off and give you a right old laugh at the same time.

Deadman verdict: Dead good.  
By Capcom. £45.00

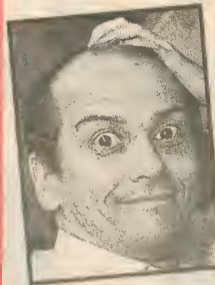


Deadman didn't flinch

## Nintendo

# NO-HOPER

(SUN COMPUTER EDITOR STEVE READ)



ANOTHER international cry for help this week ... from an oil rig.

John Fowlie is an electrician on the Thistle Alpha rig in the North Sea.

He plays his Super Nintendo machine when he is off duty and says: "I am desperate to finish Super Mario World after months of struggle."

Don't worry, John ... a fax is on its way back to you with the answers you need.

NOW then, I've been bombarded with letters about the Goal at the bottom of the Sunken Ghost Ship.

I've even had a row with one of the guys on the Nintendo Help Line who said it doesn't exist.

I confess, I haven't managed it myself because I can't catch all five coins on the way down.

But I've seen a video of it being done. Get all five coins, drop down beneath the magic crystal and find the gap that lets you fall out of the screen.

You won't die, but you will come out into a countryside end-of-course scene with a lovely Goal at the end.

AND so, to the winners of my little competition.

I wanted the end-credits seen when you beat Bowser.

Claire Escudier, 11, of Northfleet, sent me the lot.

To prove it, how many of you know that Super Mario World's backgrounds were programmed by Shigehiro Kasamatse and his mate Tatsonori Kakakura?

Claire wins a copy of Castlevania IV, which is the No-Hoper's next challenge.

It's a brilliant platform game with loads of

levels and adventures. I won't be starting the game for a couple of weeks because there is still some sorting out of Mario to be done.

And the Mario tips and cheats will keep on coming!

FINALLY, don't forget that fantastic Mario Badge offer in The Sun. It's mega!

## The Boring Bit

### WINDOWS 3.1

WHEN you hear boffins banging on about Windows you could be forgiven for asking "Why should a personal computer need double glazing?"

It may come as a shock to find that Windows is probably the world's easiest to use computer operating system - and its latest version 3.1 is more powerful than ever.

With most conventional programs, the operating controls are all over the place.

Changing from one program to another feels like driving a strange car where someone has swapped around the pedals and re-arranged the gearshift.

Microsoft Windows is a GUI (pronounced GOOEY) - a graphical user interface, where programs and functions appear on screen as little pictures or icons.

Programs designed to run from Windows all have their basic controls in the same place.

To make things even easier, most Windows packages have excellent on-screen help.

The real plus is that you can use either a keyboard or your mouse to control your computer.

To see how Windows 3.1 performed with other programs, we checked it out with Microsoft's

By GARF LUCAS

Word for Window - a powerful word processor complete with dictionary, word counter and even its own programming language.

Don't panic! You don't have to know anything about programming to use Word.

Most of the functions are available at the touch of an on-screen button.

Word is what computer buffs call WYSIWYG (pronounced WHIZZY WIG), which means What You See on-screen is What You Get from your printer.

If you want to make a piece of text stand out, simply wipe over it with the mouse and click the BOLD button.

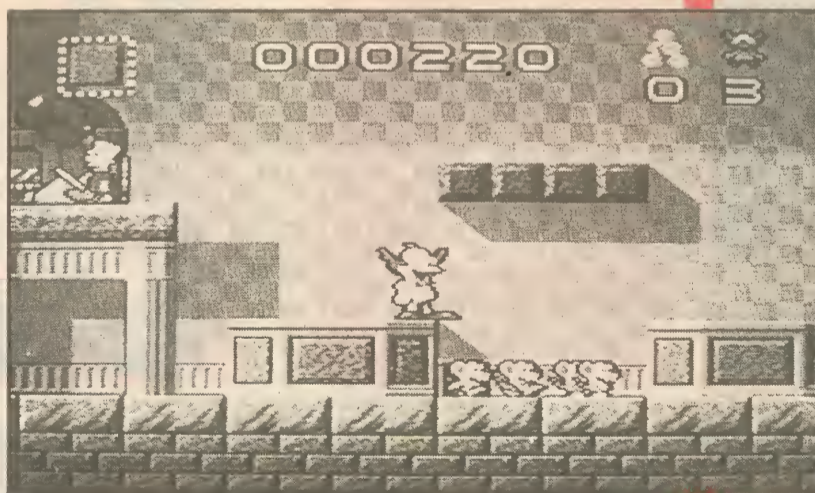
When you want to print a page you hit print-it's as simple as that.

Word is a top end word processor retailing at £250.

If that seems a bit pricey, a scaled down yet very powerful little brother is available as part of Microsoft's Works for Windows package.

Windows itself costs about £80 full price, though many new computers come bundled with Windows version 3.1 as standard.

Garf verdict: Windows is a real winner, but as always, be sure to shop around for bargains before you buy.



## YOU CAN TRUSTY KRUSTY

KRUSTY'S SUPER FUN HOUSE, MEGA DRIVE

Mega Drive fans are currently deprived of that classic game Lemmings.

Krusty is an excellent alternative. This is the second megadrive Simpson's licence and thankfully it's a great improvement on the Space Mutant saga.

The game is based around Krusty the clown who looks a bit like Binky the clown from the Garfield cartoons. Krusty's Fun House has become infested with rats and you've got to guide the rats to the trap. To do this

By ANTHONY GRIFFITH

Krusty must build steps, fill pipes or fill holes amongst other things. You must work out how to get Krusty around the Fun House.

You are armed with 10 custard pies to start with but there are plenty of bonus blocks around. Graphics are ace as is the game play. Sound is a bit annoying.

Krusty is addictive and easy to get into. It gets progressively harder and has long-term appeal. By Acclaim. £39.99. Supplied by Whitstable Video.