

MEGA GUIDE

Edited by MARK GREGORY

Street's of Rage 2 holds the top spot for the second week running, with Road Rash and Ecco hot on its heels, here's the full run down:

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Nintendo

NO-HOPER

By STEVE READ
Sun System Editor



THERE'S something fishy going on. I was doing fairly well on Ecco, I went to the canteen for a coffee and came back to find I'd been switched off and have to start again.

I can't prove it... but I have a strong suspicion that The Cheat was lurking around at the time.

Anyway, to the mailbox... and Lee Murphy of Cwmbran, Gwent, writes: "I know you'll thrash everybody in the Ecco race. The Cheat is the Mega Guide's true No-Hoper because he never thinks them up for himself."

Dexter Whittington, of Gravesend, Kent, has sent me a great list of tips which I'll use once I get going again. He's included all the passwords, and I'm prepared to reveal the first three today: The Vents is NCJLFBFO, The Lagoon is AADFLFBZ and Ridge Water is LUPMLFBX. More next week.

Joe Montgomery lives in Southwark, south East London, and he's going to get a visit from the Boys after writing: "Dear Steve (Bald Gezer), if you don't have a go at Shadow Of The Beast on the Sega you're a yellow chicken. Super Mario World is for nerds!"

That's your lot for this week. Next week I'll have more space because I've told The Cheat about a good place to go train spotting. Did you know his first name is Oswald? Honest!

THE CHEAT

Hi fans! It's not fair, I've finished Ecco already (it only took me 37 minutes and 17 seconds) but the editor won't let me claim a prize 'cos he says I'm a cheat. I suppose he's right.

Anyway, I've got loads of codes and cheats for the spectacular dolphin game that I will be printing as soon as the race is over. Meanwhile, check this lot out:

AMIGA

AFTER BURNER: PAUSE the game and type TOGETHER in ELECTRIC DREAMS. Once you have typed in the S of ELECTRIC DREAMS you should hear a digitised voice say WOW. Now press G for more missiles/ T for less missiles/ N for extra lives - R.Wong, Clwyd, N.Wales.

MEGA DRIVE

ROAD RASH: Here's a handy way to finish first every time. Come fifth in the first race. You will get a password that has 50000 written in it, change this to 11111 and be first every time - Gary Jerome, Hampshire.

ATARI ST

ROBOCOP: On the hi-score table type BAMBOOZULEM and press HELP for infinite energy-Kwadwo Aggemang, London.
JAMES POND: Type in JUNKYARD and press ENTER so you can't be hurt - Kwadwo Aggemang, London.

NINTENDO

ISOLATED WARRIOR: To get to scene 02 use the code 1227. To get to scene 03 use the code 0501 - Simon and Sam Wild, Newton Aycliffe, Co. Durham.

SUPER NINTENDO

GRADIUS 3: When on the title screen press and hold LEFT and press A three times and then start the game. You should now have 30 lives - Marc Downs, Oldham, Lancs.

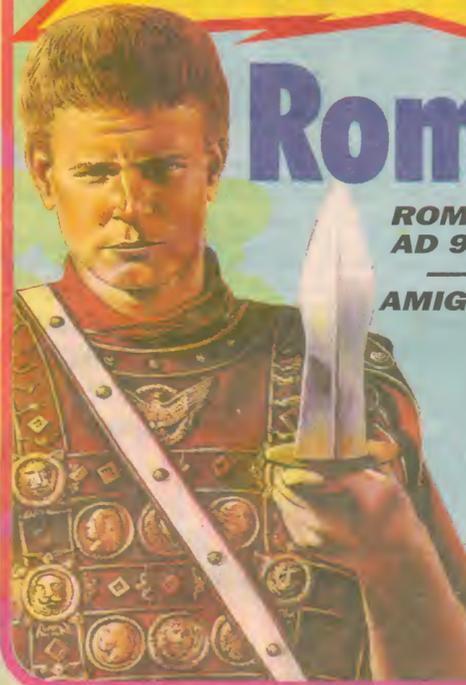
GAME BOY

WWF SUPERSTARS: Press SELECT and B at the same time to throw your opponent out of the ring - Chris Baker, Warley, West Midlands.

DIRK IS A BERK

By KIRK RUTTER
THE second Dragon's Lair game ended when Dirk the Daring butchered the evil Mordroc and saved his sweetheart Daphne. Their domestic bliss is once again shattered, this time by Mordroc's twisted sister Mordread. She has kidnapped Daphne and you must help Dirk rescue her before she is thrown into The Vortex Of Time and lost forever. What we have is a cartoon on disk, you watch the action and at key moments use the joystick to make choices, left, right, etc. There is no gameplay as such, just trial and error. Graphics and sound are fab but play is very weak. Fun while it lasts, but there's less than 3 minutes of animation. Once you've been through you won't want to go back.
Fans of the Dragon's Lair arcade game will like it but nobody else need bother. By READYSOFT, £24.99. SCORE DUDE SAYS: No testability, not worth £24.99.

DRAGONS LAIR III (THE CURSE OF MORDREAD) AMIGA

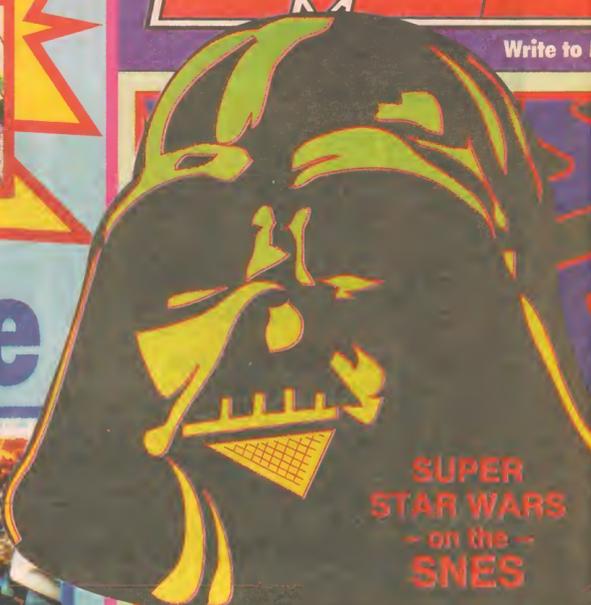


Rome alone

ROME AD 92 AMIGA



By BEN HOOPER
ROME wasn't built in a day and it will take you a lot longer to conquer AD 92. You are a slave called Hector heading for the very top - to become Emperor. Hector must take up six challenges, dabbling in slave-trading, gladiator fighting and even cheating at dice!
The original game design works well and icons make it easy to operate. Humour is straight out of an Asterix comic, with a touch of Monkey Island 2. Take the two consuls of Rome - Seganus Megadrivus and Nintendus Gamebolis! Though the sonics aren't brilliant, they do the job. Graphics are detailed with lots of digitised photos. The only flaw is Hector's animation, which is sad! But it is certainly worth a go, or as the Romans would say, Caesar the day!
By Millennium, £25.99



SUPER STAR WARS - on the - SNES

BEWARE of womprats, sand worms, jawas, sand people and of course storm troopers. Star Wars is packed with alien 'orribles who need blasting out of existence. End of level baddies include the Sarlacc pit monster which digests you alive over millions of years and a mutant womprat - so watch out!



STAR WARS SUPER NINTENDO LUKE lively! The galaxy is about to be destroyed. Darth Vader has his evil mitts on the lovely Princess Leia. You start the game as Luke and to defeat the Death Star and rescue Leia you must get through 14 tough levels. On some of these you play the part of Chewbacca or Han Solo. Difficulty can be set at easy, brave or Jedi. Outstanding graphics and the original movie soundtrack in stereo put this game into a class of its own. Handling of the characters is also terrific. Slide, jump, run and even superjump while pumping laser beams into alien weirdos. All the characters from the films turn up at some point.



SCORE DUDE SAYS It's fab sci-fi fun. OK BY ME

In the finale Luke must fly the X-wing fighter through the trenches of the Death Star and drop a bomb down an air shaft. This is just like the film, in plot and gameplay. The only fault I could find is that there is no save game or password system so you have to complete it all in one go. It's a real pain to get two-thirds of the way through, over many hours, die and then have to start again. But it's still a fantastic epic of a game. By JVC around £55 on import. Supplied by Gamebutlers.

DOLPHIN STAKES RACE IS ON

MORE than 2,000 game fans have joined the great Dolphin Stakes race, making it the biggest computer contest ever! We've had sackfuls of cards from all over Britain and everybody wants to take part. We challenged joypad bashers across the land to see who could be first to finish Mega Drive splash hit Ecco The Dolphin. There's £1,000 worth of games for the winner and a bundle of goodies for 26 runners-up. Our 2,137 registered racers are battling through 25 tough levels of undersea action... and the passwords are coming through thick and fast. We asked you for the final message that appears at the end of the game. Some racers boast they have already finished and we're checking out their claims. Trouble is, we haven't got to the end ourselves yet! You're just too FLIPPIN' good! We'll be announcing a winner next week. So remember to FLIP to your Mega Guide!



David... fierce



Chris... mean

KILL, KILL, KILL! Mega Guide monster Killer David has dived into the lead as our reviewers swim for victory in the Dolphin Stakes. We have put a team together to race alongside the rest of the land. But don't worry, folks, our crew can't win the prizes! Killer David has plunged ahead reaching level FOURTEEN - and he has only smashed up FOUR Mega Drives in the process. No-one knows the real identity of this fierce nine year old. All we know is he's keen and mean, mean, mean! Mega Guide reviewer Anthony Griffith is also racing but he's only reached level THREE. The secret of his failure is simple - he's just NO GOOD!!! But fear not, the No-Hoper is living up to his reputation and doing EVEN WORSE! Our shiny-domed pal is still on level TWO!!

THE MEAN TEAM are just a bottleneck behind Killer David. Katie Chivrali, 12, and brother Chris, 14, have leapt to level THIRTEEN. Our plucky pair are determined they will be romping home first after the final level. Mega Guide dolphin expert Andrea Hopkins is on level FOUR, ahead of Anthony and the No-Hoper. Asked about her race strategy, Andrea, 19, told us: "Dolphins are very cute and very friendly."



Katie... determined

THE RUN CHAMPIONS

Street Fighter Alert: Week Three AMAZING but true - we're just weeks away from the "official launch" of Street Fighter 2 on Mega Drive and STILL nobody has even seen the bloody game. Sega say their Champion Edition cart is due for release on March 1. We reckon that ought to be April 1, because it looks like they're making fools of everyone. Come on Sega, where is the damned thing? One anonymous caller told Mega Guide he had seen a copy wrapped up with his kebab in Peckham High Street but he's LYING. Buzz quiz: Does the abominable snowman exist and if so does he have a copy of the game?

FEAR NOT NES FANS

RECKON you're a bit tasty when it comes to dishing out some trouble? Get set for some big time bother with Final Fight 2! The sequel to one of the most popular SNES games ever is on its way - with everything you wanted from the original and more besides. The town is in trouble from street gangs yet again and the only way to sort out the thugs is to dish out the duffings they so richly deserve. This time around you can choose from all three characters, and best of all there's a two player mode for double trouble. If that's not enough, you can even beat up your pal and knock him out of the game when he gets on your nerves. This one is red hot so more news very soon.

DOUBLE TROUBLE

FEAR not if you're a puny little Final Fight fan with a wimpy NES. The game is coming to your machine, and it's a bigger challenge than the 16-bit original. Mighty Final Fight from Capcom will be hitting the little Nintendo soon. The aim of the game is the same as its big brother, but the graphics are cuter and the play area is massive. Some of the moves you can pull off look a bit of a treat, too so more news as soon as.



