

# MEGA GUIDE

NOVEMBER 28, 1992

FREE WITH THE 25p SUN

## TRASH 'EM

### ROAD RASH, AMIGA

REVVVV up race fans! The dash, crash and bash 'em bike spectacular has finally hit the Amiga.

You remember - it's the Mega Drive smash where you burn across the States in a highly-illegal road race and anything goes.

Prizes are dollars, not points, and they're worth fighting for. So if you club a rival off his bike as you pass, who cares?

The rashers (as they are commonly known) are very popular with the public. But that's a view not shared by the police.

The elite group consists of 16 bikers. Some are nice and ordinary, others are evil.

There are five races a year, each just under five miles long. Finish all in the top four and you can progress to the next of the five levels.

Watchout for hazards - like cows in the road, rival riders and police, who nick you.

Get too close to a rasher and he will try to push you off by kicking and punching. Some even have wooden clubs.

But get your thumps in first and watch your pal bite the tarmac.

The game finishes when you run out of cash. So don't. By Electronic Arts at £25.99. 1200 compatible.



# WIN 100 OFFICIAL Mega Drive Power Tips Books



HERE'S a chance you can be an even bigger MEGA than the MEGA thanks to another mega, Mega Drive Power Tips Books. We're giving away 100 - yes, ONE HUNDRED - copies of the Official Mega Drive Power Tips Book. How you can look like an expert on dozens of top games - without wasting your time learning how to play. The big, glossy book has hundreds of pages, hundreds of cheats and over 500 full colour screenshots. Get the lowdown on 100 games including Sonic, After Burner, Chuck Rock, Baser, Striker, Super Hang On, Top Gun and Earl and more, many more. All you have to do is fill in the FREE prize is answer the following simple questions: What is the name of the fox in Sonic 2? Is it a) Snake b) Tail c) Bush. Send your answers, complete with your name and address to: Mega Drive Power Tips Book, PO Box 30, Riverside Street, London EC2R 4NG. The book is worth 100 answers drawn from a hat and will be closing date is Tuesday December 1st.

FOR a fast game, this has taken a long time to reach the Amiga - Road Rash II is just about out on the Mega Drive. But it's been worth the wait.

Electronic Arts have resisted the temptation to "improve" this game and have kept it true to the original.

It was a winner then and it still is now.

Graphics are good and the game play fast and smooth.

Get on the racing line through a bend flat out and you'll believe you're sliding off your seat.

Sound is good with great music and spot effects.



*Psst!*  
**FREE** game with this week's Mega Guide  
 See my column

## MINDBLOWING

ROAD Rash is a highly addictive and challenging game that requires both skill and chance. The fights are fun, Fun, FUN. But they don't earn you money in this road race for bandits so you may prefer to stay out of trouble. A laugh-a-minute yet highly seriously racing game that everyone will enjoy. Highly recommended.



# MEGA GUIDE

EDITED BY MARK GREGORY

## DINO MITE



**By Ben The Goldfish**  
**MONSTERAMA!** Fancy a fight with a dinosaur? Big Nose does. Yet another caveman takes to the screen and the beauty of this game is the creatures, which range from genuine dinosaur-alikes to some pretty weird-looking things. Big Nose plunges into battle against some pretty BIG opponents armed only with a club.

### Catchy

But it's all he needs for some enjoyable brutality. The monsters are nicely drawn and fun to knock about. Action is smooth but a little slow and seasoned animal abusers will not find it too much of a challenge. Sprites are big and bold with bright background colours and simple catchy tunes. Young kids will love just looking at this one. It's great for laughs but older players will probably get bored of Big Nose and his chums fairly quickly. **By Codemasters, out now. SCORE DUDE SAYS: Great Chrimbo prezzie at £7.99.**

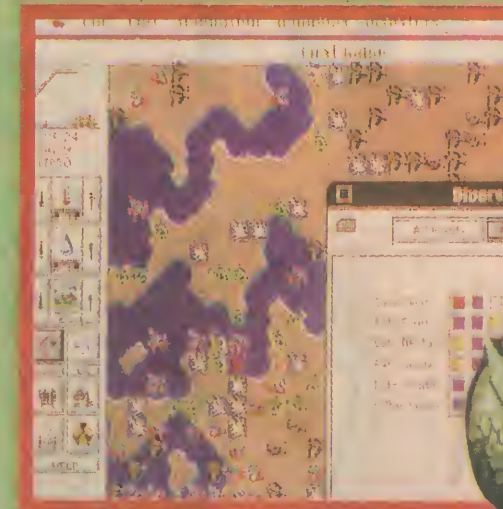


## PERSIA HITS THE MASTER SYSTEM

**PRINCE OF PERSIA, MASTER SYSTEM**  
 LISTEN up, Master System gang! You lucky people have a neat new game - and before those Mega Drivers, too. You are a prince rescuing a princess, as per usual. Battle your way through the castle's dungeons to find her. And this castle has one very complex dungeon layout. Wield your sword in numerous battles and find potion bottles to restore your health. Prince of Persia got a fantastic reputation on home computers for excellent game play, graphics and sound. Domark have done an outstanding job converting this to the little 8-bit. Graphics are the best ever seen on the Master System. Sound consists of moody intro music and realistic spot effects. Quite simply this is the greatest Master System game ever. Domark, £32.99. **SCORE DUDE SAYS: NOT HALF BAD. I thought I was playing a 16-bit machine.**



## Animal magic



**SIM LIFE, MAC**  
 THIS here is the sort of weird creature we'd end up with if evolution was left to humans. The idea of Sim Life, the Genetic Playground, is to create as many mutant beings as you can. I think. Mess about with DNA, food sources, plant life and see what you come up with. Can you design a world with a "sustainable eco-system"? Let's hope so. It's all extremely completed and you need a few millions years spare to get stuck in - but it is quite fascinating. Brilliant for school biology classes. **By Softline, £34.99.**

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

# HERE WE YO-YO!

## SHADOW OF THE BEAST 2 MEGA DRIVE

'Cowards don't go much on your mace'

**By Gary McGovern**  
 AND I thought [the first game] was a bit of a headfirst into battle. This follow up to the fab first game is packed with 100 new monsters hell bent on wrapping your deadly yo yo round your neck. You play the beast boy thing or whatever its meant to be. It does explain the plot in the manual but if there's one thing I really HATE its manuals. Here's my advice, kids, never read 'em. Ever. Tear the booklet up the moment you buy the game and if you can't get your cart working SMASH IT UP. Action is based on the planet Kara Moon. You must save your sister from the evil Beast Lord. Personally, I'd rather stick my

head down the loo. But a madman must do what a madman must do so I plunged headfirst into battle. Foes come at you thick and fast but the cowards don't go much on yer yo yo! Pulp their faces for 'em and your mace reels in ready for another shot. What an ace mace! But it won't all go your way - this is a tough game. Puzzles are pure brain damage but don't worry you won't be long enough to solve many. SOTB 2 has loads of levels with plenty to do, bright graphics and great sound. A good physical and mental challenge that'll quickly have you pulling out your hair. Or your sister's. **By Electronic Arts, £39.99**



I'M a bit of a headcase where role playing games are concerned. I'm more of a violence man. But Shadow Of The Beast 2 is a good mix of action and adventure. Keep your eyes peeled for nasties but remember to have a good look around

each screen for hidden money, weapons or maybe even an energy potion. A TIP, friends - faced with the sword-wielding giant, make him follow you back to the bridge. His weight will be too much and he will fall. There is simply no other way to beat him.

### SCORE DUDE SAYS: OK BY ME

Good to look at and a tough challenge, too. Brawn and brain is a great combination and there'll be more like this. All games are too pricey for me but this is better value than most.

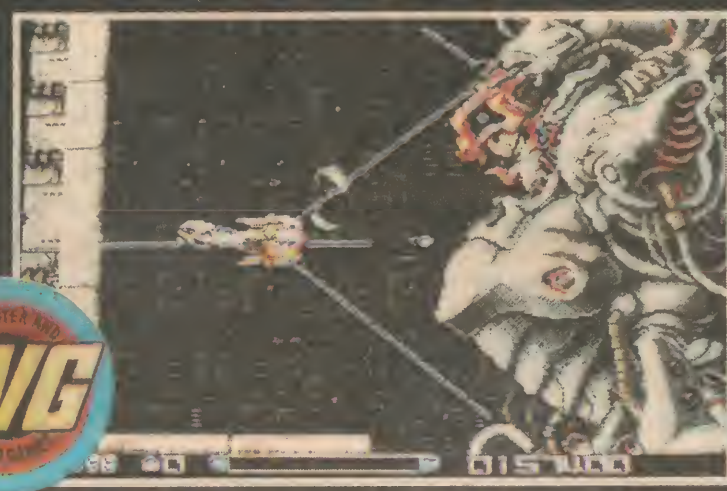


# RAGE 2

GET set for one of the best streets ever on your Sega Streets Of Rage 2 hits the Mega Drive soon, and it's so hard it'll make your eyes water. The sequel to one of the best-selling Sega games ever, SOR 2 features some of the greatest graphics yet seen on the Mega Drive, and it'll be a fight feast from start to finish! Meanwhile, Game Gear fans can join the fighting fun as

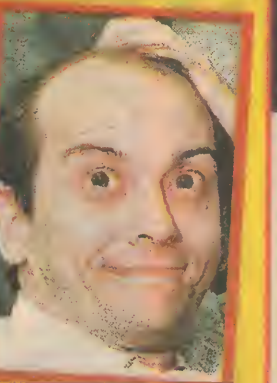
the original SOR makes it onto hand-held, with all the best bits of the original thrown in. Are you tough enough? You will need to be a bit tasty to tackle one of the best shooters on the Game Boy, because R-Type 2 is coming soon. The original solid squillions on hand-held, and this is better! All the features are there, and it's a right blast as you take on the Bydo empire in a fight to the finish! Super NES fans

shouldn't miss out either-the game is already out on your machine and it's the biz! Some sad mags gave the game a duffing when first released on grey import, but it turns out to be one of the best blasters around. Check out this screen shot on the right and watch out for more Mega-Guide info. See you next week!



## Nintendo NO-HOPER

By STEVE READ  
The Sun System Editor



FIRST, some emergency tips on Super Mario World. Samantha White, of Oswestry, wants to find the Switch Palaces. In Donut Plains 2, go up the second green pipe, climb over the hill and go up the blocks to a vine. Climb it and you'll find the Green key. In Vanilla Dome 2, swim underneath the blocks at first. Then go up, find the P switch, take it close to the ceiling-high blocks, hit it and go in the water. Hurry! The Red key is on a ledge, the keyhole is underneath. In Forest Of Illusion 2, there's a yellow block next to a wall at ground level. The wall isn't solid! Walk or swim through it and get the Blue key. Richard O'Brien of Dublin can't beat Bowser. Stun the Mecha-Koopas he throws out, then toss them in the air so they clout him on the head. You need to do it twice in each of three battles.

NOW, back to The Legend Of Zelda.

Head for the Eastern Palace. But beware of the grey statues outside... they come alive! Go in, move the pot in front of you and stand on the switch. Enter the door that appears, continue forward and stand on the raised tile. Go in, then pause to have a look. Something is firing cannonballs at you. Wait for the big one to pass, then dash forward and hide in the sides as the little ones come. There are four little ones between the big ones, usually. Go left and upstairs, open the chest and pots, then go back to the ball room. Go up and right, move the corner pot and go through the door. Go to the top door on the right after killing the skeletons with your sword (the boomerang just makes them more angry). In the next room remove the middle pot and hit the switch. Go in and get the map from the chest. Jump down to the left. Go back to the big room and keep going until you reach a chamber with a broken skeleton on the floor. Live ones will appear-they are best beaten by throwing pots at them. When you kill the last one a door will open at the top. Go in and you'll find the compass in a chest. Now use your X button to see where the bad guys are. Go downstairs from the chest, touch the grey tile and you'll get a telepathic message. We're looking for the bow and arrows, the only way to beat the Amos Knights. Go next door and watch the green statues. They can only be killed when their eye is open. Chuck pots at him. He wakes up when you are two blocks away from him. Go up to the door and you'll find you need a key. Go to the left and jump down the well. To return, stand on the orange square, go next door and head upstairs. As soon as you enter the room, run like the clappers to the right. Stand on the switch and go through the door for a key. Go back to the locked door and open it. Kill everything in sight, move the middle pot and a chest appears containing the Big Key. Go through the top door, go forward and right to find the chest with the Long Bow. Upstairs and through the door to fight some green guards, one of whom is holding a key. Don't go right, go left and head for the switch in the bottom left corner. In you go with your bow, shoot the green guys in the eye and head for a raised tile. Stand on it and go through the door. Kill the skeletons before you kill the red guard, then use your bow-he needs two good hits and pots don't hurt him. When the top door opens, go in and kill the easiest monsters first (it sounds obvious but it's easy to get distracted). Now you're about to meet the Amos Knights and get a Medallion! Wait until they shake before using the arrows on them. Each takes three hits, but when there's only one left he becomes more agile. He turns red, too. Knock him out of the frame and you're home and nosed. Take the pendant to the elder's house (out the palace, go left and keep jumping down) and you'll get Pegasus's Shoes. Good, innit!

See you next week

