

MEGA GUIDE

10 APRIL, 1993

FREE WITH THE 25p SUN

GET UP AND ATOM!

By LINFORD CRISPY

GO! GO! GO! Sprint into action for some breathless joypad bashing with the man in the nuke suit... the Atomic Runner.

Atomic races hell for leather into a pitched battle with scores of alien 'ardmen and you've got to keep pace to keep him in one piece.

Our hero jogs into punch-ups with flying, jumping and bomb-throwing baddies and you can't stop him making straight for the thick of the action.

All you can do is speed him up, keep him on his toes and shoot your way out of trouble.

Atomic does not stand still for a split-second. But you've got to be nippy to stay in the game.

Despite his atomic suit, our man can be burned or blown away at any moment.

You have to keep him firing, jumping and spinning to see off waves of baddies who attack from all sides.

Spraying bullets as you somersault through the air is probably the easiest way of staying whole - but watch where you land.

Atomic is a speedy, satisfying shoot 'em up with fluid gameplay. Graphics are smooth though not in the least original and music is not nearly as hectic as it ought to be.

But Atomic Runner falls down in a big way because it is just too easy.

You'll be glued to the screen at first but as soon as you've mastered the art of staying alive you will be through all seven levels in no time. And we betcha won't pick it up again.

SCORE DUDE SAYS: By Data East, this one is nicely put together and fun to play. But no way is it £39.99 worth of entertainment. Most kids will finish it in a matter of days. You'd get more lasting enjoyment from a Cadbury's Creme Egg at just 24p. Happy Easter, Sega and Nintendo!

WEAPONS include guns, bigger guns, fire bombs and boomerangs.

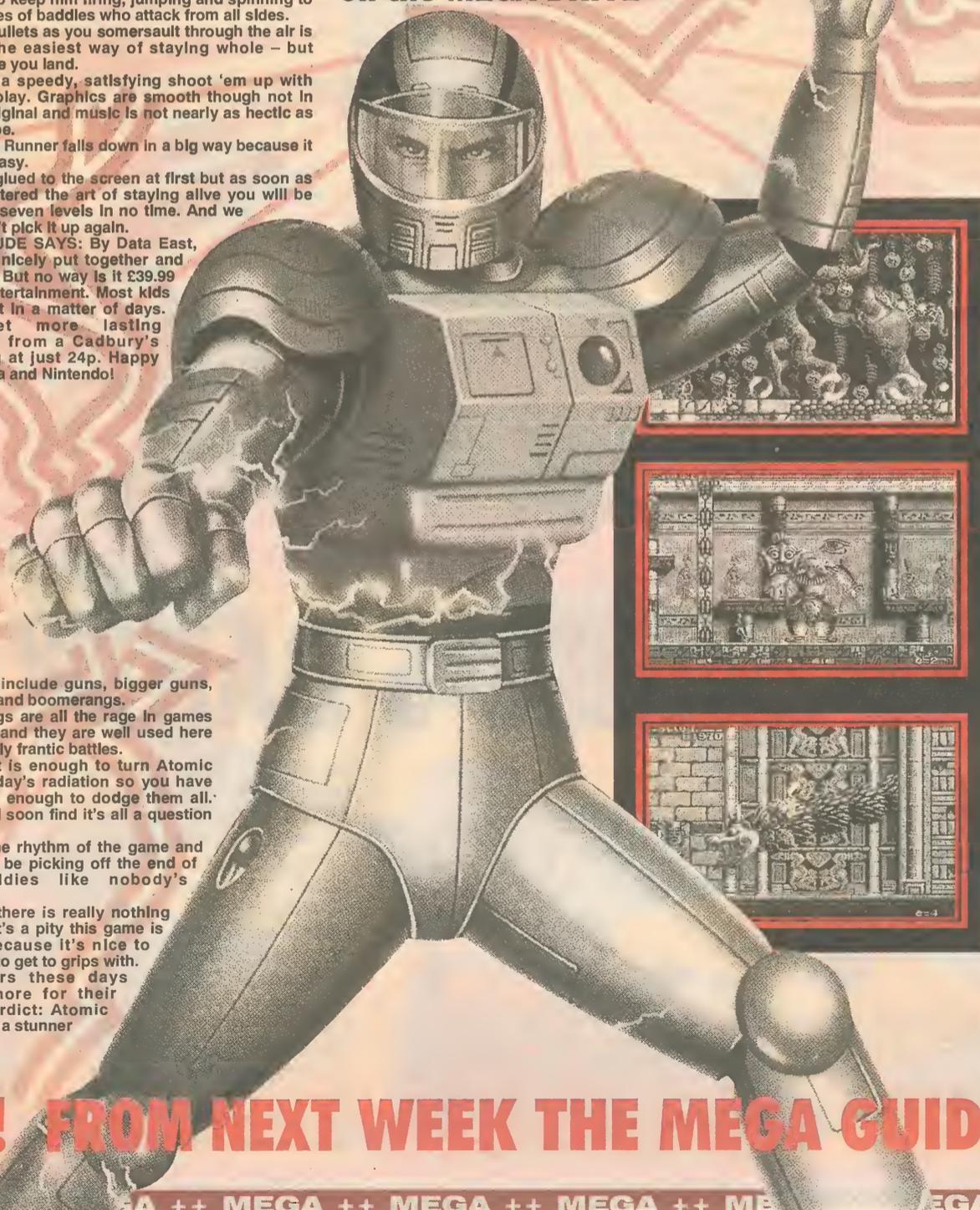
Boomerangs are all the rage in games these days and they are well used here in some fairly frantic battles.

One bullet is enough to turn Atomic into yesterday's radiation so you have to be quick enough to dodge them all. But you will soon find it's all a question of timing.

Get into the rhythm of the game and you'll soon be picking off the end of level baddies like nobody's business.

And then there is really nothing left to do. It's a pity this game is so easy because it's nice to look at fun to get to grips with. But gamers these days demand more for their money. Verdict: Atomic runner ain't a stunner

ATOMIC RUNNER on the MEGA DRIVE



DR HOOT



DALEK ATTACK, AMIGA
EXTERMINATE! Those bad metal dudes are up to their old tricks again. The year is 2254 and the Daleks have invaded planet Earth. Enter the timelord, our very own Doc Who, whose job it is to turn the Daleks into twists of tangled metal.

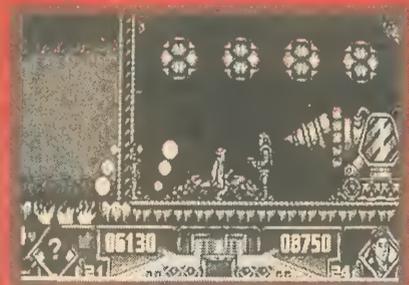
The telly show has provided the main ingredients of a meaty, workaday shoot 'em up. Packed with baddies including ogrons, robosumo wrestlers, mutants and dinosaurs, there is plenty to blast away and plenty to look at on screen.

Sprites are big and bold with well-drawn and interesting backdrops.

Most important of all, action is smooth, addictive and challenging so there's plenty of playing time in this one. There's some nice touches that will appeal to Dr Who fans - you can choose to be one of three of the timelords, Sylvester, Tom or Patrick.

Once again, there's nothing new or inventive but there's bags of baddie appeal which makes this one you'll want to reach for when you fancy a spot of alien bashing.

SCORE DUDE SAYS: Fun shooter and at just £16.99 you can't go wrong. Pity every firm can't take their prices from Alternative Software. Keep up the good work, guys!



YO! FROM NEXT WEEK THE MEGA GUIDE IS ON FRIDAY!!



BROKE? Bored? You've got one of them consoles haven't you!

Our Get Yer Prices Down campaign has uncovered a generation of gamers who are fed-up with being ripped-off. Your beef isn't only the price, it's the quality of games.

In a Sun survey published this week, 35 per cent of young players reckoned it took them less than a day to complete an average game.

You know why don't you - they're all the bleedin' SAME! Most games fit into four categories - shoot 'em up, platform, racing and adventure. To make one of these games you take the basic format program and just add new characters.

For our money, you could

FOUR BORE

lump the lot into a new category - the boring four.

Since August we have been trying to make a NEW game with NEW ideas. But firms are not prepared to spend the time or money making a game that does not fit their formats for the four that bore.

So stuff 'em. Today we're asking YOU to help. On these pages you can read all about our pan-dimensional news photographer Snapperazzi and how YOU can help us make the game.

The Sun survey also revealed the average young player spends five hours a day playing at weekends.

If kids are going to sit glued to the screen for hours we think they would be better off with a COMPUTER which runs not only games but also educational software and art and music programs.

For that reason, and of course because of their exorbitant prices, you WON'T be seeing our game on Sega and Nintendo consoles.

Snapperazzi will be coming out on home COMPUTERS - the Amiga and Atari/ST to begin with and eventually on the PC. Amiga and Atari are top-top games machines which cost under £300 - about twice the price of a Sega or Nintendo console.

But you get stacks of fun and serious software bundled with the computer when you buy it. The average full-priced game costs £25 compared to £40 on the consoles. And there are tons of budget games on the market for as little as £3.

In coming weeks we will be giving away tens of thousands of pounds worth of home computer machines and software - so be sure to read these pages every week.

SNAP TO IT

SNAP to it, folks, and help us SNAP the mould! You lot are buying the SAME game over and over again because software firms use the SAME basic program for each new title.

If they want to make a platform game, they simply change the characters. If they want to make a racing game, they just change the cars.

Now your template-busting Mega Guide needs your help to make SNAPPERAZZI - a NEW platform game with NEW ideas.

Snapperazzi is a photographer from the planet Dirt. He works for the universe-famous Sun newspaper and snaps from dimension to dimension taking big

SNAP TO IT

money pictures of the stars. Several firms have told us they want to make Snapperazzi - but none of them had the nerve to EXPERIMENT with our ideas, which are not included in the template. So now we want YOU to help us make our Snapperazzi game. We

need bright, keen CODERS who can help us come up with something that is different and fun.

We need SPONSORS to fund the game and PLAYERS to help us test it. Today we outline the basics of our idea.

If YOU are 'ard enough to 'elp us make it, test it or sponsor it, write to SNAPPERAZZI, Mega Guide, The Sun, 1 Virginia Street, LONDON E1 9XP.

If you're a coder please include examples of your work.

If you are a player please tell us about your high scores and so on - but be honest because if we pick you, we're gonna come round and check!

NO-HOPER

By STEVE READ
Sun System Editor



I HATE Super Mario Kart on the SNES ... because I can't win.

I've tried every character and every method I can think of to win the 100cc Star Race, but I get beaten every time.

And I reckon it's the machine which has been programmed to let NOBODY win.

You're on the last lap of the ice race, in the lead as The Princess when up pops Luigi, invincible for the fourth time that lap! Yet you only get one go at using your invincibility star.

Does anyone know ANY decent cheats for Kart? I've only found one short cut, and that's no secret because a close look at the map shows you where it is, just past the wooden bridge in the first race.

There MUST be more!

I was having a bit of fun with the Mario Paint setup too when it stopped working. The mouse just died.

And I'm told this isn't rare ... loads of people are having problems with this otherwise superb piece of equipment. If yours goes up the chute, check your connections ... and make sure you haven't pulled the cartridge out while the power was still on.

My mates in The Sun computer room say if you pull it out before the power's off, you could wreck the mouse driver chip. Rats!

Dear Mr Nakayama

ME gusta mucho jugar con los juguetes Sega pero no puedo comprarlos por cuarenta libras.

Por favor, podéis venderlos mas barato para que mas gente pueda comprarlos.

NAME

ADDRESS

TRANSLATION: I love Sega games but cannot afford them at up to £40. Please make carts cheaper so more of us can buy them.

Dear Mr Yamauchi

ME gusta mucho jugar con los juguetes Nintendo pero no puedo comprarlos por cuarenta libras.

Por favor, podéis venderlos mas barato para que mas gente pueda comprarlos.

NAME

ADDRESS

TRANSLATION: I love Nintendo games but cannot afford them at up to £40. Please make carts cheaper so more of us can buy them.

THIS week we print our vouchers in Spanish to really get the message over. If you want to moan at Nintendo chairman Hiroshi Yamauchi or Sega chairman Hayao Nakayama, return these

coupons to International Price Fight, The Sun, 1 Virginia Street, LONDON E1 9XP. We've had 3,452 so far which is hopeless - so do keep them coming in!!!

INTER-GALACTIC POLICE THING

FAMOUS dudes the universe over do not like being snapped by the likes of Snapperazzi.

That's why small alarm clocks are dotted about here and there.

Touch these and they become pan-dimensional police things - weird-looking creatures with one flashing eye.

They run around making nee-nah, nee-nah noises and clobbering poor old Snapperazzi! If caught, our hero loses a life and gets a hefty fine.

The only way to get rid of a pan-dimensional police thing is to jump on its head - it will then disappear.

TROUNCE A BOUNCER

BOUNCERS protect the stars from your prying lens. Snapperazzi must get close to take his snaps but the bouncers - giant boot-like creatures - bounce around trying to flatten him. If Snap isn't snappy enough, he'll be peeling himself off the pavement!



SNAP must collect film by jumping up for the icons. Or he can get them from wind tunnels which he is sucked into - but he has to steer back fast before he gets a shiner from the fist

SANDI'S DANDY



SHAPELY Sandi is an inter-galactic photographer's dream - she has all the right dimensions. Page Three beauty Sandi, 17, is easily the prettiest star in the cossie-mos.

But our bashful Ursa Minor beauty likes to give our man the slip - blowing kisses behind her as she skips away.

If Snapperazzi gets hit by a smacker, the controls go wonky as he goes weak at the knees.



NEWSMAN FROM THE PLANET DIRT



SNAPPERAZZI, a scruffy pan-dimensional news photographer has travelled zillions of light years from his home, the planet Dirt, to work for the universe-famous Sun newspaper.

Now he snaps from one dimension to another searching for big money pics....

The Aim: To build the biggest wad of cash you can by taking photographs of the rich, the famous, the weird and the wonderful.

Items worth snapping range from minor celebrities - small stars marked with a value between 100 and 500 pounds - to Bonus characters such as rock stars, Page Three girls and the Royals.

But the inhabitants of these strange dimensions do not like being snapped by the likes of Snapperazzi.

Many of the stars have bouncers. These are giant boot-like

creatures. When they leap on Snap he is flattened.

Harmless-looking alarm clocks are placed here and there. These are best avoided because if touched they change into pan-dimensional police things which clobber Snap with truncheons.

Snap can run and jump in the usual way but he also has his own space craft which can fly through the air or up in space or drive along the ground.

When Snap is flying he doesn't have to worry about crashing too.

much as he will bounce off most large objects.

But some planets are more bouncy than others and if he hits one of these at speed he could be bounced a long way back.

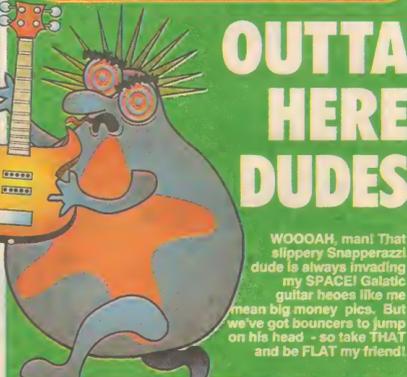
There are also deadly poisonous flowers and black holes that can suck you out of the level and send you to a previous one. So be warned!!!

The most important thing about Snapperazzi is that it IS FUN to play, rather than stressful as so many games are. Designer Peter

Bradley said yesterday: "We need to break away from the standard formats. We have stacks of ideas for new types of puzzles. "We can make a game with a fresh look and feel to it but we need coders with a bit of flair and imagination."

If YOU can help our team develop this fab game please write to: SNAPPERAZZI, Mega Guide, 1, Virginia Street, LONDON E1 9XP. We need CODERS to make the game, SPONSORS to fund it and PLAYERS to test it.

BLACK HOLES DRAMA



OUTTA HERE DUDES

WOOOAH, man! That slippery Snapperazzi dude is always invading my SPACE! Galactic guitar heroes like me mean big money pics. But we've got bouncers to jump on his head - so take THAT and be FLAT my friend!



THE CHEAT

WHAT a nerve! Less space than ever this week for the world's cheekiest column! So straight on with the tricks!

AMIGA

TURRICAN: Get a high score and type in BLUESMOBIL instead of your name and start the game again - you should have 99 lives and 500 bombs and weapons R.Wong, Clwyd, North Wales.

MEGA DRIVE

SONIC: Here's some Game Genie codes. To make Sonic jump higher use the code DDLT-AAGL. To make Sonic skywalk use BOLT-AAGL - Paul Bowers, Locks Heath, Hants.

ROBOCOD: For an option screen hold DOWN and LEFT while you press A/C and START - Scott McKenzie, Abbey Wood, London.

MASTER SYSTEM

CHAMPIONS OF EUROPE: Get to the semi-finals and make sure it is 0-0 at half time. Quit and you'll be in the final - Scott McKenzie, Abbey Wood, London.

SUPER NINTENDO

PRINCE OF PERSIA: To start on level 20 enter the code V6BB1+B but you will only have four energy bottles though - Gareth E. Gore, Hornchurch, Essex.

NEWS

TOONED IN

CARTOON Capers will never be quite the same when the Tiny Toons hit Sega and Nintendo machines, courtesy of Konami! These ultracute little critters may not look the part, but they're THE BUSINESS when it comes to game play. Boasting brilliant graphics nothing short of cartoon perfect, Tiny Toons promises a laugh and a half from start to finish as these crazy cuddlies keep the action up across level after level of tricks, traps and more than a few surprises.

With everything you'd expect from a brilliant platform romp and loads of extras bolted on to keep up the pace, this is without a doubt a cart to look out for when it's released on Megadrive, Super Nintendo and NES. Keep your bifocals trained on these pages for more news soon!

NO KEN DO

STREET FIGHTER ALERT - WEEK 12

CAN you believe it? We're now 12 weeks into the great Street Fighter Sega mystery, and there's STILL no sign of Ken and Ryu and their pals!

We've searched high and low for the Mega Drive cart Sega promised us months ago-but it's nowhere to be seen. Here's a list of places you definitely WILL NOT find the game, because we've already looked there. 1 In the shops. 2 On the counter. 3 Under the counter. 4 Under No-Hoper's wig. 5 Under The Cheat's crap tee-shirt. 6 In Piers Morgan's contacts book. 7 Or Gary Bushell's beard. 8 Down the back of Sega chairman Hayao Nakayama's sofa. 9 In Saddam Hussein's bunker. 10 At Anthony Griffin's house. 11 Inside your Mega Drive - chance would be a fine thing. 12 Anywhere else you care to mention.

Come on Sega, we're running out of patience. Where the hell is that bloody game?

THE BORING BIT

By GARFIELD LUCAS, BA (failed)
 OVER the last few months you've read me banging on about Microsoft Windows - the very pretty and easy to use computer operating system.

Software written for Windows is much easier to use and generally more powerful than the old DOS based stuff. Providing Windows is set up properly, most Windows programs automatically configure themselves for your PC as you install them.

The problem is that Windows - and your computer - must be set up right! Fortunately, Windows normally configures itself when you install it.

Even so, there are loads of things you can do to Windows that can make it run better.

For PC users who vaguely know their way round Windows but can't make head or tail of the manual I can heartily recommend a copy of Dan Gookin's 321 page Optimising Windows book.

OK, I admit I'm a Gookin fan. My copy of PC Hotline I reviewed a few weeks ago has bailed me out twice during the last fortnight!

Gookin always tells you exactly what to do. Windows effectively sits on top of the DOS operating system, which must also be set up properly to run Windows - a process explained clearly in the first chapter.

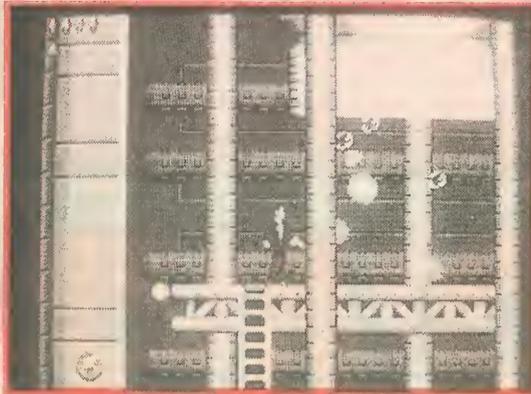
The mass of files Windows installs on your hard disk is often a complete mystery to the novice user. So he provides handy lists of important files and what they do.

Games addicts will make a beeline for the chapter on taming MS DOS Programs. It's packed with useful info about running awkward DOS programs - including games - from Windows.

The final chapter on Windows and Multimedia debunks a lot of the mystery surrounding CD ROM's and sound cards - and gives a useful insight into how Windows handles all that tricky multimedia business.

Bore Dude Says: Compulsory reading for serious Windows users. Originally published in USA by Microsoft Press and distributed in UK by Penguin - Dan Gookin's book is a snip at only £9.95.

FOND OF BOND



JAMES BOND 007 - THE DUEL, MEGA DRIVE
 HERE we double O! Now is your chance to play the famous superspy and get your own license to KILL.

James Bond (that's right BOND not POND) is not based on any of the films or books. It's a totally new adventure.

Mad Professor Gravemar has attacked a top secret International satellite launch centre, he plans to launch all the satellites into space in order to take over the world.

Knowing that Bond will be on his trail, he has built a cloning machine, which he uses to reproduce all of Bond's old enemies.

These include Odd Job, Bones and Jaws. A host of Bond Girls are being held hostage and there are trigger happy guards left, right and centre.

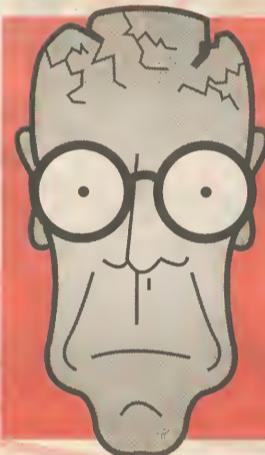
Bond must rescue the hostages (lucky thing), and destroy the Professor's base by planting bombs in strategic locations.

Action is played over five levels. It's a platform game with a touch of strategy thrown in for good measure.

For a platformer, graphics are quite good, no cutesy characters to be seen anywhere.

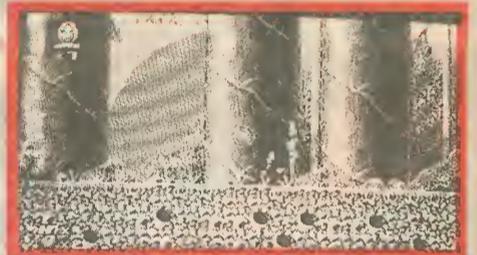
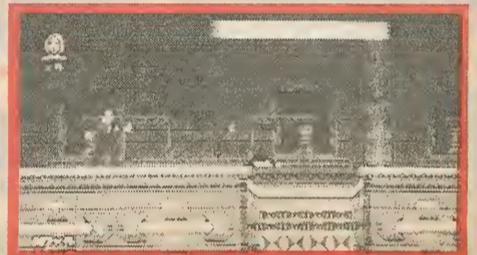
Sound is brilliant, the Bond theme is really good and there are plenty of great sound effects throughout the game.

One thing Commander Bond has always enjoyed is a good challenge - and this is just that. It's going to take you a little while to sort this one out.



SCORE DUDE SAYS

SCORE DUDE SAYS: For once we have got a decent movie tie up game, nice one Domark. But at £39.99 I have to say it: Get yer prices down.



She's back...the world's dottiest reviewer

Auntie Pat



Silly old bat

Nigel cuts a dash in 'tache

WHAT a brave lad Nigel Mansell is. Only the other day he had a broken neck after he was beaten up by Red Indians and already he's recovered enough to feature in this new game.

(Ed's note: Auntie must have seen Nigel in a neck brace after his Indy race crash.)

Nigel's moustache reminds me of a lovely chap I used to know. He called me Pretty Patty until he lost one of his legs in the war. (Ed's note: Your guess is as good as mine.)

Anyway, today's game is about motor racing and it's for Nintendo's Amiga 1200 PC. It's terribly noisy and causes pollution.

The sky was lovely and blue when I started playing but I noticed lots of exhaust coming from the cars as they overtook me. I looked out of the window again and there were clouds everywhere.

So if you do buy this game, remember to get it converted for unleaded petrol. (Ed's note: Poor old Auntie.)



FORMULA 1200 FOR MANSSELL

NIGEL MANSELL WORLD CHAMPIONSHIP, AMIGA 1200
 By ANTHONY GRIFFITH
 POOR old Nige came a cropper in trials for his second Indy race. Perhaps you can do better in his old Formula 1 Williams Renault. This Amiga game has now been enhanced for the 1200. Once again, you are behind the wheel of the famous red 5. Graphics are slightly better.

The game is faster and when you pit in, you get an animated sequence showing the team changing your tyres. The biggest improvement is the loading time, which has been halved.

This makes the game more enjoyable to play, as you're not sitting around for ages waiting for the next track to load.

The original was good, this is better, we are beginning to see just what the 1200 can do. Watch out for PC, SNES, NES and Game Boy versions coming your way soon.

SCORE DUDE SAYS: Not half bad. The original was £29.99, the enhanced version is £29.99 - no charge for the extra work, nice one Gremlin.

WALK ON

SLEEPWALKER, AMIGA
 By KIRK RUTTER

YOU are a dog. Your name is Ralph and your job is to keep your master Lee in the land of the living. That's because he's a fanatical sleepwalker.

Lee strolls headlong into every imaginable danger, with his eyes firmly shut. He has a sleep-o-meter which depletes every time he bumps into an object.

So it's Ralph to the rescue. Ralph has the ability to span gaps with his body, clobber dodgy-looking characters with a meaty club and give Lee a swift kick up the backside.

Each of the six levels is huge. This game offers the player a real challenge. I found it tough going but thankfully there is an options screen to make life a little easier.

Sleepwalker has overtones of Lemmings, not a bad thing as anyone who has played Lemmings will know.

Good graphics, limited in-game sound and tough gameplay add up to make Sleepwalker an OK game.

Anyone who enjoys a brainbender will like Sleepwalker. Action fans should try before they buy.

SCORE DUDE SAYS: Entertaining but often frustrating. By Ocean at £29.99. Some profit will go to Comic Relief.