





# MEGA GUIDE

EDITED BY MARK GREGORY

I've got loads more moans and whinges this week - writes Ugly Joe Madman. All I did was ask what drove you crazy and it seems that everyone has something that bugs them. The best whinge this week has to be from Adrian Holder. What drives him mad is that he reckons Steve Read (the Nintendo No-hoper) is much uglier than me and should be renamed the Ugly no-hoper. I agree and so does everyone else on the Mega Guide. Good point Adrian. It's not just being stuck on a level that drives P. Simmons from Kent mad. It's when his mates know how to complete it and take the mick. Try beating some advice out of them, dude. Paul Morgan had an experience that none of us would have enjoyed. He bought a Super Nintendo from a local high street store and eagerly took it home to try out. On opening the packaging he was shocked to find an old telephone with various bills of plastic wrapped around it. Imagine finding that on Christmas Day... raise your game Nintendo! If there's something that really bugs you tell me about it, the best letter each week wins a game. Send it to Ugly Joe at the usual Mega Guide address. PS due to the ad on the back we've had to lose our very informative 'build your own PC' article this week. Sorry smartasses.



## THE CHEAT

Sharing space with the No-Hoper-I thought it would never happen. Anyway, I've got to put up with it even though he's cramping my style. At least I'm in my rightful position-above him. Here's some cracking cheats for you. Keep 'em coming in fans!

### AMIGA

**BATTLE VALLEY:** Before playing type ROGER MELLJE THE MAN ON THE TELE (with spaces) for Infinite tanks-Knocker 'Cats' White, Southampton.

**CYBERNOID 2:** On the title screen type NECRONOMICOM for Infinite lives-Ben Proctor and Jamie Stubbs, Rayleigh, Essex.

### MASTER SYSTEM

**ENDURO RACER:** For a level select reset the machine first of all. When the title screen appears press UP, DOWN, LEFT and RIGHT to get the level select. It may not work first time, try again if that is the case-Richard Day, Sheffield.

### NINTENDO

**DIRTY HARRY:** Enter CLYDE on the password screen for infinite lives-Mark and Andrew, Wolverhampton.

### SUPER NINTENDO

**STREETFIGHTER II:** To get champion edition press RESET to get the Capcom logo up. Now press DOWN, RIGHT, UP, LEFT, Y, B, X, A and START, in that order. You must press all the buttons BEFORE the Capcom logo leaves the screen, otherwise it won't work-Mark and Andrew, Wolverhampton.

### GAME GEAR

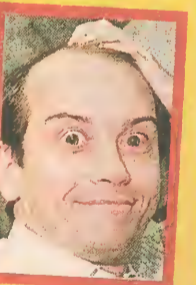
**SLIDER:** Here's some passwords-Level 30-ACEG, Level 40-AEAE, Level 50-AGAG, Level 60-AEEI, Level 70-AGEK, Level 80-EAAE, Level 85-NALI-Lisa Wasik, Royston, Herts.

### HELP ME!

Jonathon Flowers from Liverpool wants to know what order to jump on the stones at the end of Alex Kid in Miracle World. Can anyone help him?

## Nintendo NO-HOPER

By STEVE READ  
The Sun System Editor



NORMAL service is interrupted while I bring you the hottest news about a smashing new video.

If you're into Streetfighter 2 on the Super Nintendo (and if you're not you ought to be, it's the biggest-selling SNES Game Pak in Britain), get hold of the latest edition of the Nintendo Magazine System

Strapped to the front is half-hour tape revealing every kick, punch and wallop of the game, with commentary by the people who designed it. It's £3.95 and worth every penny.

And in there is something I'm going to try on Super Mario World. It was sent in by Stephen Simpson of Buxton, Derbyshire. He says that if you manage to beat

Bowser, keep holding the Up button on the keypad until Mario and the gang are parading past the backgrounds.

Mario will clap his hands if you're still holding the button, just to show how clever you are!

BACK to The Legend of Zelda and I've come to a standstill.

I'm at the entrance to the very final level, I've run out of keys and nothing I do seems to work.

Has anyone cracked it? Write to me... please...

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### LEMMINGS HIT SUPER NINTENDO

LEMMINGS - SUPER NINTENDO  
THEY'RE small and they're stupid. Very stupid. They're the one and only Lemmings and now they're on your Super Nintendo. The aim of the game couldn't be more simple - keep up to 100 Lemmings alive as long as you can. Trouble is, they're suicidal little creatures whose only thought in life is how to dispose of themselves as quickly as possible... Luckily you can plant ideas into their heads and give the little critters various skills. Turn them into diggers, miners, bridge builders and climbers and then sit back and watch while they conquer 120 levels ranging from Fun to Mayhem! So don't be a lemon - get Lemmings. By Sunsoft. £39.99. MEGA GUIDE WARNING: Lemmings could seriously damage their health.

LEMMINGS just don't care what happens to them. They will even spontaneously combust if you ask them to, just to get out of the way... The game has now appeared on just about every popular home computer and console. Every version is good and most are superb. It is also available on the Game Gear (brilliant) and coming soon to the Game Boy. Now there's no excuse for anyone not to play! There's never been anything quite like Lemmings - it is one of the most addictive puzzlers in the history of computer games - and this Super Nintendo conversion is superb. At first the control method might appear a bit tricky, but you will soon get the hang of it and find yourself spending endless nights trying to complete the game.

# IT'S XENON OR US!

## OK BY ME:

Very good but not a classic. Smooth gameplay and good graphics and sounds. But though shoot 'em ups need to be simple to work, this is just a tad too easy.



**XENON 2, MEGA DRIVE**  
ALL aboard to give those Xenonites another of the pastings they so richly deserve. One thousand years on and they want to get their own back for the hammering we gave them in the first game. You'd think the Xen-onites' last encounter with the Mega-blaster would have learned 'em better than to mess with super-laser guns. But you can't help some folk. The Xenonites have planted four time bombs at different points in history in a bid to wipe us all out before we're even born. Your task is

to find the bombs and defuse them. But first you must blast your way through wave after wave of flatworms and trilobites. Heaven knows why-but they're good fun to kill and its rapid-fire action all the way in this vertical scroller. Power-ups and bolt-ons are inventive. As well as the Mega-blaster there's handy gadgets called zappers that wipe out everything on the screen in a flash of white light. Zap down the shops and and give it a go. By Sega, £39.99. Out now. Supplied by Gamebusters.



## Bit 2 easy

END and mid-level guardians may cause you some grief but on the whole this game is pretty easy to crack.

But that's not a huge blow for shoot 'em up fans.

You'll probably finish Xenon2 pretty quickly but you will keep coming back for more so you might just get your money's worth after all.



## LITTLE MARIO STRIKES GOLD

MARIO LAND 2: SIX GOLD COINS  
MARIO'S back on the Game Boy in his biggest mini adventure ever. Yes indeed, the Brooklyn hero hasn't been taking it easy since his last hand-held heroics and he's back for more MORE!  
This time round the game design is much more similar to Super Mario 3 and Super Mario World. You can choose which lands to conquer, and even skip over the ones which are too tough and try them later. For sheer size and scale Mario Land 2 will take some

beating-there's stacks to do, bonuses galore and loads of hidden rooms to find. The graphics are a treat (although some of the backgrounds can make it difficult to see what's happening) and the sound really does the little Nintendo proud. And if you think you'll finish this one a bit quick, think again. The game isn't over until you've been everywhere and seen everything-and that's where the fun really begins! By Nintendo. £29.99.

# ZZZZZ BIG BELLY LAUGHS



HE'S ugly. He's smelly. He's got a big belly! He's the one and only Chuck Rock, and he's coming to a Super Nintendo near you soon! Prehistoric platform fans will need no introduction to the belly-butting Stone Age wide boy. This time round old Chuck's up to all his usual antics, battling against neolithic foes as only he knows how! The game is a conversion of the Amiga classic which has already appeared on the Megadrive and Master System. CVG has already played a pre-production version of the Super Nintendo game, and the good news is that the SNES version is the fastest and smoothest yet. And there's more good news for Super Nintendo fans. Electronic Arts are converting all their top Mega Drive titles to the SNES, and we've been treated to a sneaky peek at all of them! Regular Buzzers will already know all about Desert Strike, EA's conversion of the Gulf War scrolling chopper blast festival. Well, know they're busy converting John Madden Football '93 and NHLPA Hockey as well! BUZZPIC: Watch out Sonic, there's a new guy in town! Bubby The Bobcat is waiting to make his debut on the Super Nintendo and Mega Drive, courtesy of Accolad. As you can see from this screenshot, old Bubby's a bit of a boy, so Mega Guide will be taking a look soon.



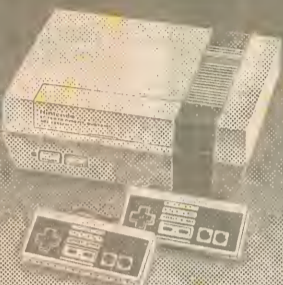
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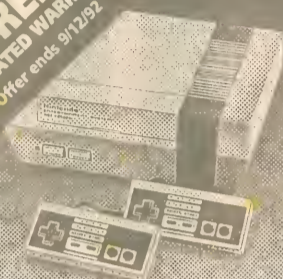
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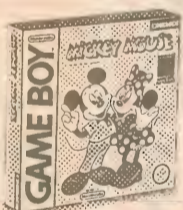
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