

MEGA GUIDE

OCTOBER 10, 1992

FREE WITH THE SUN

IT AIN'T 'ARF 'ORRIBLE

By Our Staff Writer ISAAC ASIMOV

THE evil Bydo Empire troops are at it again, taking over the galaxy and generally behaving very badly. Can anything stop the onslaught of this terrible force spreading like a plague? Yep – and you've probably guessed, it's you again!

Take control of your well 'ard little space ship and battle the hordes of horrors intent on total destruction.

Fight the best the Bydo can throw at you and penetrate their inner defences for the final showdown with, well, the most 'orrible aliens you've ever seen!

The only real drawback with the game is this: with so much happening on the screen the gameplay can sometimes slow, and every so often this shift in machine speed can become frustrating.

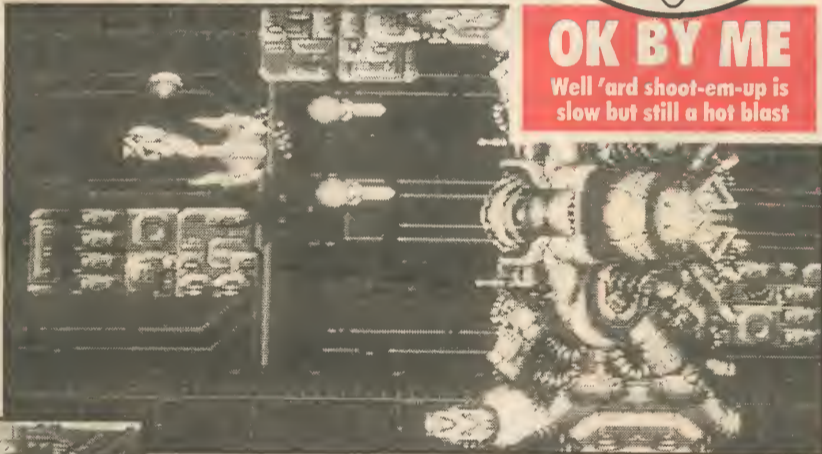
But if you're prepared to put up with that (and I was) Super R-Type is one of the best blasts you'll find on your SNES and comes with an almost-solid thumbs up.
By Irem, £45.00

SUPER R-TYPE SUPER NES



OK BY ME

Well 'ard shoot-em-up is slow but still a hot blast



Gunning for trouble... but it's all a little bit too slow

● WITH loads of levels to conquer and bolt-on weapons galore, there's plenty promised from this cart – and by and large Super R-Type delivers. This is a top-rate conversion of the classic Irem coin-op, and even features extra levels not included in the arcade original.



Space blast... battle the 'orrible aliens

RALLY HO

MONSTER TRUCK RALLY, NES

BIGFOOTS galore in this four-player off-road racing game. Test your monster skills at hill climbing, drag racing and car crushing in a nine-event rally.

Remember to pick up bonuses on the way – you don't have to be first past the post to win.

With a three-speed manual gearbox, you need only change up-changing down is automatic.

One to four people can play against computer trucks. Go straight into the rally, do just one event or design your own track. Graphics are blocky. Gameplay is slow but easy to control.

Tough terrain and custom-built tracks make for a half-decent game. By INTV Corp, £31.99. Supplied by Discount Video.

SCORE DUDE SAYS: Not tip-top but worth a go.

Zimmer of hope

CAPTAIN DYNAMO, AMIGA/ST

MOVE over, whippersnappers! Ernest P. Dynamo, aged 75, is the one man who can save the earth.

Ernest discards his Zimmer frame and transforms into caped crusader Captain Dynamo.

A mad professor, aged 72, is keeping occupied in retirement with a bid to take over the world. Which beats shoplifting.

Great gimmick but what about the game? Dynamo is a vertically-scrolling, smooth and challenging platformer.

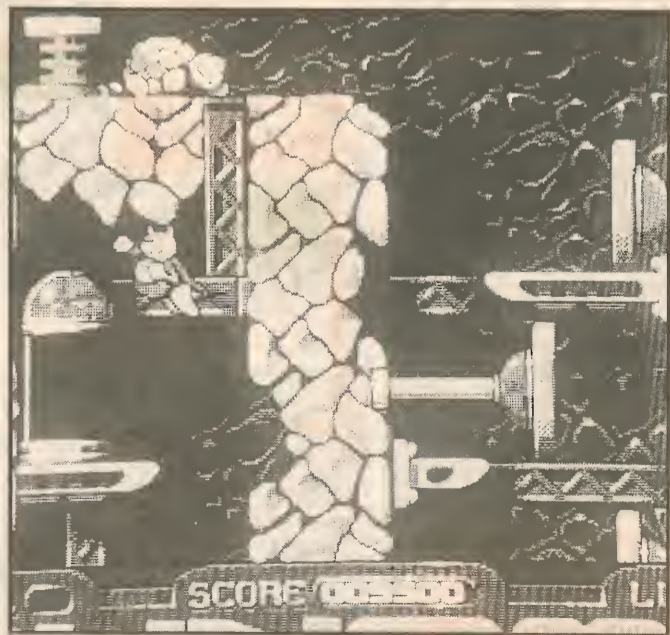
Gameplay is a bit slow (rheumatism, no doubt) but it's still fun.

Graphics are bold and puzzles will have you foxed for hours.

Highly addictive. By Codemasters, £7.99 on 16-bit, £3.99 on 8-bit.

SCORE DUDE SAYS: Good basic platformer that's no pensioners' outing.

Hard to tell the difference between this and most full price games. Great value.

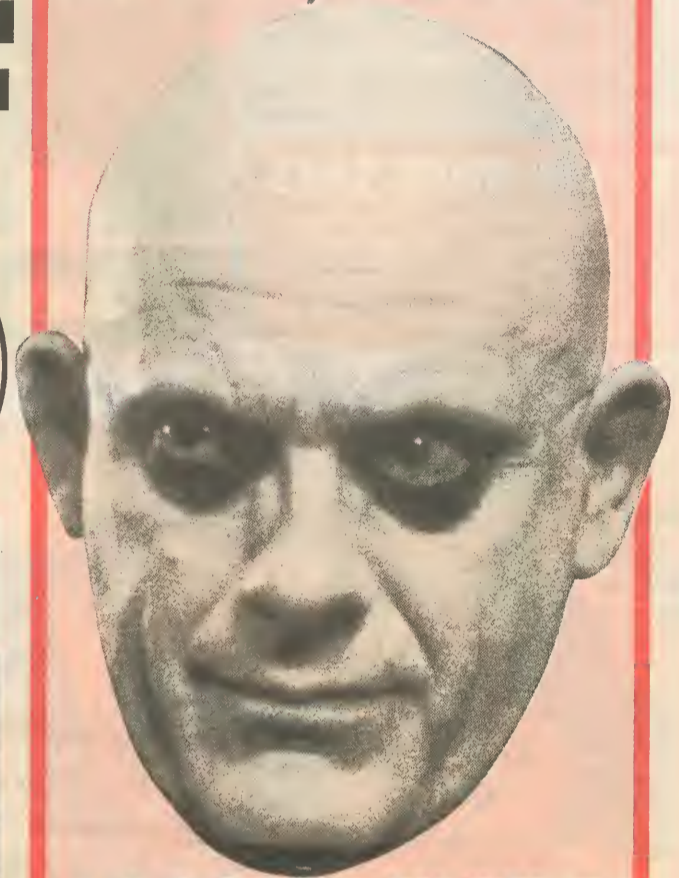


Old and creaky... Captain Dynamo, not the tortoise

INSIDE



The LOOPY, GOOKY



ADDAMS FAMILY SPOOK OUT THE SUPER NINTENDO

SPLASH OUT

AQUATIC GAMES, MEGA DRIVE
FISHY sleuth JAMES POND, the underwater agent who is licenced to gill, surfaces again. He must compete in The Aquatic Games - an underwater version of the Olympics. Events include the 100-metre splash, hop skip and jump and even leap frog. You must tackle eight fun events and if you fail to qualify in any, your competition is over. Earn bonus points for bonus events - but these are risky. Graphics are great. Sounds is okay but not brilliant. Very addictive, this game puts you in a competitive mood. Out now by Electronic Arts. £34.99. CARL THOMPSON



SCORE DUDE SAYS

NOT a bad variation on the millions of sport sims that abound these days. Pond is a great character but a bit wasted in this game. Best for very young players.



Bouncing castle is big test for our fishy spy

ONE of the events facing Pond-a respected trampolinist-is the **BOUNCING CASTLE**. He must perform twists and somersaults or better yet a combination of the two for maximum points. And he has to stay in tip-top condition for his later battles with dastardly Dr Maybe. The **TOUR DE GRASS** is another toughie. To enable your cyclist to move, you have to operate the D-PAD in a clockwise motion. Press UP RIGHT DOWN and LEFT. It's very hard for the standard Mega Drive joypads to cope with.

HAD YOUR CHIPS, PAL

CYBER LIP, NEO GEO
 SET far in the future in a space colony populated by androids, controlled by a computer. But the computer has gone mad, sending the Droids berserk. It is your job to seek and destroy the computer before it switches you off and totally annihilates the colony. Blast your way through the many levels and destroy the end-of-level bosses. Plenty of power-ups to help. Stunning graphics, brilliant sound including complete paragraphs of speech. Superb gameplay that is easy and fun to control. But unlimited continues make it all too easy. By SNK. £70. Supplied by Console Concepts.



OK BY ME
 Basic graphics but gameplay is ace



FROG IN THE HOLE CASTELIAN, NINTENDO ENTERTAINMENT SYSTEM

CASTELIAN - NES
 Life's not easy for a green frog with a mission. Rescuing Princesses can be a real drag when they're imprisoned at the tops of towers stuffed with dangers galore - and sometimes you just end up a toad in a hole. Anyway, some slimeball has dragged Miss Froggy off to the top of the furthest tower in the kingdom, and there's only one way to get her back. You have to climb each and every

tower, negotiating the hazards and pitfalls along the way. Make a mistake and it's right back to the start, but get o the top and you can face the next challenge. This is the Nintendo conversion of the Commodore 64 and Amiga classic Nebulus, which some said was one of the most addictive games of all time. With its unique gameplay - the towers spin while froggy stays in roughly the same place - it's become something of a classic.

So how does the Nintendo conversion measure up? Everything from the home computer originals is in there, with gameplay tweaked for a slightly smoother ride. Graphics and sound are simple in the extreme, but it's gameplay that counts and Castelian is difficult to put down! It's a fan of simple puzzlers with an element of action thrown in you can go far wrong with this. Great fun! By Storm. £34.99

SCORE DUDE SAYS
 A bit too easy and much too pricey

MEGA GUIDE

EDITED BY MARK GREGORY

MYSTERY HAND CONTEST

THE hand on the front of this week's Mega Guide is meant to look like the one that appears in the Addams Family TV show. You can win a free game of your choice by telling us who the hand actually belongs to. Is it: A) Prime Minister John Major? B) Children's TV presenter Andi Peters?

C) Sun editorial assistant Danny Bottono? Send your answers on a postcard to MYSTERY HAND CONTEST at the usual Mega Guide address. Please include your details and a game of your choice with an alternative. First correct answer pulled from a hat wins. Closing date for entries is Tuesday October 20.



THE CHEAT

Hi mega cheats! Here's more cunning tricks for those of us who like to take the short route to success. Howabout this for a dirty rotten cheat from Mark Satchwell of Cambridgeshire-he says that on Captain Silver on the the Mega Drive to continue after the game has ended press UP and LEFT together. Keep those tips coming in. I've had some great pictures of me sent in this week as well, keep up the good work!

MASTER SYSTEM

AZTEC ADVENTURE: Press UP 5 times before the scroll unrolls, press RIGHT three times when the man throws the money bag then press LEFT and DOWN when they all walk off. A face appears and you may choose a level-Mark Satchwell, Cambridgeshire.

ATARI ST

XENON 2: Type in RUSSIAN AIR while the game is paused. Unpause the game and press N to advance a level-Darren Birks, Birmingham.

GAMEGEAR

OUTRUN: Press LEFT on the start screen and at the same time press buttons 1, 2 and START if you want infinite time-Neil Macro, Upminster, Essex.

MEGA DRIVE

Here's some cracking Mega Drive cheats sent in by Regan Martin from Dartford, Kent:

GHOULS AND GHOSTS: Press the A button 4 times then UP DOWN LEFT RIGHT and see what happens!

HELLFIRE: Go to the options screen and select HARD, then select to listen to any music for 70 seconds and you'll get 99 lives.

SONIC: If you are fed up with the ending when you've killed Dr. Robotnik run to the end of the platform on Final Zone and have some fun with the graphics.

NINTENDO

FAXANADU: At start of game type in CMF7ev78zw5aTGjQkGKvQYQg for special powers-Scott Wainwright, Tynemouth, Tyne and Wear.

LIFE-FORCE: As soon as the title screen comes up press UP UP DOWN DOWN LEFT LEFT RIGHT then B A then START button. You should now have 69 lives!-Nick Povey, Gosport, Hants.

GAME BOY

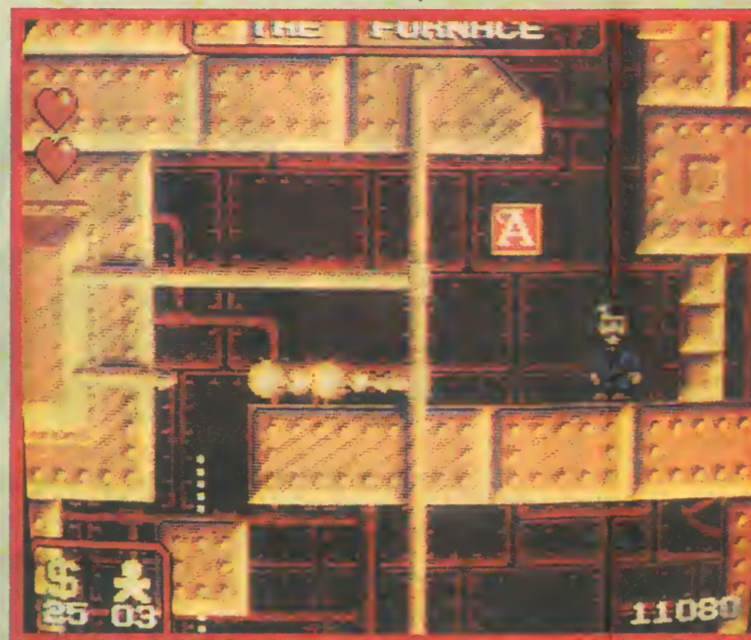
GOLF: If you make a bad shot or putt you can re-take it by pressing A, B, START and SELECT together then continuing with the same game-R.C. Booth, Basingstoke, Hants.

Keep on cheating!



Super Cheat by Gary McDonald, of Fould-house, West Lothian who reckons that I'm TOTALLY COOL.

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



FREAKOUT

THEY'RE ooky, they're spooky, they're The Addams Family and they're on your Super Nintendo. Join Gomez and pals for this oh-so-spooky platform romp featuring ghoulies, ghosties and lots of laughs into the bargain! Ghoulish ghastlies are everywhere as you run and jump across this enormous challenge, chock-a-block full of great graphics, secret rooms and bonus goodies galore. The game is absolutely enormous, and it's not one you're going to

Addams Family - Super Nintendo
 finish in a hurry. And Gomez is always in a rush - take things easy and he'll turn and stare at you with a look of despair! The only real drawback is the fairly slow and samey nature of the gameplay. It's never really frustrating but you do sometimes wish things would speed up! That aside this is a fine film licence and fans of the movie are going to freak. By Ocean, £45.00



Gameplay is a little samey but that's the only snag



OK BY ME
 It's a huge challenge and buckets of fun



Ghoulish ghastlies and lots of secret rooms



White hot Star Wars

By TIM BOONE, editor of CVG magazine

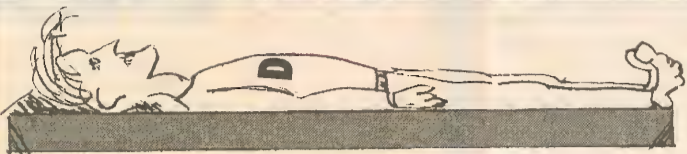
GET set for seat of the pants action, Star Wars fans! You'll need The Force to be with you to stand all the action coming your way on Super Nintendo, Game Boy and PC! Star Wars on Super Nintendo looks likely to prove one of the hottest carts around! Sticking closely to the plot of the film and featuring some truly gobsmack graphics, the game guarantees thrills and spills second to none! And the game is coming on Game Boy too. With tons of different levels (all featuring

different game styl[es] crammed onto the cart, this one's looking a real winner. But best news of all is that the game everyone wants to see will definitely be arriving soon - X-Wing from Lucasfilm themselves! It's 3D cockpit action all the way as you play Luke right in the thick of a galactic scrap with the Empire! Lucas say they were waiting for programmers to do the game justice before allowing anyone to write a Star Wars sim, and from what the CVG boys have already seen of the game it's a corker! Starting off in a trainer X-Wing, you can graduate to full pilot and dogfight against Vader's minions before the ultimate challenge - taking on the Death Star in a nail-biting finale! Watch out for it soon! BUZZ ALERT! Sonic 2 really IS as good as Sega say, and some of the bonus levels have just got to be seen to be believed! The CVG boys have just started playing the final version of the game on Mega Drive and Master System - and are THE

BUSINESS! Sonic's new pal Tails is a right old laugh, and one of the bonus stages has the pair of you zooming at top speed along 3D tracks similar to STUN Runner, picking up rings as you go! Watch the Mega Guide for more news soon. BUZZPIC: Still gagging for a screenshot of Desert Strike on the Super Nintendo? Gag no more, because here's the pic you've been waiting for! The game is due out from Electronic Arts soon and is looking great. See you next week!



He's back! The world's first dead reviewer



Deadman

By His Assistant, Norman Nibbs
HALLO Deadman fans! This week the great man and I have been looking at Ghost Pilots on the Neo Geo. Spooky title, eh? But plucky Deadman DID NOT FLINCH as I took out the cart and popped it into our console.

Set in the darkest days of 1944, Ghost Pilots is the story of two unsung flying heroes of World War Two. Tom Philips and Charlie Stingley are caught between two advancing Nazi formations. From the west comes a ground attack force and from the east, both ground and air attacks. Against just TWO MEN!!

Some believed they were superhuman—but soon they were known as the Ghost Pilots. And you soon realise this is one fast and tough game.

In one or two player mode, you control an ancient sea plane armed with machine guns and a limited supply of bombs.

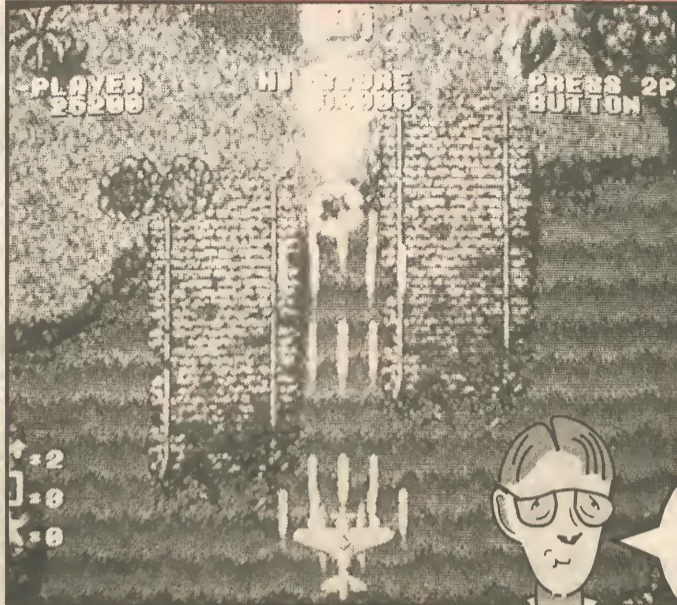
You come up against fighters bombers, tanks, boats and railway guns amongst others. And it's a frantic blast to stay in control.

As I wrestled with the joypad at high speed, with Nazi bullets whistling in our ears, I turned and saw even Deadman was as PALE as a CORPSE.

Clear and sharp graphics with brilliantly drawn backdrops. With loads of levels, power-ups and enemies, this will have your ears ringing to the noise of explosions for many weeks.

But aren't these Neo Geo games a price! Deadman nearly died.

By SNK, £69.99. Supplied by DGM of London.



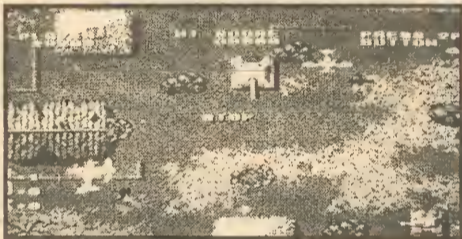
Spooky... but Deadman wasn't scared

DEADMAN hit upon a winning strategy to stay in one piece as the Nazi fighters close in.

Stare straight at a fixed point on the screen—and do not let your eyes wander.

I watched Deadman in the heat of battle and saw he was almost MOTIONLESS in his deep concentration.

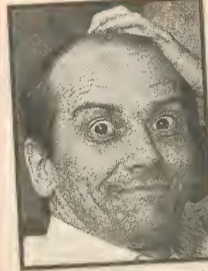
Gameplay is fast and smooth. I put the joypad in Deadman's hand and found it easy to control the plane simply by rolling his arm from side to side.



Tank... in the Nazi ground force attack

Nintendo NO-HOPER

(SUN COMPUTER EDITOR STEVE READ)



GREAT news, No Hoppers. My next challenge is not one game, not two ... but THREE adventures on the Super NES.

I'll still be messing around in Super Mario World, but I'm

going to be tackling Castlevania IV, Legend Of Zelda AND Streetfighter. Talk about multi-tasking!

It all starts next week, so send in your tips and cheats NOW for a chance of a mention.

Here's some to start off with on Castlevania, from David Grainger of Middlesbrough, Cleveland:

LEVEL 6-2: After you have successfully passed the chandeliers, continue through the level dodging the first three falling lights. At the third light, hit downwards with the chain two or three times. The floor you are standing on should form some steps. Go down these and get extra weapons, hearts and energy.

LEVEL 9-2: Once down the stairs, some blue blocks will fall down. Let them fall TWICE before crossing over them. Go up and over the first set of stairs, and continue until you see a coffin on a platform. Walk past the coffin and you should go into a secret Power-Up room.

LEVEL DRACULA: Take a big jump at the stairs in front and you should land on an invisible platform. Walk to the far left, the screen will go berserk and you'll get 99 hearts, a full-length chain, a boomerang and power-ups.

I'm not going to mention Level 97 of Super Mario this week, but for the benefit of Nicola Ratcliffe of Huddersfield, here's what to do to beat Bowser.

Jump on and stun the Koopas he throws from his Clown Car, then throw them up so they hit him. Two hits and he disappears for a while, and the screen fills with fire.

He comes back two more times and you must despatch him the same way. Three victories and you're in.

FINALLY, a nice letter from Brian Byng of Cradeley Heath, West Mids: "Steve, ou don't know what a No Hoper looks like until you've seen me play!"

That's the lot for this week. So stand by for a load of NEW action...



FUN IN 'NAM

AMAZING graphics and full of fun. The world of Eternam is gigantic and filled with surprises.

Eternam is the biggest and best planetary fun park in the galaxy. You are there for a week of Virtual Adventure simulation.

First you must choose a path. Each will plunge you into a challenging and entertaining adventure.

Keep a notepad and write down the clues various characters give you on the way. Pick up tools and weapons on the way.

Packed with humour and bright ideas, this is one of the best adventure games I have played. From Infogrames at £25.99. Out now.

MICK ROWE

SCORE DUDE SAYS: Just for adventure game fans.

BLOOD STAINS ON THE ICE ARE NICE

NHLPA 93, MEGA DRIVE

EIGHTEEN months ago a sports game was launched that rewrote the rule book. EA Ice Hockey was an instant smash and is STILL selling well.

Sega tried to cash in on the new market with Mario Lemieux but slipped up badly.

Now the boffins at Electronic Arts boffins have come up with a sequel. Could they improve on an already excellent game? Yes.

The biggest change is that EA Hockey was an international tournament. NHLPA is based on just the American teams. The controls have changed slightly.

Goalkeepers are bigger and better and some new moves shots and roles have been introduced.

The best improvement is the fighting which is now common and realistic, even as far as blood stains on the ice.

Graphics and sound are still excellent as is the game play.

Owners of the original may not be able to warrant shelling out 40 on this. But if you're a first-timer, buy it.

By Electronic Arts, £39.99—out now.

SCORE DUDE SAYS: Bigger hit than any other hockey game on the Mega Drive.



Ice one... EA have improved on a cracker

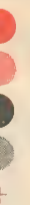


Discerning readers who follow our serious review column, The Boring Bit, will be pleasantly relieved to see its return to this periodical, seven days hence

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