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FDC 50080

# VIDEOGAMES

THE ULTIMATE

GAMING

TM

JOHNNY CAGE IS DEAD.  
REPTILE IS MISSING.  
THE CYBER-NINJA LIVES.

## MORTAL KOMBAT II

BEHIND THE SCENES OF THE HOTTEST  
FIGHTING GAME OF 1995

## KILLER REVIEWS!

ROAD RASH 3  
BEYOND OASIS  
POPFUL MAIL  
KEIO FLYING SQUADRON  
BUST-A-MOVE  
B.C. RACERS  
METAL HEAD  
RETURN FIRE  
TRUE LIES  
WARLOCK  
PAC-IN-TIME  
THE FLINTSTONES  
NBA HANGTIME '95



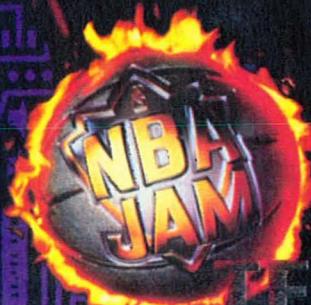
April 1995      U.S.A. \$4.95  
Canada \$4.95    U.K. £2.95  
Display until Apr. 18, 1995



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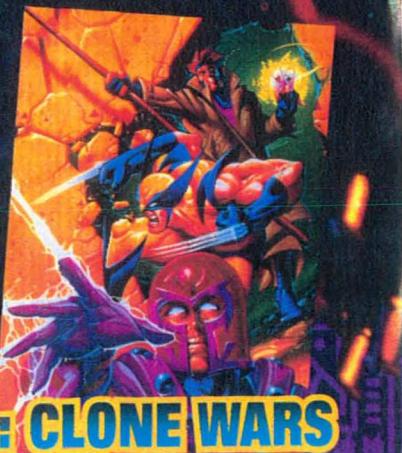
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Top Secret  
Characters & Codes!

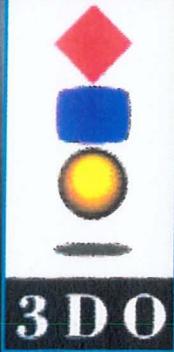


TOURNAMENT EDITION

X-MEN 2: CLONE WARS



# RETURN FIRE EXCLUSIVE STRATEGY GUIDE!



This strategy guide comes to you courtesy of Prolific Publishing, makers of this awesome war sim for the 3DO. *Return Fire* is actually a sequel to *Fire Power*, a game that was originally released for the Amiga. The programming team is headed by R.K. Von Wolfsheild ("The Baron"). With a nickname like The Baron you know this guy means war!

The Baron is interested in games that require a clever player, more than position, strength or knowledge. Designed accordingly, *Return Fire* was influenced by the early Atari 2600 pack-in game *Combat*. Designed by 2600 programming whizz Jay Minor, *Combat* included a Tank game in which two players hunt each other down in a maze of blocks and try to destroy each other.

Simplicity is the key to Prolific's design philosophy, rather than games that are story-based. *Return Fire* is fueled by this simplicity: Hunt for the flag, shoot the enemy while doing it and bring it back home. Right on! You won't come across any of that *Star Trek: TNG* think-too-much jazz here.

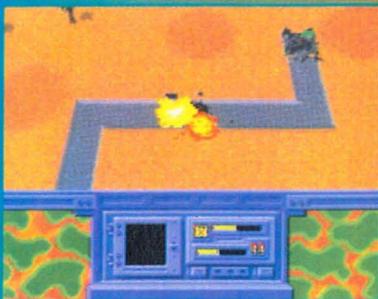
Some of these tips are pretty obvious, but we're never really sure how dumb you people are out there. Good luck soldier!

ONE PLAYER LEVEL 2-09

ONE PLAYER LEVEL 5-30

# GENERIC HINTS

**DAMAGE REPAIR:** Bring vehicles back to your bunker before they're completely destroyed. The Bunker will repair all damage.



**SELF-DESTRUCT:** You can self-destruct by pressing **A + B + C**. You'll sacrifice the vehicle, but it's a quick way to get back to your bunker.



**WATCH OUT FOR DRONES:** Never cross bridges with Drones on your tail. Drones will fire at you as you move and destroy the bridge.



**STAY ALERT:** Keep moving to avoid enemy Drones. Drones are launched when you stop moving.



**THE SUB IS DANGEROUS:** The submarine is deadly and cannot be destroyed. Once it fires a heat-seeking missile at you, you're dust unless something else is closer to the missile. The missile really is heat-seeking so if something else, say a Drone or even your enemy, is closer to the missile, it will be taken out instead of you (even if you're the one that caused the sub to surface)! With a bit of practice, the heat-seeking missile can be used quite creatively.



**CHECK YOUR MAP:** Always check the map when you're in the bunker. It is constantly updated and will show you how the terrain has changed. It will also show your enemy's position on the map as he moves around.



ONE PLAYER LEVEL 6-45



ONE PLAYER LEVEL 7-28

# TWO PLAYER HINTS

## LEARN TO PLAY VERY WELL.



### IF THE ENEMY FINDS YOUR FLAG

**FLAG:** Take your Jeep and go retrieve your own flag. Then...



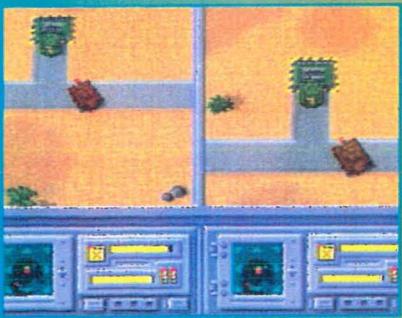
### HIDE THE FLAG

1. Behind a building near turrets.
2. Move it to the farthest location on the map.
3. Bring it back to your own Bunker. (It will be randomly placed in a new Flag Tower.)
4. You can take it out to sea, and it will slowly float back to shore. (Let your enemy have fun trying to find a moving flag!)



### LAY MINES

1. On the enemy's useful bridges, instead of destroying the bridge. When your enemy hits the mine you will have taken out an enemy's vehicle and destroyed a useful bridge.
2. On or near your flag.
3. On or near your enemy's Bunker.
4. The Helicopter can remove mines by firing rockets (and only rockets) directly at the mines.



### USE RADAR SCREENS

1. To keep track of your location.
2. To see your enemy.
3. To prepare to fight an approaching Drone.
4. To see mines. (Mines aren't visible on the map).

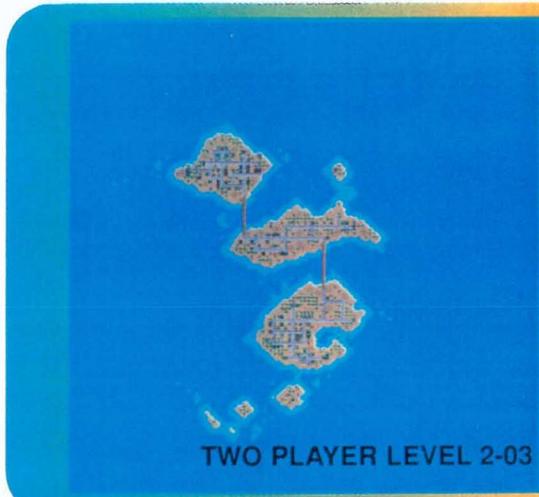


### USE THE JEEP BEACON LIGHT

1. The beacon lights green and chimes when you are headed towards your enemy's exposed flag.
2. The beacon lights bright red when you are facing your bunker.



Did we remember to say that you should learn to play very well?

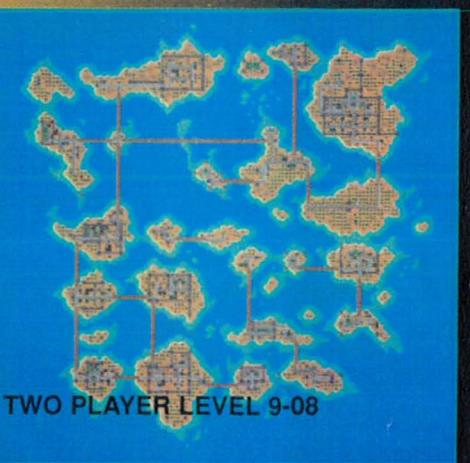
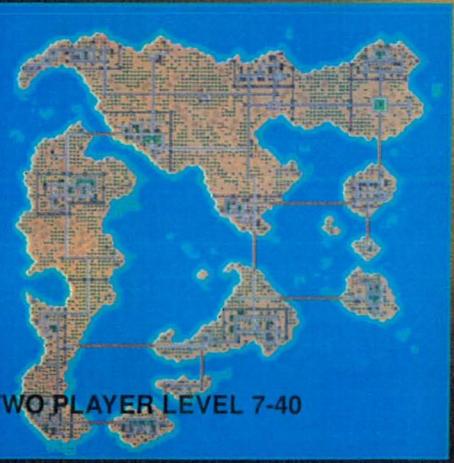


TWO PLAYER LEVEL 2-03



TWO PLAYER LEVEL 3-36

# MAPS



# PASSWORDS

Level 1

TNOD

Level 2

YALP

Level 3

HTIW

Level 4

LAER

Level 5

SNUG

Level 6

TSUJ

Level 7

SIHT

Level 8

EMAG

**DON'T PLAY WITH REAL GUNS JUST THIS GAME**