

SUPER NES • GENESIS • SEGA CD • 32X • JAGUAR • 3DO • CD-i • DUO • PORTABLES • ARCADE

FDC 50080

# VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

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

## MORTAL KOMBAT III

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

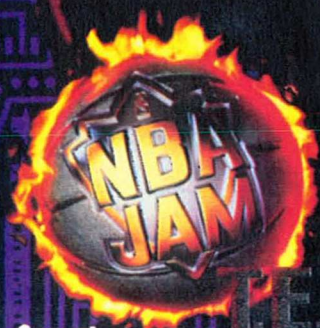
TRUE LIES

WARLOCK

PAC-IN-TIME

THE FLINTSTONES

NBA HANGTIME '95



Top Secret  
Characters & Codes!

X-MEN 2: CLONE WARS

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



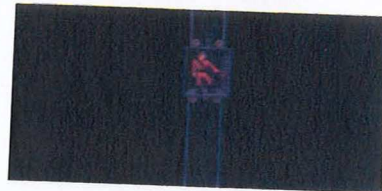


**3DO**

# RETURN FIRE

PRESENTED BY  
**DO** DOLBY SURROUNDHey, check it out! That 3DO logo blows up *real* good!

## NO WAITING FOR LOAD TIME!



The designers of this game are true geniuses. Finally, someone got creative with the loading time for a CD game. Rather than do what most lazy game designers do (which is to put in the words, "Please wait... Loading") these guys did something brilliant. When each level loads into memory, a graphic of a tiny soldier appears on screen. For about five seconds he taps his foot as he descends in the elevator to the bunker. Incredibly inventive and original; other game developers should take a cue from this simple, yet effective idea.



PHONE

(818) 637-6065

DEVELOPER

SILENT SOFTWARE

SIZE

CD

PLAYERS

1 OR 2

**ABSOLUTE****AND****TOTAL****DESTRUCTION!**

**W**ar may be hell in real life, but playing *Return Fire* on your 3DO may be the best time you'll ever have blowing things up, causing mayhem and vanquishing the enemy. The game is simple—capture the enemy flag, thus conquering their territory. Sounds easy? Yeah, right! Try doing that with towers firing powerful rockets, hovering helicopters blasting you with missiles over terrain covered with deadly mines. You can play by yourself against the computer or in two-player mode; the latter results in the most addictive gameplay you may ever experience. Don't even think about starting to play this game unless you plan on staying up past 3 AM.

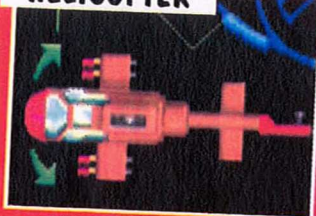
*Return Fire* contains some of the best music ever used in a game—it's all classical. Each vehicle has its own musical theme. The helicopter's theme is *Ride of the Valkyries* by Wagner. I'm not a classical music expert but this music was used in the Vietnam film *Apocalypse Now* during the helicopter raid scenes; director Francis Ford Coppola would be proud. (Apparently he has seen the game and loves it.) The great part about this music is that it does not date the game. The music will seem fresh twenty years from now. Try that with any music from an 8-bit game. That stuff grates on my nerves even now.

Once you get used to the control of each vehicle, you'll be blasting past each level. The helicopter is smooth, the tank glides, the rocket-launcher is smokin' and driving the jeep is a blast.

There are nine levels in *Return Fire*; as you advance, each level contains several different maps to choose from. Each map has a unique terrain layout, some more hazardous than others. The learning-curve for the game is perfectly balanced. The first level is

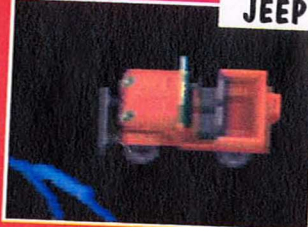
## CHOOSE YOUR VEHICLE!

### HELICOPTER



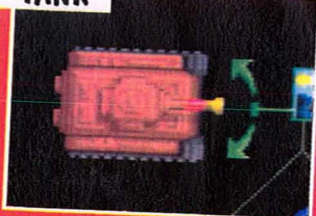
Fires shells and rockets.  
Musical Theme: *The Ride of the Valkyries* by Wagner

### JEEP



Driver throws grenades.  
Musical Theme: *The Flight of the Bumblebee* by Rimsky-Korsakov

### TANK



Fires shells at ground and air targets.  
Musical Theme: *Mars: The Bringer of War* from *The Planets* by Holst

### ARMORED SUPPORT VEHICLE



Launches rockets at ground and air targets. Can also lay deadly mines in two-player mode.  
Theme: *In the Hall of the Mountain King* from *Peer Gyni* by Grieg

## TWO-PLAYER MAYHEM!



If you think this game looks hot now, wait until you battle it out in two-player mode!



Check your supplies and ammo before heading back into battle.



# 3DO

## RETURN FIRE'S OBJECTIVE



There are two opposing forces: Green and Brown.



Use your Helicopter, Tank or Armored Support Vehicle to search for the enemy flag.



Use only your Jeep to capture and return the flag to your underground bunker.



There's only one flag which is concealed inside a Flag Tower.



Good luck!

## SQUASH THE ENEMY

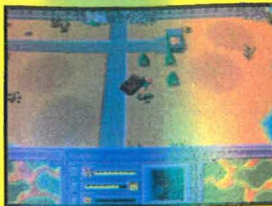


Literally. You can actually drive over those tiny army men and smush them blood-red.

## CAPTURE THE FLAG!



The game is simple: Capture the enemy's flag and destroy anything that gets in your way.



## WHO'S THIS BONEHEAD?



If your vehicle is destroyed, this bonehead laughs in your face. The cackling voice of the skull is none other than R.J. Mical, co-designer of the 3DO system.

a piece of cake—too easy in fact. But don't let that fool you; as you advance into the next level there is always something new to learn or some new vehicle that attacks without warning. Watch out for mines and pay close attention to those nasty helicopters that will try to destroy you at every turn.

The graphic detail is astounding. As your vehicle leaves the bunker you will notice incredibly smooth scaling over the terrain as the "camera" follows your path. After blowing up the buildings that get in your way, you'll notice a group of tiny men running away from your vehicle. As they run, the

tiny soldiers will lob grenades in your direction. Watch out as this can cause a lot of damage. Chase these little critters into the water and they will swim away like frightened sea lions. Run over them with your tank and they squish very nicely into a splat of blood. The sound of these tiny soldiers getting crushed will definitely provoke a laugh from those with a demented sense of humor. The unnecessary blood and violence in this game is fun; I love it!

Overall, *Return Fire* is a phenomenal game and the first title this year to receive a score of "10" from *VIDEOGAMES*. This game is absolutely begging for a sequel with more new vehicles, weapons and scenarios. This may be the so-called "killer app" that the 3DO platform needs to convince those holding out for a 32-bit system. It sold a few friends of mine.

—Chris Gore



VICTORY!

## HIT THE PAUSE BUTTON

DON'T PLAY IT, DO IT.



BE ALL YOU CAN BE...  
1(800)USA-ARMY

The pause button is also very inventive—it brings up this screen which encourages you to experience the real thing and join the army.

## EDITORS' RATINGS

**JIM** 9  
I cannot believe this game. *Return Fire* has it all: action, playability, graphics and music! That does it...I must have a 3DO! (CHING!)

**CHRIS B.** 8  
Like *Satan's Hollow* and *Gunboat*, any game that incorporates *The Ride of the Valkyries* is OK in my book.

## BREAKDOWN

**GRAPHICS** 9  
Smooth scaling in and out—it's creamy.  
**SOUND/MUSIC** 9  
The best ever for a war/strategy game.  
**PLAYABILITY** 10  
Off the scale. The gameplay is that good.

**OVERALL RATING** **10**  
MEGA-HIT  
VIDEOGAMES

"The best two-player game since *Street Fighter II*"

