

SEGA • NINTENDO • JAGUAR • 3DO • CD-i • NEO-GEO • 32X • ARCADE

# S.W.A.T. PRO®

The #1 Guide to Video Game . . .

## TIPS, TACTICS, & STRATEGIES

By the Editors of GamePro Magazine

## X-MEN!

Genesis, Super NES & Arcade!  
Mutant-Mauling Secrets!

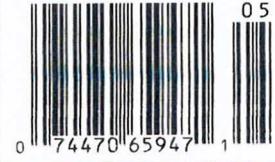
### ProStrategy Guides:

- The Need for Speed (3DO)
- Road Rash 3 (Genesis)
- Iron Soldier (Jaguar)
- Burn: Cycle (CD-i)
- Return Fire (3DO)
- Novastorm (3DO)
- and **MORE!!**

### Phantasy Star IV (Genesis)

An IDG Communications Publication

May 1995  
\$4.95 Canada \$5.95



Display Until  
June 1995



### Mega Man X2 (Super NES)

300

# Return Fire

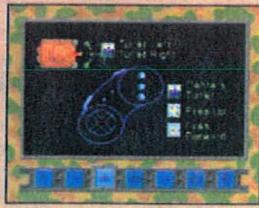
## Under Fire!

Fighting for flags on 64 fortified islands is no vacation. This strategy guide lays out victorious flag-capturing tactics that work no matter which floating fortress you attack.

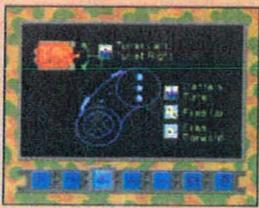
By Bro' Buzz

## You're in Control

Survival requires precise control over your vehicles. Since there's no manual and you're forced to exit a mission to review controls, the control screens below will come in handy for quick reference.



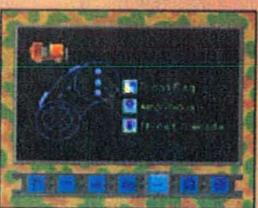
Helicopter



Tank

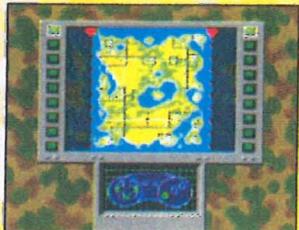


Armored support vehicle

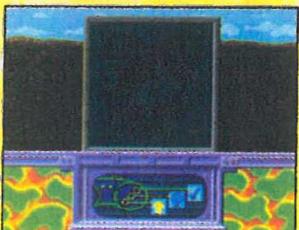


Jeep

### Study the Maps



Regular map

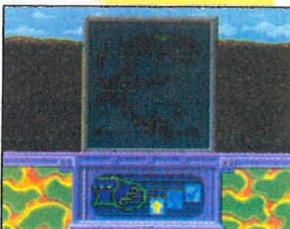


Tactical map

In a one-player game, you must find the flag and clear a path to it for the jeep by destroying enemy gun emplacements and other defenses along the route. Whenever you're inside the bunker, read the tactical map (press Button B) to find potential flag locations. The map's constantly updated and shows you how the terrain has changed.

It also displays rocket launchers as little dots, enabling you to determine which vehicles you should use and where. In a two-player game, it shows your enemy's position on the map as they move around.

### Find the Real Flag!



Every island has several towers, but only one hides the flag. The quickest way to find the real flag tower is by attacking each tower with helicopters. Inside the bunker, read the map to locate the flag towers (the large crosses). Then select a helicopter, fly to a



tower, and blast it open. Practice good chopper attack tactics; if you lose the three aircraft, attacking towers with land vehicles is usually a losing strategy. By the way, the tower hiding the flag changes every time you play an island!

## Armored Support Vehicle



The armored support vehicle (ASV) is slow, but it has the thickest armor. It absorbs a lot of punishment before damage becomes critical. The ASV and the helicopter both use rockets, which are the quickest way to destroy the rocket launchers, but the chopper is less accurate. You can also use the ASV to crush obstacles like rocks and bushes to clear a path to the flag for your jeep. In two-player versus games, ASVs lay mines.

### Return Fire

(By Prolific Software)

NOT  
YET  
RATED

Return Fire is like Jungle Strike meets Capture the Flag, and it's just as frenetic.

From a scintillating, scaling,  $\frac{3}{4}$ -overhead perspective, you drive tanks, mobile rocket launchers, jeeps, and helicopters to lay waste to enemy fortifications. To help fuel your fighting spirit, the sounds feature great classical music such as "Ride of the Valkyries" for helicopter sorties (remember *Apocalypse Now!*) and "Flight of the Bumble Bee" for scurrying jeep rides. This CD's fierce but fun.



\$59.95  
CD  
War strategy  
2 players

64 islands  
Multiple views  
Multiscrolling  
Passwords

## Tank



The tank is mobile and quick. It's a major finger-spraining exercise, but if you can rotate the turret (press Left or Right) and fire accurately (press Button A or B) as you move (press any directional), you're a deadly force.

## Helicopter



Helicopters are critical because they enable you to scout enemy defenses and ferret out false flag towers. You only get three per mission, so learn to fly and fight well (see sidebar "Helicopter Tactics"). If you lose all your choppers before you find the flag tower, consider replaying your mission.



## Helicopter Tactics



### Strafing



Make long strafing attacks on rocket launchers and other enemy weapons. A good attack strategy is to line up on several launchers in a row and then begin your run. Use the radar to move out of range and

then line up the aircraft for an attack. Pressing Left and Right nudges the chopper from side to side for precision shooting.

### Mind Those Mines

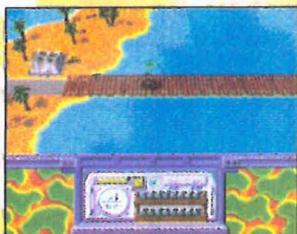
By now, you've figured out that the little red dots are mines. The helicopter is your minesweeper. The only way to clear them out is to shoot down at them with rockets (press Button A).



### Chopper Stopper



If you position a helicopter directly above a robot rocket launcher, it can't hit you.

**Flags Float**

If you drive a jeep into water and lose a flag, don't worry (unless that's your last jeep). Position another jeep close to the flag, and the flag floats to you.

**Drive on Water**

Sometimes you can cross bodies of water between islands on underwater land bridges. Look for a broken row of rocks above light blue water leading from one island to another.

**Kamikaze Tactics**

Enemy rocket launchers will destroy each other. Drive your vehicle behind one while another one's firing at you. This ploy also causes launchers to destroy buildings, trees, and other obstacles. Don't get caught between two launchers - it's a quick demise.



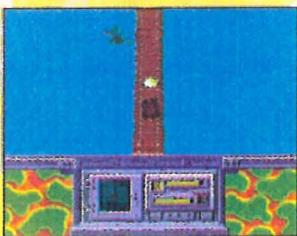
You'll occasionally find yourself in situations where you'll want to give up. Self-destruct by simultaneously pressing Buttons A, B, and C. You sacrifice a vehicle, but it's a quick way to return to your bunker. If you plan to return to that area, however, go kamikaze and take out a rocket launcher or two before the end comes.

**Red Means Danger**

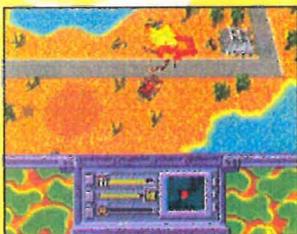
The vehicle radar screen indicates when damage to your ride is getting critical. With each hit, a glowing red indicator grows larger and larger until...kaboom! Drive your vehicles back to the bunker before they're completely destroyed. The bunker repairs all damage in time.

**Aid and Comfort from The Enemy**

# Return

**Drone Alert: Don't Stop!****No Drones on Bridges**

Never cross bridges with drones on your tail. They destroy the bridge behind you as they fire at you. If you find yourself in that dilemma, consider self-destructing before the drone damages the bridge.

**ASVs vs. Drones**

Drones are launched when you stop moving, so keep moving in any direction to avoid them. When drones are in the area, you hear them first and then see them on your radar screen. Aim up to hit them and keep moving as you fire, or another drone will launch. Drones begin to appear in the missions on level four. Watch your radar for the green dots that indicate their presence.

**Road Kills**

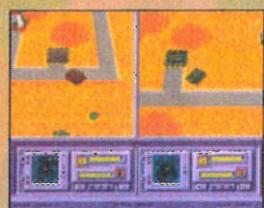
The only one way for ASVs and tanks to attack the soldiers is by running them down. Helicopters can fire rockets at soldiers, and jeeps can launch grenades.



## TWO-PLAYER Tactics

Two-player Return Fire is a riot! But bear in mind these few strategies.

### Tanks a Lot



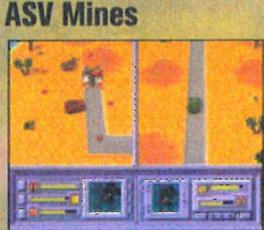
Tanks are the most effective two-player weapons. If you can learn to swivel the turret and shoot as you move, you're the baddest bad boy in the battle.

### Open-Door Policy



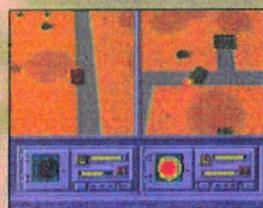
When a bunker door opens, anything touching it – enemy vehicles or mines – is immediately destroyed.

### Move Your Flag



If your opponent discovers your flag, move it with the jeep. If your foe moves his flag, you can discover where he's repositioned it by viewing the map inside your bunker.

### Split Fire



Using the ASV to lay mines is one of the deadliest two-player tactics... in more ways than one. Always drop mines around your flag and try to drop mines around your enemy's bunker. A single mine on a water bridge can score a sneaky hit. But remember, these are proximity mines; they explode when friend or foe gets close to them.

Don't forget that you're fighting in split-screen mode. Your enemy may be closer to you than you think, so always squeeze off a couple of rounds offscreen at your foe.

### Can't Sink this Sub



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. Remember, the missile really is heat seeking and if something else (a drone or even your enemy) is closer to the missile, it'll be taken out instead. With a bit of practice, the heat-seeking missile can be used quite creatively.

### Create Destruction Sites



Even after you destroy a building, it can still block your path, and any obstruction can become a deadly pain if it slows you down enough to launch the drones. Keep blasting buildings to reduce them to rubble. Then any vehicle can drive over them...even the jeep!



You lose!