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Game InformerTM

MAGAZINE

VIRTUA FIGHTER 2
STORMS INTO THE
ARCADES
Pg. 41

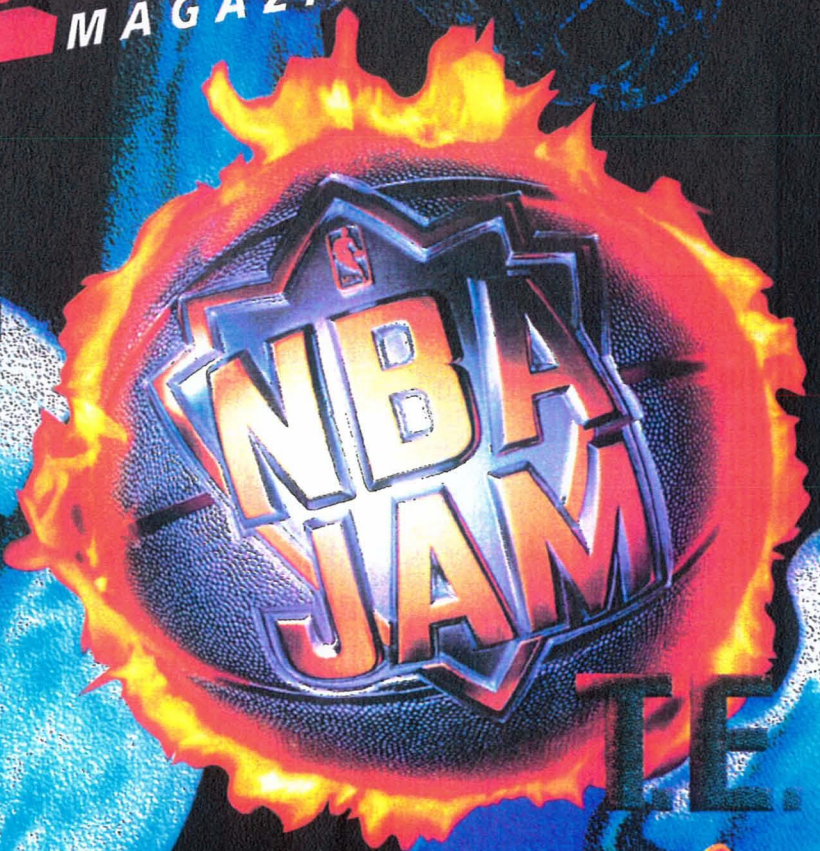
March 1995
Vol. V • Issue 3 • #23

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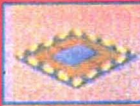
FOX MCCLOUD
RETURNS IN
STARFOX 2



RETURN FIRE


 Destroy the Flag Tower...


 ...Grab the flag...


 ...and return it to the bunker.


Your mission is to sneak into enemy territory, grab the flag, and cruise on back to base before you are captured. Sounds like a simple, friendly, camp inspired game of capture the flag, right? Think again, chump. In *Return Fire* you'll be sneaking into enemy territory in an attack helicopter. Once you've located the flag, you'll have to clear a path with your tank or armored support vehicle. Finally, you must take your lightly armored (but fast moving) jeep to snag the flag and race it back to your underground bunker.

Along the way, you'll encounter resistance in the form of gun towers and enemy helicopters. Playing against a human opponent, you'll have to deal with whichever vehicle he is controlling. Also, watch out for mines that the computer has placed, or mines that your opponent's armored support vehicle has cleverly situated around his flag tower.

The classical music adds an amazing feel to this game, playing on your emotions in the true spirit of Verdi, Wagner, and Handel. Imagine flying your helicopter to the digitally recorded "Ride of the Valkyries", or hot footing the flag back to base while the "William Tell Overture" drives you faster and faster. Capture the flag and your home city will throw you the biggest ticker tape parade you've ever seen.


Return Fire oozes production quality. It is a strong mix of good graphics and great sound, with enough gunpowder and death to earn it the endorsement of the United States Army.


- **Cart Size:** CD-ROM
- **Style:** 1 or 2-Player Armored Combat Simulator
- **Special Features:** Classical Music Soundtrack by Angel/EMI Classics, Four Different Vehicles, Password and RAM Save, Split Screen Simultaneous 2-Player Action
- **Created by:** Prolific Silent Software
- **Available:** Now for 3DO



 Use depots to refuel...



 ...and ammo caches to rearm.


► **THE BOTTOM LINE** **8.5**


 Kudos to you, Brown Team Leader, kudos to you.


 Looks like we've located the enemy flag.


 One heavily armed helicopter ready for takeoff.


 Brown Team resupplies while Green goes out on patrol.


 If you can run, you'd better get out of the hospital!

ROSS, THE REBEL GAMER

Concept: 8.75 "Although this game is similar to the old 2600 game *Combat*, it has much improved graphics and four vehicles rather than just a tank. I absolutely like the two-player mode better than the one-player. It makes winning that much better when you can rub it in a little. The background music makes this game even better, because it adds so much to the intensity of the game."

Graphics: 8.5

Sound: 9

Playability: 9

Entertainment: 9

OVERALL: **9**

RICK, THE VIDEO RANGER

Concept: 7.5 "Return Fire is an excellent war strategy sim that is the equivalent of playing capture the flag with tanks and jeeps. I like the challenge aspect of this game in head-to-head combat. As a one-player game, it's not bad but it's mostly a practice mode for the two-player game. Return Fire has some great sound effects and some humorous video footage. I recommend this one to any 3DO player who likes two-player competitive games."

Graphics: 7.5

Sound: 8

Playability: 7

Entertainment: 8

OVERALL: **7.5**

PAUL, THE PRO PLAYER

Concept: 9 "Return Fire is a fantastic action/war/simulator. The way the screen scales and rotates during play is phenomenal. Plus, the details, like the army men running scared, add to the realism of the play. I found that the one-player mode wasn't nearly as fun as competing against a friend. With numerous playfields, endless strategy and fantastic sound, Return Fire has to be one of the top five titles for 3DO."

Graphics: 8.75

Sound: 9.5

Playability: 8

Entertainment: 8.5

OVERALL: **8.75**