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Ste

EDGE

Sony ■ Sega ■ Nintendo ■ 3DO ■ PC ■ Amiga ■ Atari ■ SNK ■ Arcade ■ NEC ■ CD-



Voted
**Magazine
of the year**



Industry awards

Apple Computer has never played by the rules. Founded by a pair of technohippies in 1976, it eschewed the corporate ideology of IBM yet within a decade was its biggest rival. Edge bites into the company that made computers friendly

Future
PUBLISHING

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RETURN



As I sit here there is only one sound in the office, there is no conversation, there is no humming or whistling. There is only one sound, it is bouncing off the wall, flowing out of the windows and getting trapped in the corners of the room where you can see it flashing bright yellow. The music's from The Hall of The Mountain King, from the

Peer Gynt Suite. This is just one of the monstrous, fully orchestrated classic tracks on *Return Fire*, there are others and they keep flitting in and out of my ears, along with intermittent gun fire and the occasional building exploding.

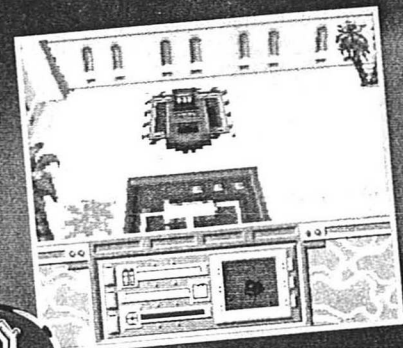
Return Fire has been compared to *Urban Strike* and this is justified, if a little lazy. Still you get so much more with this, the view changes constantly, zooming in and out by itself. You get more vehicles that you can use together and there is a two player mode. This is to *Urban Strike* what a Vienta is to a 99, and I really love Vientas, me.

IT'S BURR -ILL -Y -ANTTTT

The atmosphere created by the music and the black and white FMV victory patrols is incred-

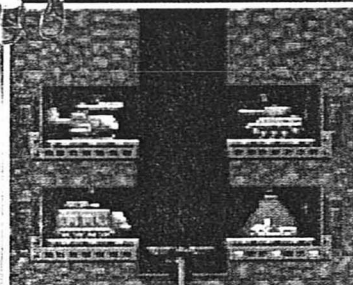
ible and the gameplay is as moorish as *Othello* the new chocolate peanut snack. There is a worry that you might complete the levels too quickly, which may well happen, but as the later maps have up to four flag towers (with only one flag) the game is expanded. All I can do is recommend this great looking, great sounding, great playing, great to have about the house game. If you've got a 3D0 then you must get this.

SIMON KIRKANE



That's my rocket launcher, it destroys 'stuff' fast!

There is no question in my mind about whether this is the best game on the 3D0 or not. Nothing even comes close. The sound effects and graphics are incredible and the game has got millions of near stacks of playability. *Return Fire*. Get it right now. Go on.



(Above) These are your four vehicles and look! The Jeep is highlighted. (Right) That's the flag, pick it up and drive away.

TO BE FRANK

There had to be one thing wrong with this, and there is. Every time you pause the game an advert appears. "Don't play it, do It" it says, and then it has a US Army insignia and a phone number.

Ad's in games are distracting enough but when you are running around blowing things up on a videogame screen, it is nothing like being under heavy fire in real life. At all.

Now, if you are in the army that's all well and good, it's a tough job and somebody has to do it. But encouraging kids to phone the recruitment office after a few hours of heavy videogame pillage is a very bad thing. I really wish they hadn't done this.

So, if there are any impressionable divs out there, don't do it, play it, for goodness sake.

DON'T PLAY IT, DO IT



**BE ALL YOU CAN BE.
1 (811) USA ARMY**



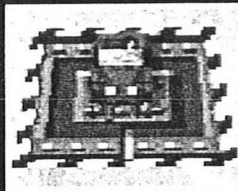
FRANK

FOR - 3D0
FROM - SILENT
TEL - 081 5414082
AVAILABLE - MARCH
PRICE - £44-99
STOP ■

N F I R E

DESTROY

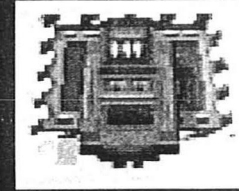
You have got four vehicles with which to wreak as much havoc as possible. Each has its own strengths and weaknesses, and its own tune.



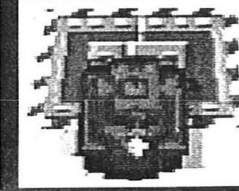
If it gets hit even once it'll bite the dust but it has been designated as the only vehicle that can pick up the enemy flag.



Slow and vulnerable the helicopter is best for scouting out the area. Attack all the towers to see which one holds the flag.



This is a big, armed thing that can wade into as many gun towers as it likes. Use it to clear a path for your jeep and to lay mines.



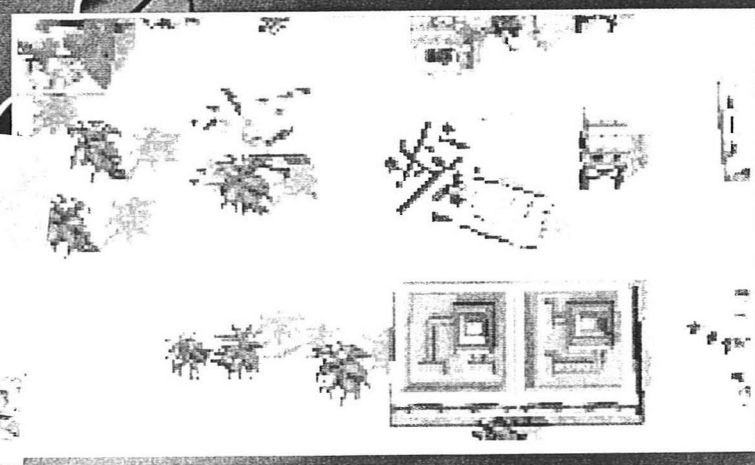
This is a destroymobile. It's great in two player mode for harrying jeeps, it's also handy for clearing paths quickly.

It's the victory parade! I don't know how PC all this gloating is, but I love it. Rara me!



Fly to the edge of the screen at your peril, because this sub comes up and kills you.

There I am, Trying to load up with weapons, when the tower opens up. Kill it!



GRAPHICS

90

These are astounding, highly detailed, and very fast in two player mode.

SOUNDS

97

From the spot effects to the classical tracks this is one of the best sounding games ever made.

GAMEPLAY

90

As easy to put down as a freshly superglued telephone handset.

LIFESPAN

93

It'll take a while to complete on your own, but you'll play it forever in 2 player mode.

OVERALL

The best game on 3D0? Oh yes. (Except I gave SSF2TX, sigh, 97% a few months ago - Tim). And I don't care what Tim says. **SIMON**

JUDGEMENT

94