



## CANNON FODDER

Excellent version of the Sensi classic. This runs at such a high speed that often just keeping the cursor under control is challenge enough. A lengthy intro, accompanied by a video of the Sensi lads camping it up to the theme music, plus a conversion of the game with enhanced graphics, makes this a real bumper bundle. Good, simple fun, with plenty of guns and explosions. Shame it's so old. **DAVE**

Except for slightly greater definition of the sprites and a few extra colours this is the same game of small men locked in fearful combat. It's a very fast version though – you might have trouble keeping up with the cursor as it darts about. A nice rendered intro sets the scene and from there on it's killing all the way. Could they have done more on the 3DO perhaps? Still a classic game anyway. **PETE**

It doesn't matter which machine you buy *Cannon Fodder* on, the basic game is exactly the same. The graphics in the 3DO version looks better defined than on the Super NES or Mega Drive but that's probably due to the way the console connects to the TV. This CD version has lots of cool rendered intro sequences to spruce things up a bit, but see them once and you'll never look at them again. **NICK**

With a lovely intro that captures the basic humour of what's to come, *Cannon Fodder* is a good blast from start to finish. The levels start off nice and easy and with the names becoming more crazy, like Donkeytasticelastic, the action often reflects this. The sprites are small but this works well as you can't really expect to take them seriously. Still, a top game that you should take a look at. **ADRIAN**



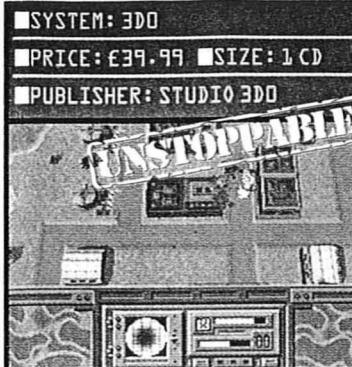
## CRIME PATROL

These shooting games are notoriously difficult to play if you don't own a light gun and of course they very rarely come with one, so that is an extra purchase to bear in mind. But, if you do own a gun and you love these arcade shooting games, then this is probably the best that I've played to date. I find the novelty quickly wears off discs like this. Oh yeah, and your partner's a bitch! **DAVE**

Welcome to the future of law enforcement...not. Shoot grainy crooks as they leap out at you from behind packing crates. As in all FMV games, timing and shot placement are essential – it's no use shooting criminals in the head when they're only vulnerable to a bullet in the guts. Doh! If this is the best cops 'n' robbers the 3DO can offer, then it's time to turn in your badge. Fun for two seconds. **PETE**

These American Laser Games FMV games are all very well in the arcade, but don't really work on home consoles. The game is far too linear. You shoot your way through the villains one by one and although there are sections where they pop up randomly you'll soon suss them out. It's awful to play without the additional gun as well. On joy pad the cursor just strolls across the screen. **NICK**

Using the tried and tested technique of real actors jumping up and shooting you, before you can shoot them, *Crime Patrol* manages to capture your attention for a while. The video footage is clear as could be and the pace of the action is very fast. The only problem is the relatively short lifespan that this enjoys. It may be fun to shoot these guys for ten minutes, but afterwards? **ADRIAN**



## RETURN FIRE

Impressive *Desert Strike* clone that sets the player a number of military objectives to achieve. Choose from a mobile Rocket Launcher, a Tank, a Helicopter or a Jeep. You can change vehicle in mid-mission to take on various adversaries in your quest to steal the enemy's flag. The realism is excellent, with intelligent adversaries and great spot FX. Definitely a top 3DO release. **DAVE**

It seems like something's wrong somewhere. I mean, this is a game with the emphasis on gameplay, hardly any frills and hours of destructive fun – and it's on the 3DO! Pick it up and you'll be addicted to guiding one of four vehicles through a maze of enemy defences. Great in one-player and nastier in two, the only trouble was that I didn't want anyone else to have a go! **PETE**

Watch out *Cannon Fodder*, there's a new guy in town and he's looking pretty slick! *Return Fire* gives the player four military vehicles to run amok in and has some smooth 3D graphics that zoom in and out on the action. It works really well as a two-player game with a split-screen mode. This is a game that's come out of the blue and taken the 3DO by storm – a great blast! **NICK**

I hadn't heard about this until it popped into the office, stuck itself into the 3DO and started playing Wagner's 'Ride of the Valkyries'. Anyway, after further inspection I found this really playable with good sound and graphics and now I can't live without a dose of high action killing. This is highly original and deserves to be played to death. Now then, where's the enemy base? **ADRIAN**

OVERALL 85

OVERALL 55

OVERALL 90