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For 3DO Enthusiasts

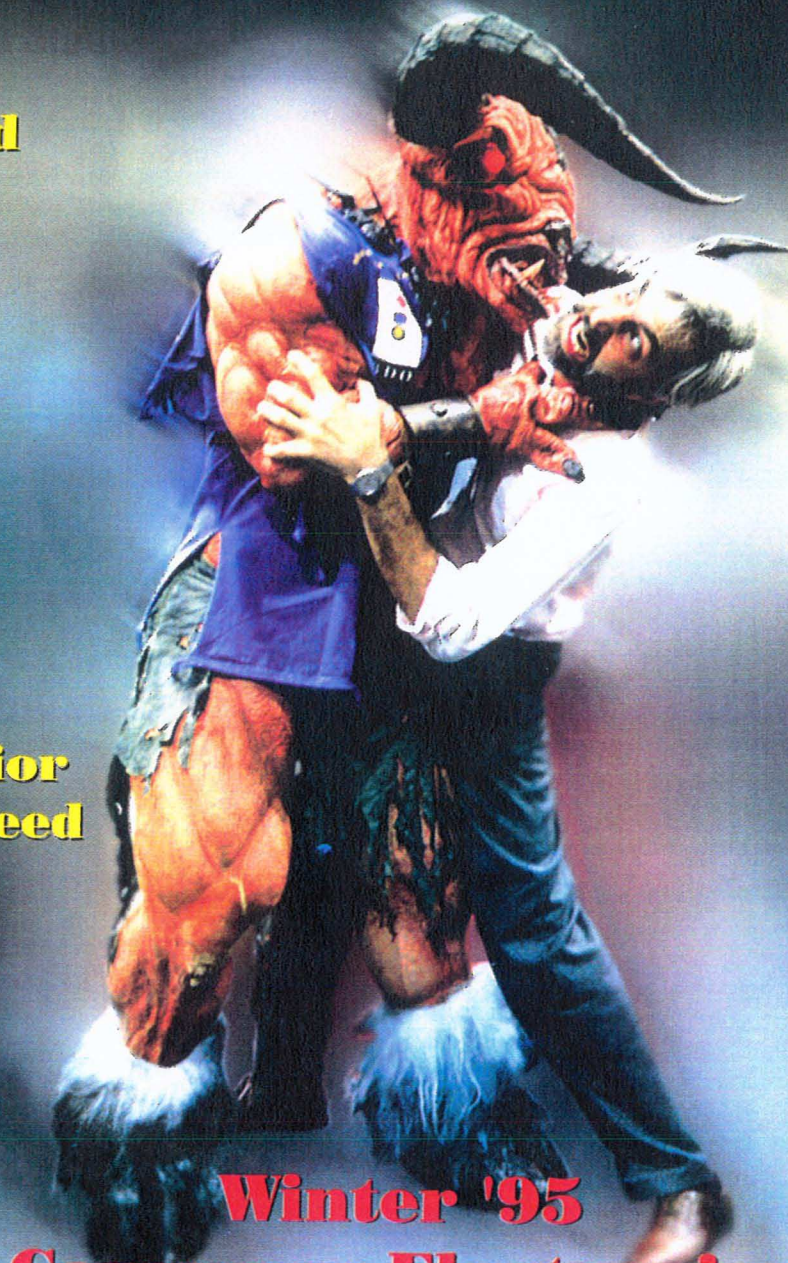


Panasonic Introduces
FZ-10

Reviews:

- The Need For Speed
- Return Fire
- Theme Park
- Jammit
- Shanghai:
Triple-Threat
- Supreme Warrior
and more

Secret Moves for
Way of the Warrior
The Need For Speed
Return Fire



Winter '95
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Return Fire is perhaps the best two-player game to come out for any video game system in a long time. Rarely does a game hit the shelves that successfully balances the elements of action and strategy to produce such an entertaining title.

The goal in Return Fire is simple—capture the enemy flag before he captures yours. Each player's flag is hidden randomly within one of the many "flag containers"

Baron R.K. Von Wolfshield has created a dynamic game of destruction and competition for his Silent Software

by Kraig Kujawa

scattered inside each other's base. To find this coveted flag and bring it back to base, a healthy mix of tanks, armored vehicles, helicopters and jeeps must be used to infiltrate your opponent's heavily defended bases.

Each vehicle has its own strengths and weaknesses. Armored rocket launchers pack a tremendous wallop and can plant very destructive mines. Unfortunately, turtles have been clocked at faster speeds. If you need speed, helicopters are the way to go. They have good weapons, but are very hard to control, and must return back to the launchpad to refuel

and rearm. All of the vehicles at your disposal have a limited amount of ammo and fuel. Thankfully, all of the vehicles except for the helicopter can replenish their needs during battle by driving up to fuel and/or ammo dumps (either friendly or foe) scattered around the terrain.

In addition to mastering each vehicle, many types of strategies can be employed to delay your opponent from finding your flag. Techniques such as destroying vital bridges that lead to your base or the dirty trick of moving your own flag into the middle of a large lake are some of the



Results:

When you are victorious, they give you a ticker tape parade (left). But, lose a vehicle and the game laughs at your incompetence (above).

DON'T PLAY IT, DO IT.



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The Pause That Recruits:

Place *Return Fire* on pause and you may be inspired to join up.

strategies that can make the game a fun and tedious one. If you are purely a man of action, you can always just dive in with your guns blazing and bet on luck that you will find his flag before he finds yours.

Unfortunately, *Return Fire*'s one-player mode is not nearly as fun as its two-player mode. Instead of competing against the computer to find each other's flag, you are the only one taking part in the flag search. The computer defends its position with an automated cannon and helicopters. You lose when you lose all your vehicles. You will probably call it quits before then when you realize that you need a particular vehicle type's special abilities and all of yours are destroyed. Although this one-player mode may be challenging for inexperienced players, seasoned veterans may find it boring. *Editor's note: With all due respect to Kraig, we have had the one-player mode setup for awhile and it is always fun to go back to.*

Return Fire has above average graphics, and the sounds aren't bad either. The music, however, steals the show. *Return Fire* spools many popular, classic CD soundtracks during battle that really help set the mood. For instance, "The Ride of the Valkyries" is played when the helicopter is in flight, while the playful "The Flight of the Bumblebee" is played while the small, fast jeep is on the battlefield. This is truly one of the most effective uses of music I have had the pleasure of hearing in a game.

Return Fire does have its shortcomings, unfortunately. Although the game is very good, it had the potential to be even better. For instance, there are numerous different structures within each base such as bunkers, tents, and guard towers. Unfortunately, none of them serve any purpose beyond cannon-fodder. Watching these buildings crumble and explode is all very nice, but



Changing Perspectives:

Whether you are playing alone (above and middle) or against an opponent (bottom), *Return Fire*'s viewing perspective changes as the game and fighting intensity changes.

surely some element of the game could be added or improved by utilizing all of these. *Editor's note: If you demolish buildings with people in them, they will throw damaging grenades at you as they hurry away.*

Perhaps the worst complaint about this title is that no printed instructions were included with Return Fire. All of the instructions are "on-line" and accessible from the main menu. Unfortunately, these on-line instructions are very vague and incomplete. There are many important commands that were simply left out of the manual that by no means should have been. The only way I found out about them is by reading some messages the programmers left on the Internet. (*Don't miss the special instructions supplied by Silent Software on the next page.*)

I must recommend it as a very entertaining two-player game. The two player mode is so good, it can upstage your efforts when playing alone. Either way, mass destruction as well as some of the best sound effects and background music work available are on this title.

UNDOCUMENTED COMMANDS

A+B - Changes zoom factor in scaling

A+B+C - Auto-destruct your vehicle

RETURN FIRE Levels

One player

2	TNOD
3	YALP
4	HTIW
5	LAER
6	SNUG
7	TSUJ
8	SIHT
9	EMAG

Two Player

2	POTS
3	SRAW
4	TAHT
5	LLIK
6	EVAS



Beginning and End:

You start in the Bunker (top) by choosing the vehicle you need based on its abilities, armament, and availability (middle left and right). To win, you must grab your opponent's flag with your jeep and carry it back to your bunker (bottom).

Getting Into— *RETURN FIRE*

The following codes and instructions were provided by Silent Software and Prolific Publishing

I. GENERIC HINTS

- A. Bring your vehicles back to your bunker before they are completely destroyed. The bunker will repair all damage.
- B. You can self-destruct by pressing [A]+[B]+[C]. You will sacrifice the vehicle, but it's a quick way to get back to your bunker.
- C. Never cross bridges with Drones on your tail. Drones will continue to fire at you as you move and will destroy the bridge behind you.
- D. Keep moving to avoid enemy Drones. Drones are launched when you stop moving.
- E. 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. The missile really is heat-seeking and if something else—say a Drone or even your enemy - is closer to the missile, it will be taken out and not you (even if you're the one that caused the sub to surface)! With a bit of practice, the heat-seeking missile can be used quite creatively.
- F. Always check the map when you're in the bunker. It is constantly updated and will show you how the terrain has changed. It will also show your enemy's position on the map as he moves around.

II. TWO PLAYER HINTS

- A. Learn to play very well.
- B. If your enemy finds your flag, take your Jeep and go retrieve your own flag. Then, either:
 - 1. Hide it behind a building near turrets.
 - 2. Move it to the farthest location on the map.
 - 3. Bring it back to your own bunker. (It will be randomly placed in a new Flag Tower.)- or -
 - 4. You can take it out to sea, and it will slowly float back to shore. (Let your enemy have fun trying to find a moving flag!)
- C. Lay mines on:
 - 1. The enemy's useful bridges instead of destroying the bridge. When your enemy hits the mine you will have taken out an enemy's vehicle and destroyed a useful bridge.
 - 2. On or near your flag.
 - 3. On or near your enemy's Bunker.
 - 4. The Helicopter can remove mines by firing rockets (and only rockets) directly at the mines.
- D. Use radar screens to:
 - 1. Keep track of where you are located.
 - 2. See your enemy.
 - 3. Prepare to fight an approaching Drone.
 - 4. See mines (You can't see them on the map).
- E. Use the Jeep Beacon light:
 - 1. The beacon lights green and chimes when you are headed towards your enemy's exposed flag.
 - 2. The beacon lights bright red when you are facing your bunker.
- F. Learn to play very well.

Codes and hints provided by
Prolific Publishing
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Burbank CA 91508-5000