FLUX

ISSUE #5 • GRETCHEN & OZ

DOOM DELUXE

EXCLUSIVE PREVIEW for
SNES, 3DO & ULTRA 64

STRATEGY GUIDES:
DARK FORCES (PC)
GEX (3DO)
MYST (3DO)
VIRTUA FIGHTER 2 (ARCADE)
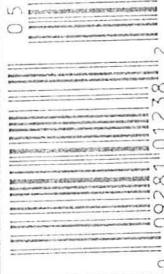
15 CD-ROM GAMES YOU GOTTA HAVE

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SUPERMAN VS ALIEN: THE WAR IS ON

occasional shattered backboard. Want to rub in your dunk with a little rim-hanging? Grab that sucker on your way down and watch the whole backboard sway. All the controls are easy and instinctive; even the most impressive court moves can be pulled off without much practice.

It's a pity that there aren't real NBA teams and logos ("real" players are in the game, but not on their proper teams—look for clones of Shaq & the Magic playing in New Jersey and LJ & Zo dunking for Chicago), but gameplay is ultimately more important than pro basketball's seal of approval. And with smooth, addictive action like this, even mild b-ball fans will be playing *Slam 'N Jam '95* til they drop. —BRIAN CARNEGIE

RETURN FIRE

SYSTEM: 3DO
MANUFACTURER: Prolific
GRAPHIX: B+
CONTROL: B
SOUND: B+
PASSWORD/SAVE: Yes
BUY/RENT: Buy
OVERALL: A-

"Destroy! Destroy! Destroy!" reads the tag line on the back of the *Return Fire* box. What could be a better enticement? But rest assured, this is no hype. As military shooters go, *Return Fire* is one of the most violent, explosion-filled firefights to ever hit a home gaming system, and a welcome first for the 3DO.

The goal in *Return Fire* is simple: roam across heavily-armored desert wastelands in search of the enemy's flag. Capture the flag and return to base. Simple, but not easy. On your quest, the mode of transportation you choose (helicopter, jeep or one of two types of tank) will be assaulted on all sides, from ground, water and air, resulting in a vicious and frantic exchange of fire from the moment your mission begins.

The graphics in *Return Fire* are top notch. With awesome detail right down to the smallest rocks and trees, explosions that send bits and pieces of enemy planes and gun turrets flying and sounds that'll rock your television, *Return Fire* is a visual and sonic joy.
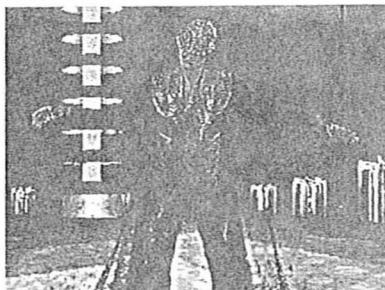
Possibly the coolest aspect of *Return Fire* is the sick and twisted sense of reality the game employs. Run over a small tent with your tank and you'll hear a blood-curdling "squish"-sound as the tent flattens into a red splotch on the desert sand. You can even mow down troops of little enemy men as they run from a building about to explode—or blast 'em out of the water as they try to swim to safety. Awesome.

Return Fire is also a blast to play in two-player mode. Using the split-screen technique, you and a buddy can go on a search-and-destroy mission against each other. Either way, this game is a must-have for those who dig military shooters with lots o' violence. —JEFF KITTS

IMMERCENARY

SYSTEM: 3DO
MANUFACTURER: Electronic Arts
GRAPHIX: B+
CONTROL: B+
SOUND: A-
PASSWORD/SAVE Yes
BUY/RENT: Buy
OVERALL: A-

For quite a while now, 3DOwners have been asking, "When, oh when, God, will there be a *DOOM*-style game for this box I dropped half a grand on?!" Well, guys, your prayers have been answered—and answered well. *Immercenary* is a meat-and-potatoes 3D battle game that's dripping with concept.

First of all, one of the drawbacks of this unimaginably popular *DOOM*-clone game is that if you were fighting mutants in a dungeon, they wouldn't become piles of blown out pixels the

closer you got to them. We just don't have the technology yet to make a truly photo-realistic 3D experience. But the games are fun, so why not make them a little more believable? The boys at Five Miles Out, an upstart game company, have done just that by setting the action in a virtual combat world known as "Perfect." Here, it doesn't matter that your opponents are pixelated. They're supposed to be. Using a multitude of different weapons and power-ups, you run around a vast playfield blowing away anything that moves. As your DOA (Defense, Offense, Agility) levels become depleted, you must return to DOAsys to heal and chat with other "rithms." It is here that you unravel the story behind "Perfect" and your ultimate mission. There are ten bosses that you must face to advance, each with his own unique capabilities and battle techniques. Once you defeat them all and attain #2 status, you must battle the top dog, "Perfect 1." Crash his algorithm and you overthrow the throne, gaining the ability to free your fellow virtual warriors from their long imprisonment.

The game play is quite fast, the control quick and responsive and the sound, of course, mind-blowing. The full-motion interludes are even well done—if you don't mind watching non-actors read cue cards. *Immercenary* is one of those games that you'll put down for a while and go back to after the sweaty nightmares stop. It's epic-long, hard, and nearly impossible to conquer. The wait is over, 3DOwner's. Jack in and go to work. —MARK EAST

VIRTUAL POOL

SYSTEM: PC CD-ROM
MANUFACTURER: Celeris/Interplay
GRAPHICS: B+
CONTROL: B
SOUND: B
PASSWORD/SAVE: Yes
BUY/BORROW: Buy
OVERALL: A

Finally, pool for the PC done the right way. *Virtual Pool* has the most accurate presentation and physics to date for a PC pool game, and why not—they only had those physics designed by a company that used to do submarine tracking software for the military—not too shab-