GAMEPRO

THE #1 VIDEO GAME MAGAZINE

Mortal Kombat III

Bigger and Badder!

New Character Info Inside!

First Look at the New **SUB-ZERO!**

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Genesis ProStrategy Guide

Phantasy Star IV!

16 Pages of Tips, Maps, and Strategies!

ProReviews!

- Road Rash 3
- X-Men 2
- True Lies
- Return Fire (3DO)
- Flashback (Jaguar)
- Mortal Kombat II (32X)
- Earthworm Jim (Sega CD)

Previews!

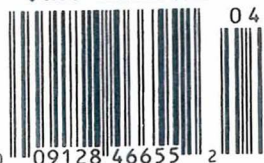- Mega Man 7
- Primal Rage is coming home!

Neo•Geo CD

Banned in Boston!

Sega Saturn and Sony PlayStation Games!
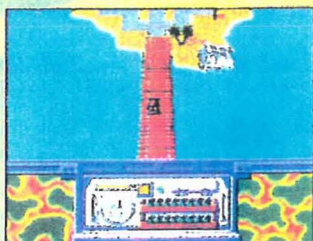
3DO

RETURN FIRE

By Manny LaMancha

Games that are unique and fun to play seem rare these days, but a little-known developer, Prolific Software, is about to strike gold with a war simulator that's both original and eminently playable.

Best with a Bullet

The story line is simple, if not sweet. The box states the goal is to "Demolish, devastate,

PROTIP: Quickly hit Down on the control pad to straighten out as you drive the jeep over a bridge.

3DO Game ProFile

Return Fire
(By Prolific Software)

Fledgling 3DO developer Prolific Software shows that it's passed programming boot camp. This stunning combat simulator displays a great sense of history -- and humor.

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	5.0	4.5	ADV.
				Advanced

Price not available
CD
Available now
War strategy
2 players
106 missions
¾-overhead view

Multiscrolling
Passwords
Game save
Not rated by the ESRB
3DO rating: 17

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desolate...destroy, destroy, destroy." You don't get a manual, but onscreen help covers the game's basics and the workings of the four vehicles (helicopter, tank, armored support vehicle, and jeep).

The game's controls are elementary. At worst, it'll take you a short time to become

PROTIP: Use the helicopter for initial surveillance. It can't go far without filling up, though, and it's also an easy target.

PROTIP: When you're in danger of losing a damaged vehicle, return to the bunker for repairs.

familiar with how each vehicle operates.

Return Fire is a combination of the best parts of playing Capture the Flag, Desert Strike, and Micro Machines. In each mission, you search for the tower with the enemy's flag, snag the flag with the jeep, and return it to your bunker.

All the while, you have to avoid your foe's armaments. Two-player action pits you similarly against a friend.

Razzle Dazzle

Return Fire's graphics really shine. A 3D angled-overhead

PROTIP: The beacon light in the jeep's snazzy radar system glows green as you head toward the enemy's flag. It glows red when you point toward your own bunker.
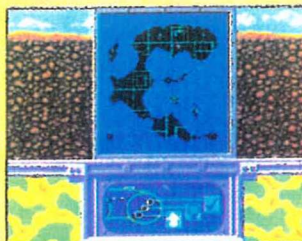

Two-player action pits one player against the other in a Capture the Flag scenario.

PROTIP: Watch for fuel and weapon depots in enemy territory to fill up your vehicle for more combat.

view of the battlefield changes relative to the speed of your vehicle. It would have been nice if you could customize the camera's perspective, but maybe a sequel will provide that feature.

With vivid sound effects, the audio is both striking and humorous. Classical standards play for each vehicle and synchronize with the action. For

PROTIP: Before you head out, use the mission map to study the geography and the locations of the enemy.

instance, when you grab the enemy's flag with your jeep, the frantic trip back to the bunker is accompanied by "Flight of the Bumble Bee."

It's No Bomb

Return Fire's elegant design and amusing sense of humor make it an original addition to the 3DO library. Small touches, like a marker to show which of

PROTIP: The armored support vehicle is good for picking off the drones as they fly by. To target them, watch the green dot on the radar screen.

the 106 missions you've finished, would've made the game almost perfect.

Never mind, though – the gameplay is filled with cinematic flair that's generally reserved for cut scenes, and all of its elements are entertaining with little fluff. Who says war has to be hell? G