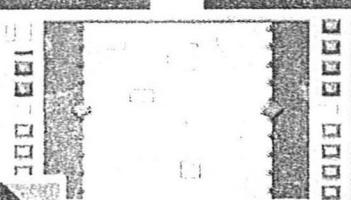
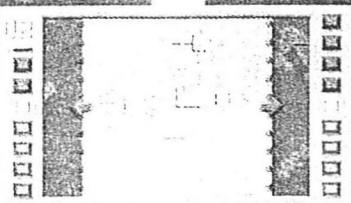
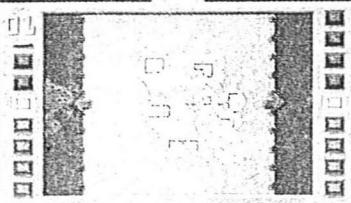


# Return

**Tired of strafing legions of alien tripods? Sick to the back teeth with Cammy doing a (very pretty) spinning kick into your guts? Maybe it's time you took a break, visited a chain of exotic islands... and drove your tank over some helpless enemy troops! War certainly makes one hell of a holiday...**

## ON A MISSION...

As an example of the task before you, here are all the missions for level five (1-5) plus the password needed to get you through to level six (6) and a taste of what level seven is like (7). The first five levels can be played right from the start but from then on you'll need to collect passwords to progress.



If you're one of those people who likes to kill, maim or destroy anything that moves then *Return Fire* should be right up your street, into your house and shelling the neighbours in no time.

As head of the Brown force, it's your job to single-handedly destroy the invading Green army. From deep in your underground bunker you can select one of four different vehicles – a helicopter, a tank, a rocket launcher and a jeep – to send to the surface. In each mission you must use these to fight your way to the enemy flag and return it to your base to secure victory. The harder the level, the better defended this objective is with decoy flag towers scattered about the playing area to confuse you.

Naturally, this would be easy if there weren't a whole host of

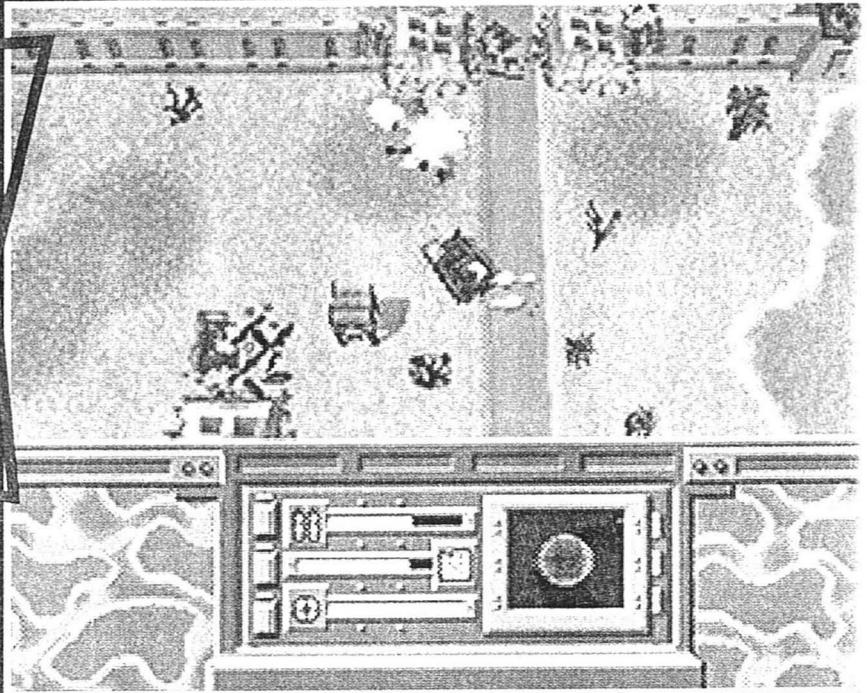


Some enemy helicopters think they're starring in *Airwolf* and take on your rocket launching tank single-handed. Bad move.

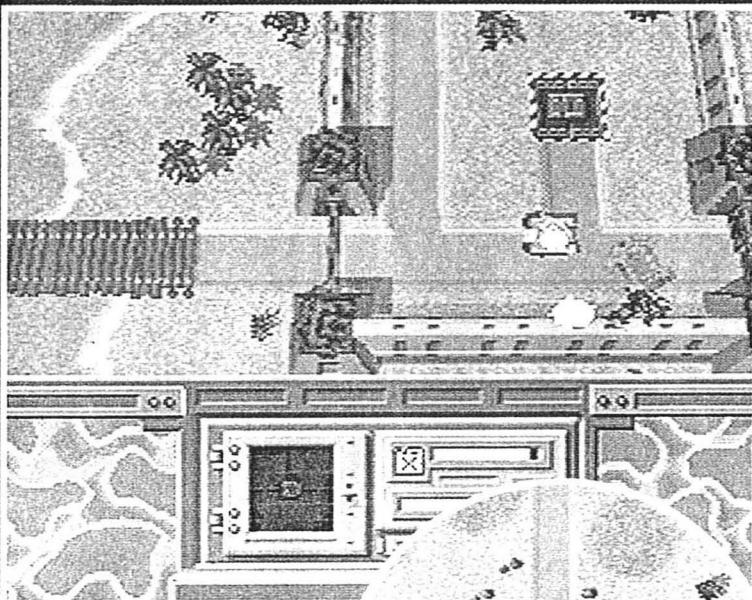
enemy troops, helicopters (not to mention artillery commanders) eager to pound you into shrapnel. The Green army's defences are formidable with walls, rocket launchers and gun turrets lying in wait for the unwary driver or pilot. As you play, the view zooms right in on any lengthy confrontation and then zooms out again as you move on to the next target or just try to limp back to base. To get you in a blood-thirsty mood each vehicle has its own theme tune (the chopper's Ride of the Valkyries is particularly satisfying) and there's a suitably

dramatic track to accompany the taking of the enemy's flag. As you expect, the sound is of the crisp, CD quality sort – you'll love the noise men being squished beneath your tank tracks. The graphics are just as impressive with carefully drawn sprites that scale in and out and great spot effects (Gerry Anderson couldn't have done better explosions). Hear it from across the room and you'll want to watch it, watch it and you're bound to want to have a bash.

If you feel that your life lacks the violent, brutal edge and that it's about time people treated your 3D like a real console and not a coffee table, *Return Fire* should be on your hit list for '95. It just goes to prove that great game ideas never die, they just turn up with better graphics and even more weapons.



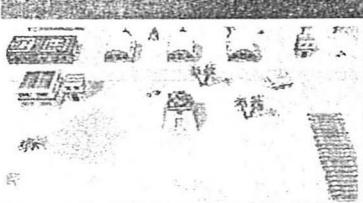
# Return Fire



Above: Achtung! Your tank takes a pounding from Fritz.



Above: See if Charlie likes a few rockets in his bolt-hole.



## FIREPOWER!

The four different vehicles you can command are shown here with their respective armaments.

1. The helicopter is good for reconnaissance work but is easily shot down by gun and rocket emplacements.
2. The tank is an excellent all-purpose vehicle; you can even swivel the turret independently of the chassis by using the top buttons.
3. The rocket launcher is powerful but slow and only fires in the direction in which it is travelling.
4. Lightly armoured and very fast, the jeep is armed with just a box of grenades. It's the only vehicle that can pick up and carry the enemy's flag. If you press B its tyres inflate and it becomes amphibious!

### OBJECTIVE

There are two opposing forces:



Green  
and  
Brown

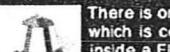
The opposing force is your enemy.



Use your Helicopter, Tank or Armored Support Vehicle to search for the enemy flag.



Use only your Jeep to capture and return the flag to your underground bunker.



There is only one flag, which is concealed inside a Flag Tower.

There can be many Flag Towers, but there is still only one enemy flag.

When low on fuel or ammo seek... supply depots.



Above: Pay attention! Rather than make the objective killing off some insane military dictator, you just have to steal the enemy's flag to seal your victory. Can't we bomb some civilians anyway?

### BUNKER

Use the Directional Pad to select a vehicle.

Press the A button to use the selected vehicle.

Press the B button to view the map.

Press the C button to view the selected vehicle's inventory and munitions.

### INVENTORY and MUNITIONS

3	100	150
3	150	-
3	100	30
8	16	-

### JOYSTICK

By default each vehicle is set to Vehicle-Relative. Pressing the Directional Pad's UP button moves the vehicle forward.

You can change each vehicle individually to Screen-Relative. This means that pressing the Directional Pad's UP button turns the vehicle towards the top of the screen, and then continues to move the vehicle forward.

# GAMES WATCH

## VITAL STATISTICS

NAME : RETURN FIRE

PUBLISHER : EDD COMPANY

SYSTEM : EDD

PRICE : £TBA

SIZE : 1 CD

AVAILABLE : MARCH

