

STRATEGY FEATURE

Arcade

GENERAL STRATEGIES

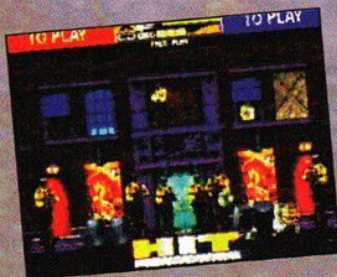
Shoot from the Hip

Shoot everything in sight! You can destroy almost all the background objects, and some will give you bonus power-ups. The amount of destruction you wreak is used to award points at the "End Of Wave" bonus rack-up.



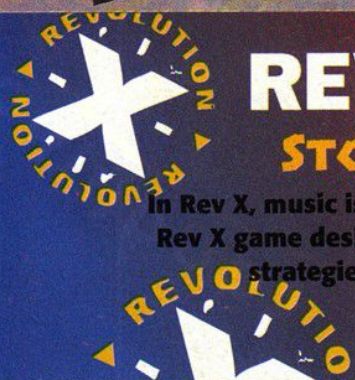
Don't Get Paranoid

Only worry about taking hits within your section of the screen. An enemy can only hurt you when they fire in your section. Beware of very small enemies that hide in the distance. They're difficult to see but just as deadly. Take them out as soon as possible.



Greedy Is Good

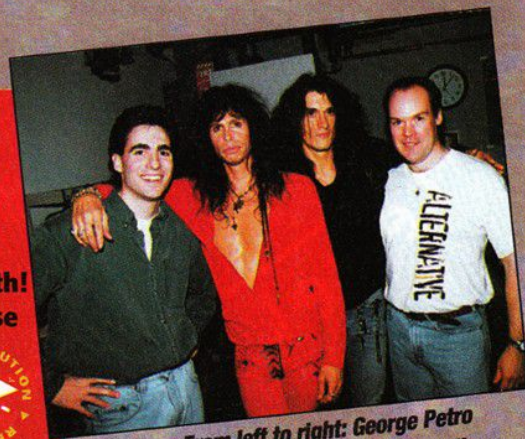
Be greedy! Gather up all the power-ups you can. In fact, you can even steal a power-up from another player while it's en route to their score area! Weapon crates occasionally drop to the ground. Shoot them open, then shoot the items inside to obtain the contents.



REVOLUTION X STORMS THE ARCADES

In Rev X, music is the weapon – and you're armed to the teeth! Rev X game designers George Petro and Jack Haegar disclose strategies and tactics to keep the battle raging.

By George Petro and Jack Haegar



From left to right: George Petro (game designer and programmer), Steven Tyler (Aerosmith lead vocalist), Joe Perry (Aerosmith lead guitarist), and Jack Haegar (game designer and artist) take a break during the making of Revolution X.

Candid Camera

Cameras in each stage try to "spot" you. If you don't destroy them before they flash red, additional enemies will appear throughout that stage. If you destroy the cameras before they spot you, you'll avoid additional enemies in that area. Quickly shoot 'em or use a CD to blow them away!



Open Sesame

Shoot a CD at doors, windows, and signs, and you may be swept into another room or down a corridor that leads to a secret area.



Be a Hero

Save the girls! Anytime you see a trapped girl, freeing her is a sure way to earn many bonus points.



Power-Ups

Silver CD: Awards three CDs.
Gold CD: Awards one CD.
Super Gun: Causes damage equivalent to five bullets.

Laser Disc: Powerful flaming video medium.

Shield: Prevents damage for 35 hits.

Skull Bomb: Takes out all enemies and damages vehicles.

Wheat Grass Shake: Adds energy to a player's energy meter.

Wings: Five sets in all. Multiplies total bonus each rack-up.

ENEMIES

NON-Boys



Description: The grunts of the New Order Nation. Most teens the New Order sends to its reorientation camps emerge in this form.

Hits to defeat: One bullet or one CD

Points: 1000

Hints: Easy to defeat, but be careful – if you don't shoot them, they'll overwhelm you with their sheer numbers.

Skate Troopers



Description: Armored and loaded with firepower, the Skate Troopers are the pride of the New Order's military machine. They're dispatched whenever and wherever there's a serious need for muscle.

Weapon: 15 mm cannon (mounted on forearm)

Hits to defeat: Five bullets or one CD

Points: 1000

Hints: When the Skate Trooper blocks you with his shield, you won't take damage from bullets. To get a bonus power-up out of him, wait until he turns and hit him with a CD (timing is crucial). He'll go down, and a Shield power-up will pop out.

NON-Ninjas



Description: Trained in the ways of the ninja, these agile enemies have the ability to move quickly and leap to and from incredible heights. Their full body suits are made of a highly protective lexan/spandex weave.

Weapon: Plasma throwing star

Hits to defeat: Two bullets or one CD

Points: 1000

Hints: Their suits break down in the spots that bullets hit, so hit them twice in the same area to defeat them more quickly.

YellowJackets



Description: Easily recognized by their yellow-and-black-striped jackets with tails, the YellowJackets have a rank equivalent to colonels. They usually oversee operations for the New Order. If provoked, they'll attack.

Weapon: Plasma energy blaster

Hits to defeat: Eight bullets or one CD

Points: 2000

Hints: Shoot them before they get mad and blast you. If you're daring, you can shoot the plasma-energy pulse to earn 250 points.

NON-Natives



Description: Originally a nonviolent people, the NON-Natives were mistakenly exposed to the New Order's mind-control agent when they drank from a river polluted by Evergreen Chemical. The New Order then decided to train and use them as guards for their clandestine chemical operation.

Weapon: Bamboo spear

Hits to defeat: One bullet or one CD

Points: 1000

Hints: NON-Natives like to hide in bushes and trees. If you blow up their hiding places, they're forced into the open. If you fire a CD at them and miss, it still may send them flying into the air.

Berzerkers



Description: This is what happens when you take a hardened rocker and try to convert him into a managing YellowJacket. Difficult to control, the Berzerkers target the first human they see. They will not give up.

Weapon: Axe guitar

Hits to defeat: Five bullets or one CD

Points: 1000

Hints: Hope for a SuperGun power-up so you can mow 'em down. You can shoot their Axes out of the air in the middle of a fight.

EverDrones



Description: The EverDrones tirelessly run the Evergreen food-processing plant 24 hours a day. They're busy putting chemicals in all our food.

Weapon: Concealed 9 mm UZI

Hits to defeat: One CD

Points: 1000

Hints: If you shoot them with bullets, they'll pop up again and again, angrier each time. However, if you can blast 'em into the chemical tank on their back, they'll take off like a rocket, and you'll earn 20,000 points.

Forklifts



Description: Used in the KerniTech warehouse, these machines lift crates and also defend the area from intruders.

Weapon: Top-mounted 15 mm cannon

Hits to defeat: Two CDs

Points: 2500

Hints: When a forklift attacks head on, it's protected by the lift apparatus. Shoot carefully through the openings of this mechanism and hit the lift's main body. When a forklift carries a crate, blow the crate open and collect the power-ups before you destroy the forklift.

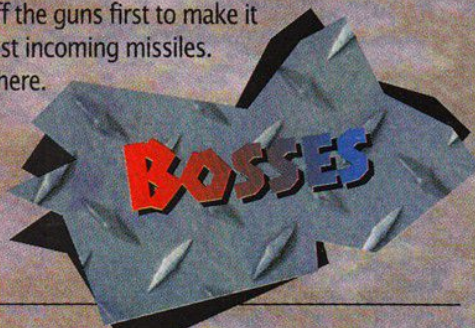
BTR Troop Transport

Shooting this big armored eight-wheeled vehicle with bullets and CDs isn't very effective. The SuperGun, however, makes short work of the armor. A Skull Bomb takes care of everything but the final missile-launch door. Find the Skull Bomb hidden in Club X to use against this enemy.



NON-Helicopter

You meet up with this boss in a fight to the death at the very end of the flying wave. The easiest way to defeat it is to take it apart piece by piece. You must blow up the peripheral pieces (guns, engines, wings, and so on) before the center pieces will go. Blow off the guns first to make it easier to defend against incoming missiles. Brute force is the key here.



The Bug

The best way to defeat the bug in the jungle is to fend it off until you get to the rope bridge. The only way the bug can hurt you is by biting the screen. When it bites, everybody takes damage. If you're a good shot, hit its head with a CD just as it's coming in for a bite, which knocks its head back and saves everybody some energy. Remember, you can still uncover hidden power-ups in the stones on the way out. Once the bug is on the rope bridge, simply shoot out the wooden posts with bullets or CDs. The bug then plummets to its demise.



The Desk

Don't let the desk get you down. To destroy it, take out all its weapons. It's heavily armored, but there are ways to defeat it at minimal cost. The missile launchers only take damage when they're open, so don't waste CDs on closed missile launchers unless you hear Steven Tyler say "You're the man" within the last six seconds. To make that happen, shoot all your missiles at the launcher before the launcher shoots you. Don't forget to collect CDs from the ornamental crates after they're blown open.



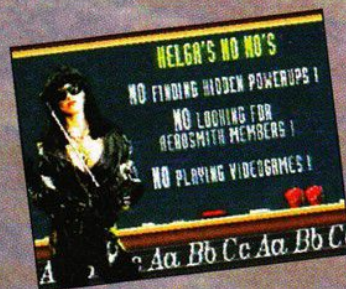
The Bus

When it's standing still, the bus is fairly easy to destroy. All you have to do is shoot each piece that flashes white until it stops flashing. Since the bus is always on the move, however, you have to use those handy speed-up, slow-down buttons. Use them to keep the bus on-screen while your buddy shoots it. Continue to pick up the CDs that fall from the sky. The guns come off last.



Mistress Helga

You must blow Mistress Helga into her throne. The only way to accomplish that is by getting her in front of the first stair that leads to the throne and hitting her with CDs. The CD attack knocks her back, while hitting her with bullets makes her do a cartwheel. If you beat her up too badly with CDs, though, she'll jump off the screen and come back farther from her throne. Also, Helga's bullets hurt everybody regardless of where she aims.



Mondor

Once Helga is on her throne, she morphs into the less-than-pleasant Mondor. Continually blast the guns from Mondor's hands and shoot his grenades out of the air while beating him to a bloody pulp. The goal is to blow off Mondor's head, which won't happen until his arms are gone. His arms come off after his chest is fully open, but the legs can be blown off any time.



STEVEN TYLER



Instrument: Lead vocals, harmonica

Location: Club X

Trick: Two swordfish are hanging over a mirror on the back wall inside the bar. Before you shoot the mirror, make both swordfish point down by hitting them with CDs. Then break the mirror, and the rest will be obvious.

JOE PERRY



Instrument: Lead guitar

Location: Amazon jungle

Trick: Enter the elevator just past the green skull inside Evergreen Chemical. To get in, shoot the button on the wall before the decision point comes up. Ride to the third floor. When the doors open, you'll find women glued to the back wall along with a circular opening covered by a grating. To find Joe, blow off both halves of the grating with CDs.

THE WINGS

(THE PART EVERYONE'S BEEN WAITING FOR)

BRAD WHITFORD



Instrument: Rhythm guitar

Location: Far East

Trick: Once you're in the crate section, go through Gate 1, choose right, and go through Gate 3. Let the scroll take you forward, then to the right past Gate 6. Continue to Gate 7. You'll find three boxes to the right of Gate 7. Shoot the top box, and an arrow sign drops down. Quickly shoot the arrow to go right. Head down a long corridor filled with oncoming forklifts. At the end, Brad Whitford is lounging around, playing a guitar in a forklift.

JOEY KRAMER



Instrument: Drums

Location: Middle East

Trick: Have you noticed that the noses on the giant Sphinx statues in the background are intact? To change that, shoot them with a few CDs. Once you blow up a nose, the mouth opens to reveal a gold CD. If you retrieve gold CDs from the mouths of the first three Sphinxes, you'll magically stop at Joey.

TOM HAMILTON



Instrument: Electric bass

Location: Club X

Trick: Tom is in one of the bathrooms adjacent to the ticket windows just as you enter Club X. The trick is to figure out which one Tom decided to use this time. Pay close attention at the beginning of the game when you first zoom up to the roof of Club X. The screen eventually scrolls left or right before pulling back. The direction that the screen scrolls determines which bathroom Tom is in (in other words, if the screen scrolls left, he's in the left bathroom).