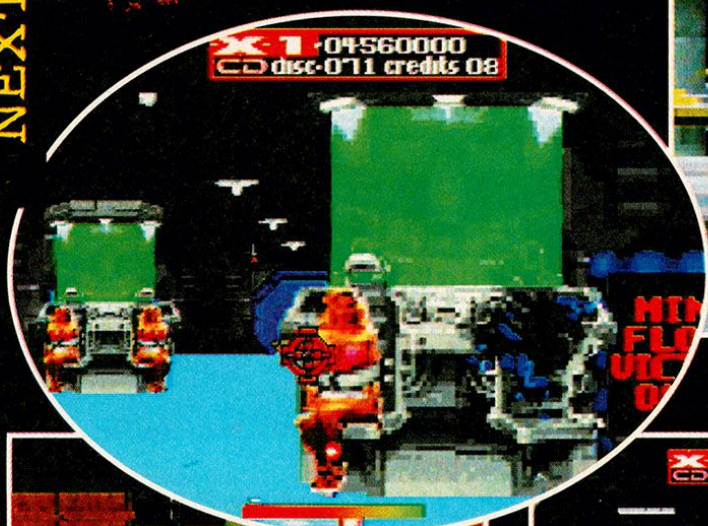


PLAYSTATION



Shoot the chains to crush the enemy with the hanging sign in one swift maneuver.



This Boss is a giant hover tank. To defeat him, you must simply blast each limb.

Music Is a Weapon...

You've probably seen this game in your local arcades. The coin-op version of Revolution X was originally done by Midway, with a brand-new translation for the Sony PlayStation.

The gameplay is simplistic, with one or two players guiding cursors over a constantly changing background. You can fire standard bullets or launch CDs. Along the way, you'll find power-ups in the form of laserdiscs, shields

and a gun enhancement. You'll need all of these to beat back the tide of enemies who relentlessly attack.

The story takes place in an apocalyptic world ruled by a dictator. You are a freedom fighter who must take down major enemy installations. New Order, as the enemy is called, is comprised primarily of yellow-garbed guards. You will face literally hundreds of these guys. On the later levels, New Order will throw natives and ninjas your way. All of them attack in pretty much the same way, with a projectile of some sort. At the end of each area, you will come up against a huge Boss against a takes plenty of

hits. In fact, you'll end up blowing them apart piece by piece. (They resemble the enemies from Smash TV.)

Revolution X adds some innovations to a genre long thought limited. First, there are times where you can choose your path. For example, you can opt to enter a building or sneak around back. This way, each





Shoot the stars the ninjas throw to avoid taking damage from them.



There are three sections to choose from. You must beat them all.

game is different every time you play. This definitely adds to the play value.

Another cool part of Rev X is that you can shoot nearly everything on the screen. While stress relieving in itself, it is possible to open up new

"You'll end up blowing them apart piece by piece!"

areas and find special secrets. This is the only way to get the real ending, by the way. Secrets are built into many targets on each of the levels.

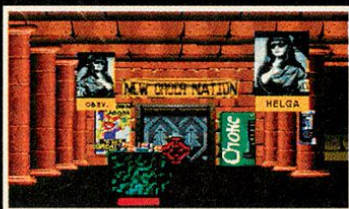
Speaking of levels, each one is gigantic. The first stage is a run through Club X. You must blast your way to Aerosmith's dressing room. There are several places to explore, including the main entrance, and a stage. After receiving instructions from a VCR tape, you must flee the New Order forces via helicopter. This section is a fast-paced flight through the city. There are plenty of buildings to hit, and windows to smash.

The next three areas can be chosen in any order. You can save a busload of children in Egypt, or fight your way through a munitions storage

INSIDE TRACK



Not many players play for points anymore, but Revolution X has plenty of secrets for you to find. When you first land at the entrance to the club, you'll see a cat on a wall. Hit it with around eight CDs to knock it down. Peg it with one more, and an alien will appear. Shoot the alien, and he'll split into a small army of critters. Shoot each one for a major load of bonus points. What other secret point tricks can you find?



INSIDE TRACK

You may not know it, but there are band members hidden throughout each of the levels. Only by finding them all can you receive the real ending to this game. Here's a trick to find the first hidden band member.

On the first level, when you enter the club choose to go right. As the screen moves over, you'll see a bathroom sign. Nuke it quickly, or you'll pass over it. You should now enter the bathroom. Shoot all the stalls to find the first guy. Gook luck finding the rest.



facility. You can also stop the New Order from experimenting on helpless girls in a laboratory. Each level is diverse enough to hold your interest.

The music of Revolution X was done by Aerosmith. The band members play a large part in the game, with you having to save their hides from the New Order forces. In terms of translation, everything from the arcade is here. Every little effect and trick can be enjoyed. The graphics are a little pixelated, but Revolution X scrolls just like its coin-op brother. ▼

RELEASE DATE	DIFFICULTY	
December	Moderate	
PUBLISHER	PLAYERS	
Acclaim	1 or 2	
SIZE	THEME	% DONE
CD-ROM	Shooting	70%

