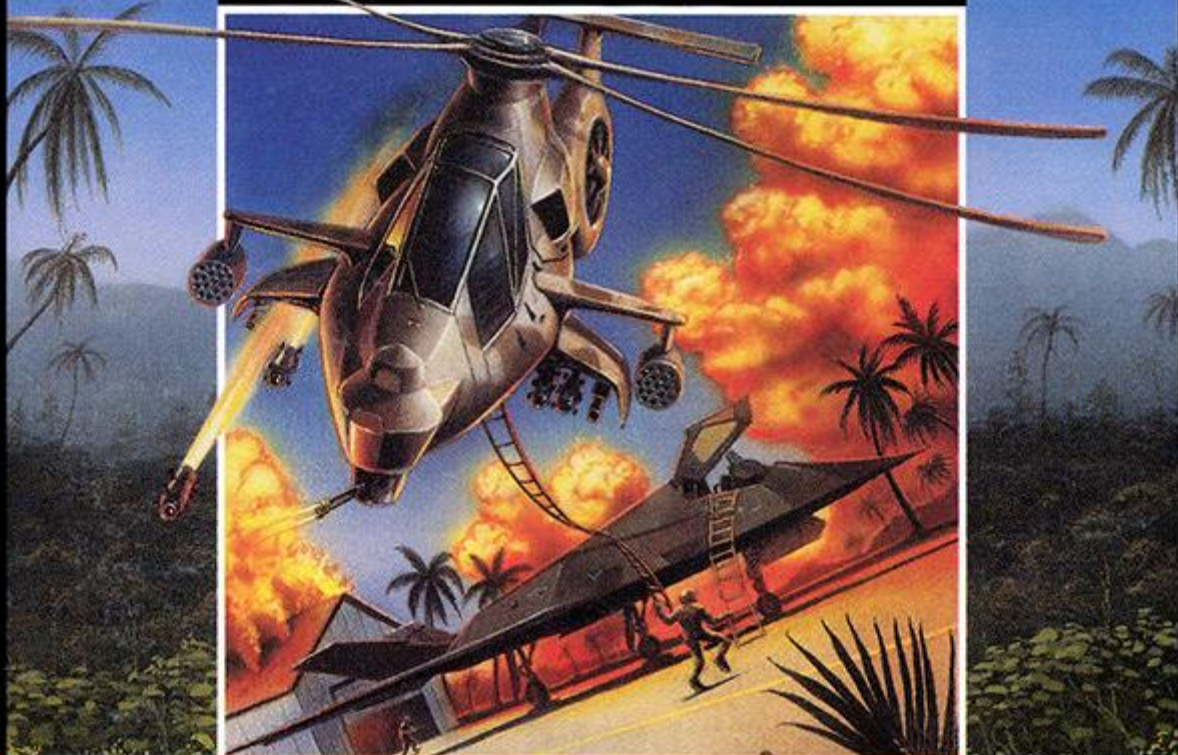


ELECTRONIC ARTS®



JUNGLE STRIKE™

THE SEQUEL TO DESERT STRIKE™



PHOTO BY ROZ DELICATTI

Left to right: John Manley, Tony Barnes, Mike Lubuguin,
Mike Posehn, Keith Bullen, Jeff Fennel, Julie Cressa.

Artist Bios

Mike Posehn (back row, 3rd from left) is building on his rousing success with *Desert Strike: Return to the Gulf* with *Jungle Strike*. In addition to being consummate computer programmer, Mike is a dedicated family man and avid fisherman.

John Manley's (far left) career at EA has been long, varied, and illustrious. His love of Hollywood-style action is as apparent in *Jungle Strike* as it was in *Desert Strike*, both of which he co-designed. He is dedicated to bringing his cinematic sense and knowledge to video game design; the results of that dedication are vivid and action-filled games.

"I love making innovative action games," says Tony Barnes (back row, 2nd from left). That much is obvious. He has years of experience in both the action and edutainment fields, making games for almost every machine imaginable. His past EA credits include *Desert Strike* and *Crüe Ball*.

WARNING To Owners of Projection Televisions!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

JUNGLE STRIKE

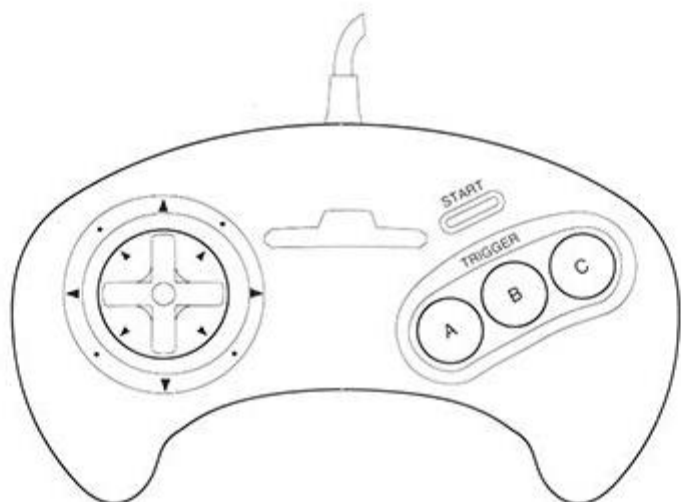
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CONTROL SUMMARY



NOTE: Owners of the Turbo Touch 360 controller may experience problems when playing Jungle Strike. We recommend that you use the Sega™ controller that comes with your Sega™ Genesis™.

Flying

•COMANCHE HELICOPTER

Directional Controls:

D-Pad Position	Up	Down	Right	Left
	fwd	rev	rotate right	rotate left

To take off from a helipad, press D-Pad in any direction. Your Comanche will also take off automatically after you drop off passengers.



To land on a helipad, hover near it and you will automatically land. Note that you can land only on friendly or captured and secured helipads, and only if you have passengers to drop off.

To Jink, Press and hold **A** while steering with the **D-Pad**. For more information, see the Jinking section of this manual.

•F-117A NIGHTHAWK STEALTH FIGHTER

Directional Controls:

D-Pad Position	Up	Down	Left	Right
	Decrease Altitude	Increase Altitude	Bank Left	Bank Right

To take off, land the Comanche on the helipad by the Stealth hangar. You will automatically transfer to the F-117A and take off.

To land, approach the landing strip from the direction opposite the one in which you took off, line up the Stealth's shadow slightly left of center with the landing strip at minimum altitude, and the Stealth Fighter will land itself.

The Stealth Fighter has automatic forward motion, unlimited fuel and ammo, and cannot hover like the Comanche Helicopter.

Riding

•SPECIAL FORCES ASSAULT CYCLE

Directional Controls

D-Pad Position	Up	Down	Right	Left
	Forward	Slow Down/ Reverse if Stopped	Turn Right	Turn Left

The assault cycle will come to a complete stop if you let up on the D-Pad.

Water Travel

•MX-9 HOVERCRAFT

Directional Controls

D-Pad Position	Up	Down	Right	Left
	Forward	Reverse	Turn Right	Turn Left

The Hovercraft will come to a complete stop if you let up on the D-Pad.

Firing

Below are the standard configuration for firing your weapons. To modify them, see the Modifying Commands section.



COMANCHE

- A Hellfires
- B Hydras
- C Chain Gun

HOVERCRAFT

- Water Mine
- Light Rockets
- Machine Gun

STEALTH FIGHTER

- Ironbombs
- AIM-92 Rockets
- Machine Gun

MOTORCYCLE

- A Land Mine
- B Light Rockets
- C Machine Gun

Pausing the Game

To pause the game at any time, press the **START** button. Press the **START** button again to return to the game.

INTRODUCTION: RUN THROUGH THE JUNGLE

General Kilbaba, the Desert Madman, is dead. But insanity and terrorism runs in his family. His son, also named Kilbaba, is as vicious as his father, maybe even more so. And he has a vengeance motive Kilbaba Sr. never had. Someone shed the blood of his family, so he must shed their blood as well, and shed a thousand times more. He isn't very focused on whose blood it needs to be: Anyone American will do.

But even though the younger Madman retains all the wealth his father was able to accumulate (which is to say,

steal), he has none of his political resources. When his father died, their people seized the opportunity to free themselves from the Kilbaba dictatorship, purged the army and government of Kilbabists, and sent the entire family fleeing across the border. However, Kilbaba was able to smuggle out the materials from his father's nuclear weapons program. He yearns to continue the program but doesn't have anyplace to set it up.

Enter Carlos Ortega, the notorious and violent South American Drug Lord, the largest merchant of addiction, misery, and fear in any hemisphere. Whatever money the Madman doesn't have is in the Drug Lord's numbered accounts. He used his wealth to live in corrupt luxury and build up the largest private army in the world. But U.S. drug agents were intercepting more and more of his shipments and impounding property he thought he had well hidden behind paperwork and dummy corporations. He was beginning to experience cash flow difficulties, which compromised his authority and reputation.

The Drug Lord had heard about the Madman's dilemma. He had the vehicles to move atomic weapons materials and the facilities to assemble them; the means to deliver them were within his grasp as well. One phonecall was all it took for the Drug Lord and the Madman to become partners. The Drug Lord's business losses will be avenged, and the Madman's family "honor" will be restored. All it will take is a nuclear strike against the United States.



Luckily, their plan is still in the early stages. It isn't too late to stop them. U.S. intelligence agencies know the outline of the Drug Lord's and Madman's plans, but not the details. Those plans have advanced to the point where military intervention is necessary. An old menace has reappeared in a new form, with more power, more resources, and more madness than before. Your job is to successfully complete all the campaigns assigned to you, as well as every mission that make up the campaigns. Desert Strike was just a warm-up. In Jungle Strike, things will really get hot.

Starting the Game

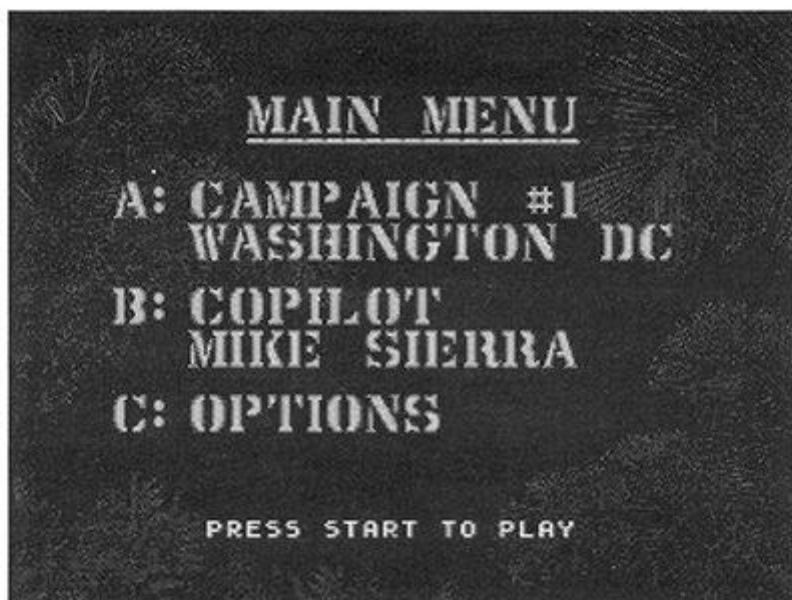
1. Turn off the power switch on your Sega™ Genesis™. Never insert or remove a game cartridge when the power is on.
2. Insert the game cartridge into the slot on the Genesis. Press the cartridge down firmly to lock it in place.
3. Turn ON the power switch.
4. The EA logo will appear and the cinematic introduction will begin. You can press **START** at any time during the intro to bypass the intro screens and go directly to the Main Menu.
5. If you want to watch a brief demo, wait until the introduction is finished. The demo will then run. Press **START** anytime during the demo to reset the game.

Quickstart

- Use the **D-Pad** to guide your vehicle and the **A**, **B**, and **C** buttons to fire your weapons.
- Press **START** to call up the Map anytime during the game.
- When the Map is up, press the **D-Pad** left/right to locate targets, supplies, and enemy weapons on the map.
- Hover over crates, drums, and people to pick them up.
- Complete the missions in order.
- Drop off passengers in landing zones to restore armor points.
- Read all the text on the screen.
- Supplies are sometimes concealed inside targets. Shoot the targets to reveal the supplies, but don't use too much firepower or you'll destroy the supplies, too.
- Return to your home base when you have completed all the missions in a campaign.



THE MAIN MENU



Main Menu

Choose Your Campaign

If this is your first campaign, or if you don't have a password, you must start with Campaign 1. (You get passwords at the end of a campaign. See the Password section of this manual for more information.) Press **START** when you're ready to begin a campaign.

Restoring A Saved Game

From the Main Menu, press **A** to go to the Campaign Menu. Enter your password like this:

1. Press the **D-Pad** up/down to select the correct letter or number.
2. Press the **D-Pad** left/right to move the cursor.
3. Press **START** to return to the Main Menu.

Choose Your Copilot

Press **B** to go to the Copilot Selection Screen from the Main Menu.

Your copilot is responsible for aiming your guns and operating the winch that pulls up equipment and people from the ground. A capable copilot will make your job as pilot much easier and increase your chances of saving the world.

The Copilot Selection Screen shows a portrait of each copilot, a group photo of your Special Forces team, and dossiers on each copilot. The dossiers describe each copilot's personality and relative skills. Note that some copilots are listed as MIA when the game starts; you can't choose any of them as your copilot at the beginning.

Press the **D-Pad** left/right to page through copilots' dossiers.

See the **Copilot** section of this manual for more information about copilot skills. When you find the copilot you want, press **START** to return to the Main Menu.



Choose Your Control Options



Options Screen

- At the Main Menu, press **C** to go to the Options screen.
- Press the **D-Pad** up/down to use the white dash to select a feature: Buttons or Control.
- Press the **D-Pad** left/right to toggle through the available options in a feature.

Buttons

- The **A**, **B**, and **C** buttons control your weaponfire during a mission. Press the **D-Pad** left/right to select the button configuration you want.

Control

- There are two Control options: With Momentum and No Momentum.

Beginning players may want to control the Comanche using No Momentum. The controls are less realistic than With Momentum, but they allow more room for error.

- **WITH MOMENTUM** is the standard control setting, and the one which your Sega Genesis automatically chooses at the beginning of each game.

Your Comanche carries momentum – that is, its forward motion is so fast it cannot stop “on a dime” at the instant you let up on the controls – and you have to compensate for it while flying. It may take awhile to master, but with practice, you can learn to use it to your advantage.

With Momentum controls are:

- Δ Press the **D-Pad** up to fly forward.
- Δ Press the **D-Pad** down to fly in reverse.



- Δ Press the **D-Pad** left to turn left.
- Δ Press the **D-Pad** right to turn right.
- When you use **NO MOMENTUM** controls, the **D-Pad** controls are the same as **WITH MOMENTUM**. What is different is that when you let up on the **D-Pad**, the Comanche will stop immediately, and will not be carried forward by its own movement.
- When you're satisfied with your control choices, press **START** to return to the Main Menu. Press **START** again to begin the game.

HOME BASE

You begin each campaign at Home Base. Home Base is in a different location each campaign, and your Comanche doesn't burn fuel while in its immediate vicinity. When you have completed all the missions in a campaign, return to Home Base to end the campaign.

NOTE: Home Base is not the same as Landing Zones. You cannot drop off passengers at Home Base.

COPILOTS

Different copilots have different skill levels; skill ratings accompany copilot descriptions. Copilot skills are not listed as specific values, such as a 1 to 10 rating. Rather, they are described in general terms.

Copilot skills are:

- ***Winch Control***

Winch Control determines the area in which a copilot can pick something or someone up using the winch. The best winch operators have a wider radius of “grab” with the hook and ladder. Average winch operators need to be right over objects or people to pick them up.

- ***Range Aim***

Range Aim is the distance at which a gunner can effectively aim at a target. Top gunners have a longer Range Aim. Less accomplished gunners have to get closer to targets to aim effectively.

- ***Rate***

Rate is the rate of fire a copilot can achieve in his role as your gunner. Better gunners can shoot the chain guns faster when you hold the C button down.

VITAL STATISTICS



VITAL STATISTICS



Map Screen

Lives

You get only three lives per campaign. If you lose your third life before you accomplish the final mission of a campaign, you have to restart that campaign and finish it before you can advance to the next campaign.

Fuel

You begin each campaign with 100 units of fuel. You can find more fuel scattered around campaign operations areas, sometimes out in the open, sometimes concealed in structures or vehicles. When your fuel level reaches 14, a

message appears warning that you're low on fuel. Every time you burn two more units, the message appears again. When you run out completely, you crash.

If you crash from lack of fuel, your fuel level is restored to a full 100 units when your next life begins.

If you crash because your armor has been destroyed (see *Armor*), your Fuel is restored to its pre-crash level if you begin another life. If you had less than 25 units of fuel when you crashed, you will start with 25 units of fuel if you begin another life.

Armor

Armor is your protection against attack. Your Comanche begins each campaign with 1000 points of armor. Your armor is reduced when you are hit by weaponfire. It is also reduced by 15 points every time you run into a structure; the structure loses 15 points from its armor as well.

An Armor repair toolbox can sometimes be picked up during missions. It is usually concealed inside a structure or a vehicle. Picking up an Armor repair toolbox can never increase your armor above the 1000 points you started with.

To pick up Armor, hover over it; your co-pilot will automatically lower the winch to pick it up.



If you crash but come back for another life, your Armor is automatically restored to a full 1000 points.

Weapons

On The Comanche

Your Comanche begins each campaign with the following weapons and ammo:

Type	Number	Power Points
Hellfire rockets	9	100
Hydra rockets	60	25
Chain Gun	1000 rounds	5 per round

Press **A** to fire Hellfires, press **B** to fire Hydras, and press **C** to fire the Chain Gun. (These are the standard weapons settings. To change weapons controls, see Choose Your Control Options in the Main Menu section of this manual.)

You can pick up more rockets and ammo during a campaign, but you can never have a greater number of rockets or ammo than you began the campaign with.

If you crash but come back for another life, your weapons and ammo remain the same as they were before you went down.

For information about the weaponry on the other vehicles you'll operate in Jungle Strike, see the Multiple Vehicles section of the manual.

Passengers

Some missions require you to pick up passengers and take them to safe landing zones. These passengers can be, for example, POWs, hostages, and enemies who have surrendered.

To pick up passengers, hover above them; your co-pilot will automatically lower the winch to pick them up. The Comanche holds a maximum load of 6 passengers.

Every time you drop off a passenger at a landing zone, your mechanics have time to partially repair your armor. Armor repair ranges from 100 to 150 points per person dropped off, depending on which campaign you're in.

If you crash before you are able to unload passengers, but you have another life left, your passengers are still with you when your new life begins.

Ground Personnel

Enemies and friends on ground level are often hard to tell apart from above. Assume people who are shooting at you are enemies.

Jinking

When you "Jink," you move your helicopter horizontally left or right. Jinking can help you increase your weapons' accuracy; see the Control summary at the beginning of this manual for instructions.



Extra Lives

Boxes marked with a red cross contain Extra Lives. There are a few hidden throughout the campaigns. Extra Lives do not carry over into subsequent campaigns.

To pick up an Extra Life, hover over it; your co-pilot will automatically lower the winch to pick it up.

INFORMATION CONSOLE



Map Screen

At any time during a campaign, you can pause the game and view the Information Console by pressing **START**. From the Information Console you can access three

special information screens: The Map Screen, Mission Screen, and Status Screen.

Critical Information

The following Critical Information also appears on the Information Console:

Lives	Number of Lives remaining
Load	Number of passengers aboard
Armor	Protection against attack
Fuel	Fuel remaining
Guns	Rounds remaining in the chain gun
Hydras*	Hydra missiles remaining
Hellfires*	Hellfire missiles remaining

*These categories appear only in the Comanche. In the other vehicles, they are replaced by the weapons those vehicles carry.

Most Critical Information categories are color coded. When your amounts of Ammo, Armor, and Fuel are near maximum, they appear in Green; when they are in the medium range, they're Yellow; when they are almost gone, they're Red.



The Map Screen



Map Screen

The Map Screen displays the entire operations area of a campaign as well as important structures and objects. To look at the Map Screen, press **START** and then press **A**.

Other than your weapons, the Map Screen is your most important tool as a pilot. You need to frequently refer to the Map Screen during the course of campaigns to reconnoiter operations areas, locate objectives and targets, and locate your own position on the Map.

Note that the Map Screen will display areas where you cannot go. These areas are outside your area of operations.

The Selection Display

To locate objects, targets, and missions on the Map Screen, Press the **D-Pad** left/right. Objects such as Ammo Crates, Armor Repair, and Fuel Drums will always show up as flashing dots on the Map unless they are concealed.

Note that missions are numbered; it is advisable (and easier) to complete missions in order. Mission targets and objectives flash on and off in order; that is, targets for Mission 1 flash when a campaign begins, but targets for Mission 2 may not begin to flash until Mission 1 has been completed. Randomly placed question marks flash around the map instead. Objects such as Ammo Crates and Fuel Drums will flash as red or white dots unless they're concealed.



Mission Data Log (Mission Screen)



Check your Mission Data Log for detailed info about current targets and objectives.

- To call up the Mission Data Log, press **START** to call up the Information Console, then press **B**.
- To page through data screens, press the D-Pad left/right.

Every important item on the Map has a corresponding file in the Mission Data Log. These description screens show a picture of each item, its name, and pertinent information about it. Every mission in a campaign is also listed in order on the Mission Data Log.

Campaign Status (Status Screen)



Campaign Status

Campaign Status gives you an up-to-the-minute report on your progress in the campaign. Each mission is listed in order; missions that have been completed appear in green, and missions still to be completed appear in red. When all the missions appear in green, the campaign is over—return to Home Base.



- To call up Campaign Status, press **START** to call up the map screen, then press **C**.

Special Status Checks

Occasionally, the following special Status Check request will appear at the bottom of the screen during a campaign:

INTELLIGENCE INFO, CHECK STATUS

This means that an intelligence report vital to your current campaign is available. It is important to the success of your campaign that you check this information. Press **START** to check the intelligence report. These reports are available for only a few seconds so check them as soon as you can or they may disappear. Press **START** again to leave the intelligence report.

Mission Failure

If you make an important mistake during a mission (such as shooting your own copilot), or if you do not complete a mission before an enemy performs an act of terror you were assigned to prevent (such as a terrorist driving a car bomb into a building), a “RETURN TO BASE!” message will appear at the bottom of the screen. If you return to your base, you’ll be briefed about what you did wrong and the campaign will automatically restart.

Armor Points and Power Points

Armor Points – the amount of damage it takes to destroy an object – are listed for some targets in the Mission Data Log. And Power Points – the amount of damage a weapon can inflict – are listed for enemy weapons in the Mission Data Log as well. This information is also given in the Weapons & Equipment Appendix near the end of this manual.

Vehicles

To complete Jungle Strike, you'll need to know how to operate a variety of different vehicles. You need to land your Comanche in a secure landing area near these vehicles in order to transfer to them.

MX-9 Attack Hovercraft

Armor: 800

Armaments

Machine Gun: 1000 Load, Power 3

Light Rockets: 50 Load, Power 25

Water Mine: 9 Load, Power 1000

NOTE: Water mines must be left in the water in the path of moving vessels, or close by stationary vessels, to be effective. A water mine will automatically lose its explosive power a few seconds after it is laid in the water and vanish from the screen if nothing touches it.



F-117A Nighthawk Stealth Fighter

Armor: 1200

Armaments

Guns: Power 5

AIM-92s: Power 25

Ironbombs: Power 400

NOTE: The F-117A fighter has infinite ammo and fuel.

Special Forces Assault Motorcycle

Armor: 500

Armaments

Machine Gun: 1000 Load, Power 5

Light Rockets: 30 Load, Power 25

Land Mine: 9 Load, Power 1000

Note: Land mines must be laid in the path of moving vehicles, or close by stationary vehicles, to be effective. A land mine will automatically lose its explosive power a few seconds after it is dropped and will vanish from the screen if nothing touches it.

Picking Up Equipment

The Hovercraft and Assault Motorcycle need to pick up Ammo, Fuel, or other items just like the Comanche. (The Stealth Fighter carries infinite Ammo and Fuel and doesn't need to pick anything up.) To pick up equipment with the Hovercraft or Motorcycle, touch them with the vehicle. But be careful – if you run into them with too much force, you may cause them to explode.

Win Screen



Win Screen

A Win Screen will appear after you have successfully completed a campaign. The Win Screen will display the points you won for your accomplishments during your recent campaign, your overall score for the entire game, and a password. Make sure to write this password down; it will enable you to resume the game at this point if you are not successful the next campaign.

Points & Scoring

You will be awarded points on several bases: Enemies killed, weapons destroyed, and missions completed. Keep in mind that points can also be deducted for destroying



innocent structures or personnel. (It is important to be well informed about what you're shooting and firing rockets at.)

Your points will be tabulated at the end of each campaign on the Win Screen. Points are a measure of your success. you don't need a minimum number of points to win the game. You win the game by completing every mission in every campaign.

CAMPAIGN BRIEFINGS

Read Campaign Briefings carefully and thoroughly. Try to complete the missions in order. If you perform any mission incorrectly, it will scrub the entire campaign, and you will have to begin that campaign over from the beginning.

Note On Danger Zones

Some targets are protected by Danger Zones maintained by radar units or power stations. The early warning provided by alert zones increases weapons' firing rates, power of weapons, and armor strength. Firing rate and power points in a Danger Zone will return to normal when it's early warning system is knocked out. The message bar at the bottom of the screen will warn you when you are in a Danger Zone.

Note On Landing Zones

In the course of some campaigns you will be called upon to clear and secure enemy landing zones (LZs). Some LZs become secure at the successful completion of an earlier mission. Enemy landing zones are red; once they have been secured, they become green.

!WARNING!

The following campaign descriptions divulge certain important details about the game and make it easier to play and win. Reading them is in no way necessary for you to successfully complete the game. To get the maximum challenge from Jungle Strike, don't read any further.

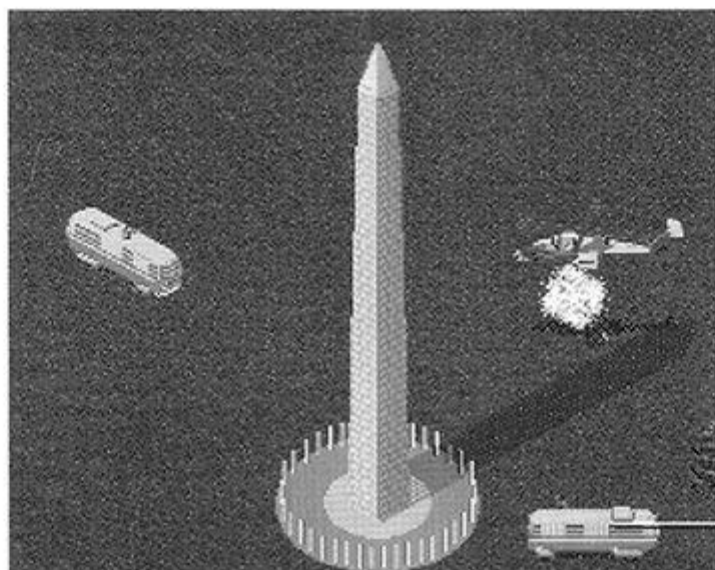
Campaign #1: Washington D.C.

The President is in danger! Washington D.C. has been infiltrated by heavily armed terrorists; they and their armored, weapon-laden vehicles have the run of the city. At the same time, they are conducting secondary missions to distract the capital's defenders from their primary target. While these other missions are strictly diversionary, they must be stopped before you proceed to your final mission, protecting the President's motorcade as it proceeds through the federal city.

A Tactical Walk-Through

For the purposes of this Walk-Through, the top of the screen is north, the bottom is south, the right side is east, and the left side is west.

- Δ Look for Ammo Trucks as well as Ammo Crates left out in the open. You have to destroy Ammo Trucks in order to expose their cargo. Your chain gun will be enough; don't waste Hydras or Hellfires on Ammo Trucks.
- Δ Look for gas stations to find fuel. (You're in the city, after all.) Don't run into the signs, though.
- Δ Press the **D-Pad** in any direction to lift off from the White House helipad.
- Δ As soon as you are airborne, press **START** to check out the Map. The flashing buildings are the monuments you need to save to complete your first mission.
- Δ Since these monuments are the terrorists' first target, they might already have weapons on site. Press the **D-Pad** left/right to see what these weapons are. You'll see the monument in the west – the one nearest the White House – and the one in the north are crawling with HARVs.
- Δ Press **B** for more information about HARVs. These Heavily Armed Recreational Vehicles look like any other RV but are armored and loaded with weapons. You can handle them, but should still treat them with respect.
- Δ Press **START** to return to the Campaign.

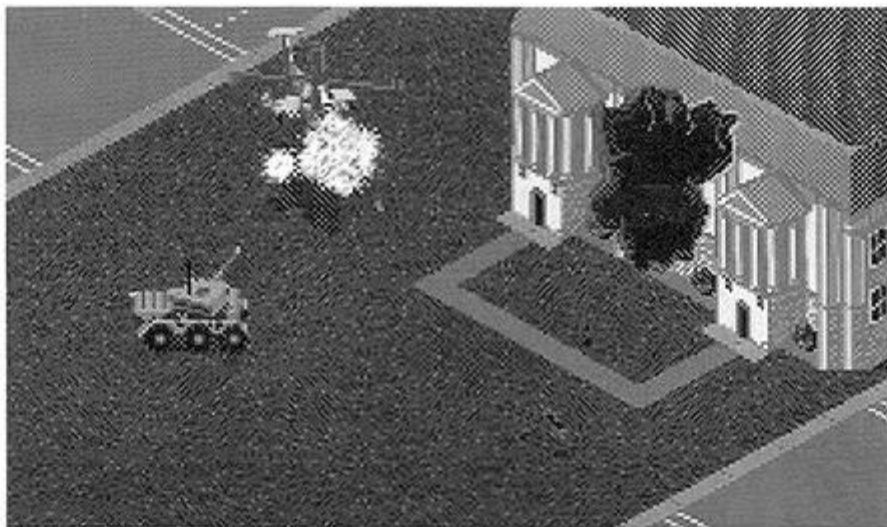


HARV

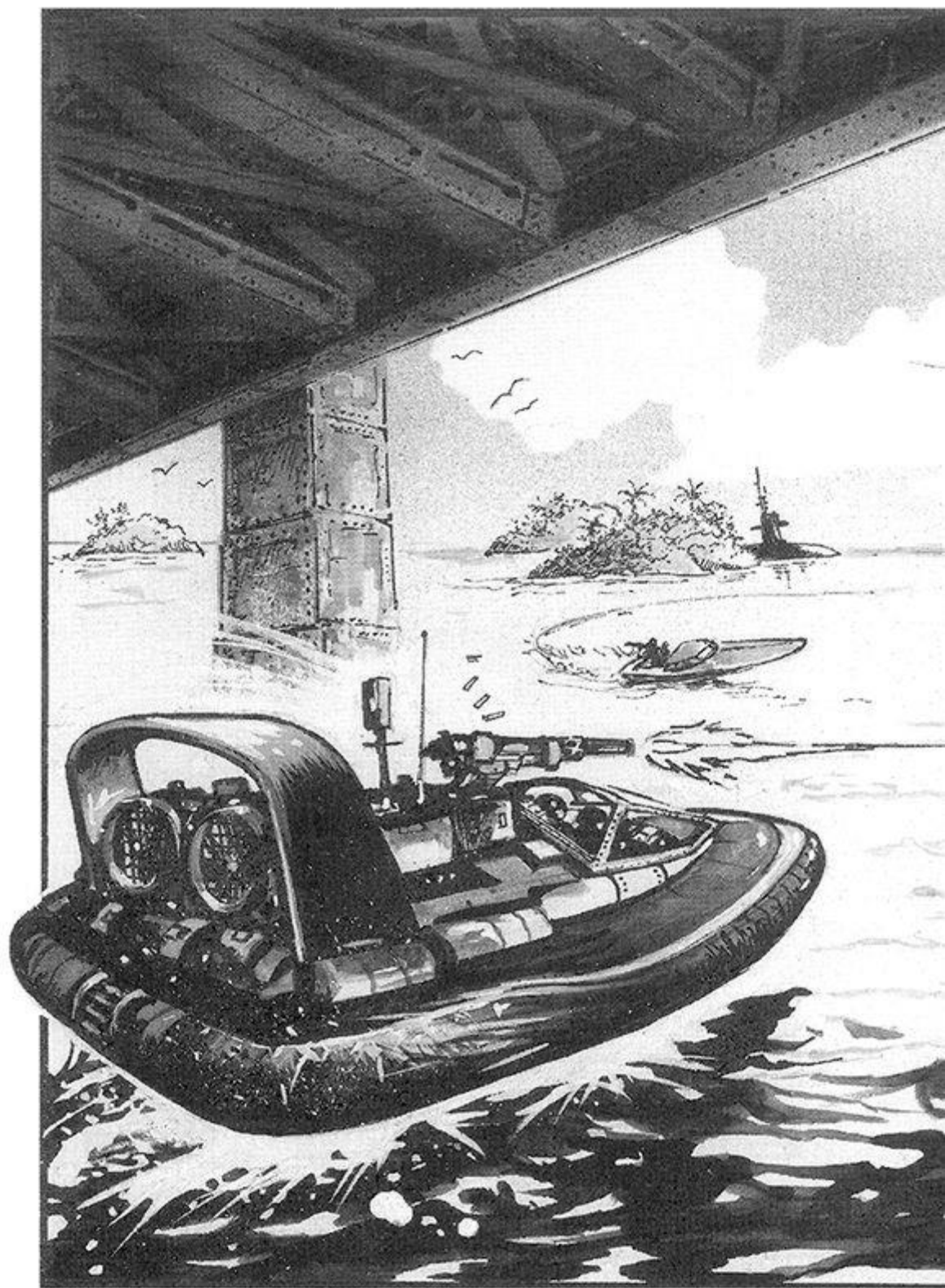
- Δ Fly to the monument in the west. Consult your map again if you have to get your bearings. You shouldn't encounter any resistance on your way there.
- Δ Try to dodge the automatic weapons fire and shoulder-launched missiles as you wipe out the intruders. Be on the lookout for men on the ground and late arriving HARVs. If this (or any other) monument is destroyed, you'll be called back to base.
- Δ After you've secured the Washington Monument, head southeast toward the Jefferson Memorial. It is under attack by Attack Vans instead of HARVs;

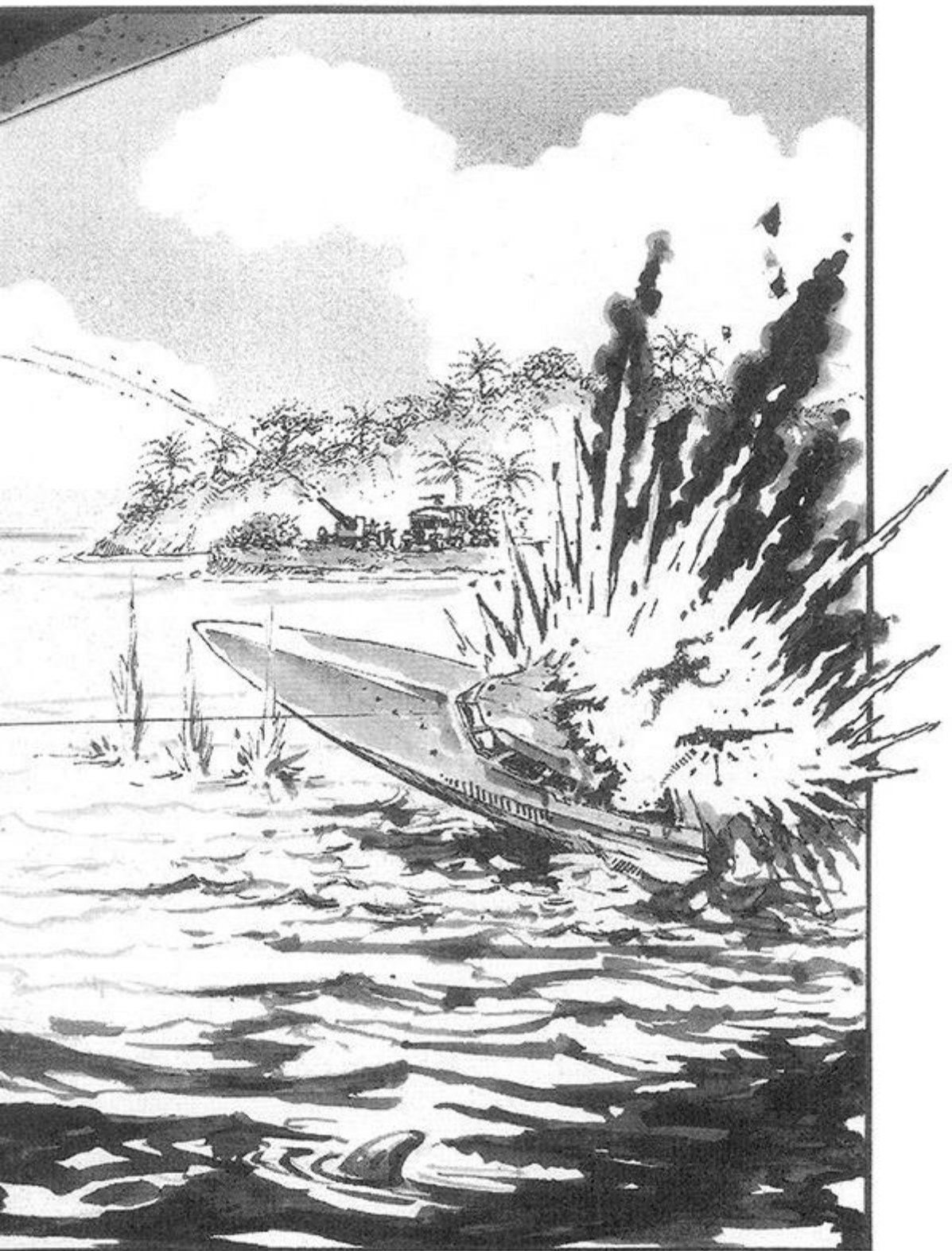
they've got less fire power and are less heavily armored. Use the same tactics and take the same precautions.

- Δ Head for the Library of Congress in the north central part of the map next. You'll be up against HARVs again, lots of them. You should know what to do by know.
- Δ Press **START** to check your fuel and ammo. You might be running low by now. Make sure to monitor both of these, especially just after a mission has been completed. Check armor level at such times, too. If armor is low, pick up the Armor Repair toolbox one of the destroyed HARVs at the Library of Congress left behind.



- Δ Next, locate and destroy the terrorist headquarters. The Drug Lord's troops have seized four federal office



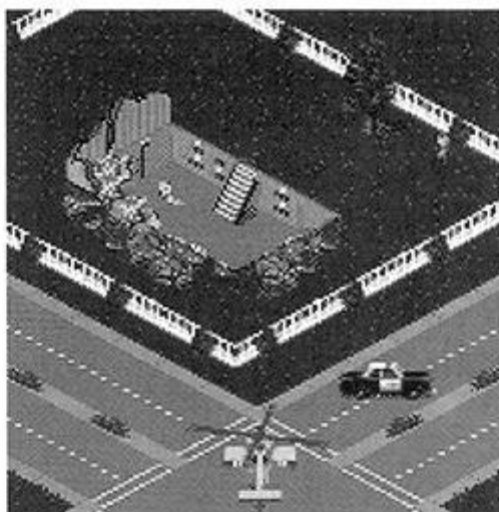




buildings to coordinate their atrocities around the city. These buildings are generally northwest, northeast, southwest, and southeast of the White House – and not far from it. Once you've thwarted the attack on the Monuments, the Terrorist HQs will show up on your map as your second mission.

Watch for armed lookouts outside the HQs. They might roll up some heavy artillery, too, for added protection. Use Hydras or Hellfires on buildings; chain gun rounds would just take too long. Capture the squadron leaders for information about the next action of the terrorists' campaign.

- Δ You're just getting started. The Drug Lord's terrorists are driving car bombs wildly through the city streets, with several foreign embassies as their targets. The Drug Lord and Madman hope to use a series of explosions to create a series of international incidents and divert U.S. attention from their own activities. Once you sight the car bombs, take them out as quickly as possible. Be careful not to blow up any innocent motor vehicles; but be wary of any that look like they could carry a lot of explosives. (Remember: Bad guys shoot back.)



- Δ Rescue undercover agent “Akbar”. The terrorists probably won’t be holding him in a busy part of the city; they’d draw less attention in a quiet corner of D.C. Look for a police siege outside an ordinary looking residence. Make sure you don’t shoot Akbar in the confusion of battle.

- Δ Akbar will tell what the terrorist’s real target is: The President’s motorcade, just now entering the city from the southwest. Terror vans have been posted all along the Chief Executive’s route. Ortega and the Madman knew exactly when the Commander-in-Chief would be returning from a trip and timed their attacks to coincide with his arrival.



Δ One last thing. A sniper has taken up a position in a U-shaped building at an important intersection and is creating havoc. (Some people think this building has always been inhabited by a terrorist organization.) Put an end to his pot-shots, but take him alive: He has information that will be necessary for a working vacation you're about to take.

Important! The sniper must be taken alive. If the sniper is killed you will not get the information needed to go on to the next campaign; return to base at once.

Campaign #2: Sub Hunt

The audacious Drug Lord/Madman attack on Washington has been crushed. So now, the more ominous part of their master plan has begun.

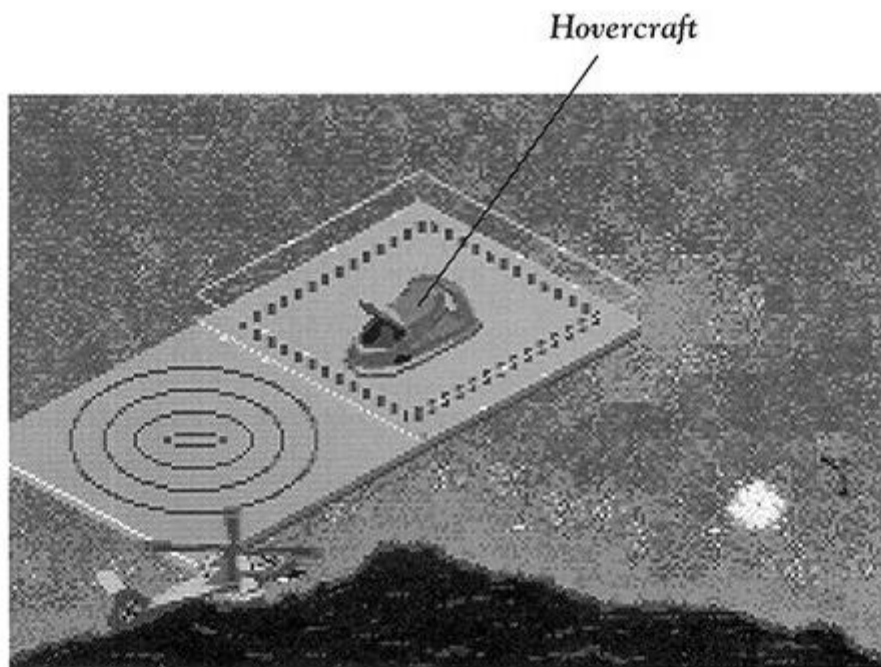
The Madman has revived his parasitic parent's nuclear weapons program and is smuggling stolen plutonium into the Jungle Fortress he shares with Ortega. The Drug Lord has been obliging enough to assign a fleet of his drug-smuggling speed boats to the operation. They ferry their deadly cargo to shore, where it is loaded onto trucks and transported inland.

But of course, they do nothing in a straightforward manner. Some of the speed boats are only decoys. The Drug Lord positioned a lot of anti-aircraft guns on nearby islands and sandbars. Gunboats and nuclear subs prowl

the dangerous waters. And a bridge cuts your Comanche off from the action. You need to recover the stolen Hovercraft to get past it.

1. RESCUE NAVY SEALS

The terrorists have found the Seals and are holding them at gunpoint. Take out their terrorist captors and winch them up. They know how to turn off the alert zone around the hovercraft and where the plutonium is. Return them to their helicopter so they can punch in the code to switch off the alert zone.



2. ELIMINATE GUARDS AROUND HOVERCRAFT & SHUT DOWN POWER GRID

The Hovercraft is heavily guarded and the landing pad is electrified. Easy to find but hard to get to if you haven't already rescued the Seals.



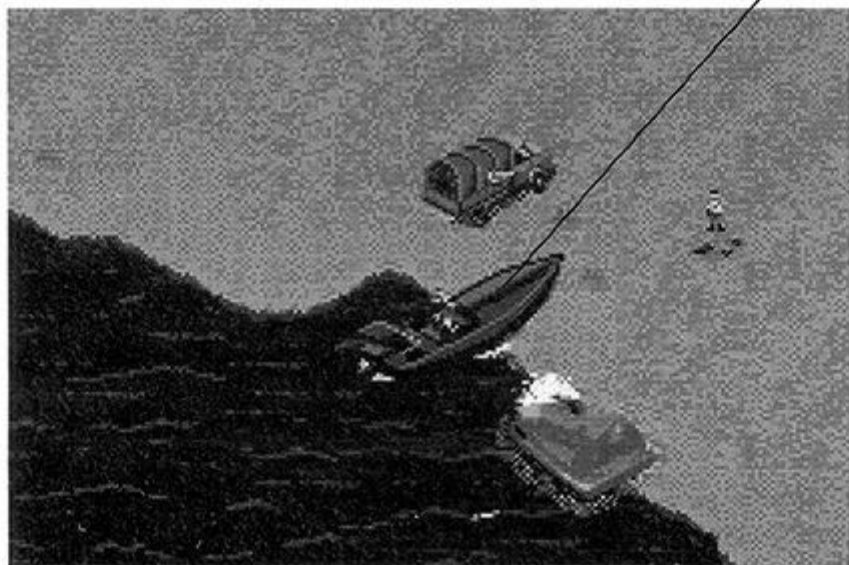
3. RECOVER STOLEN HOVERCRAFT

Just land and switch vehicles. When you set down on the helipad, You will automatically leave your Comanche and take the helm of the Hovercraft.

Remember, the Hovercraft can travel over water or land. And monitor the Hovercraft's fuel as carefully as you monitored the Comanche's fuel. You won't crash if you run out, but you'll get stranded. And you'll still use up a life.

Now you can go under the bridge. You'll face a gamut of armored gun boats, snipers, and AAA guns once you do. Get used the Hovercraft controls as quickly as possible – you're going to need to do a lot of dodging.

Plutonium Boat



4. RECOVER PLUTONIUM

Sink the Drug Lord's speedboats before they rendezvous with the trucks on shore, catch them on shore before the transfer can be made, or shoot the trucks as they head inland. Pick up at least 8 of the plutonium crates. Keep in mind that shooting plutonium is a bad idea.

5. RESCUE F-15 PILOT

F-15s aren't buoyant, and the enemy probably knows where he is, so find this pilot in a hurry. Unconfirmed reports list him as going down near a small island halfway between the shore and the bridge. He's spotted the Drug Lord's nuclear subs; you'll never find them without him.

6. DESTROY NUCLEAR SUBS

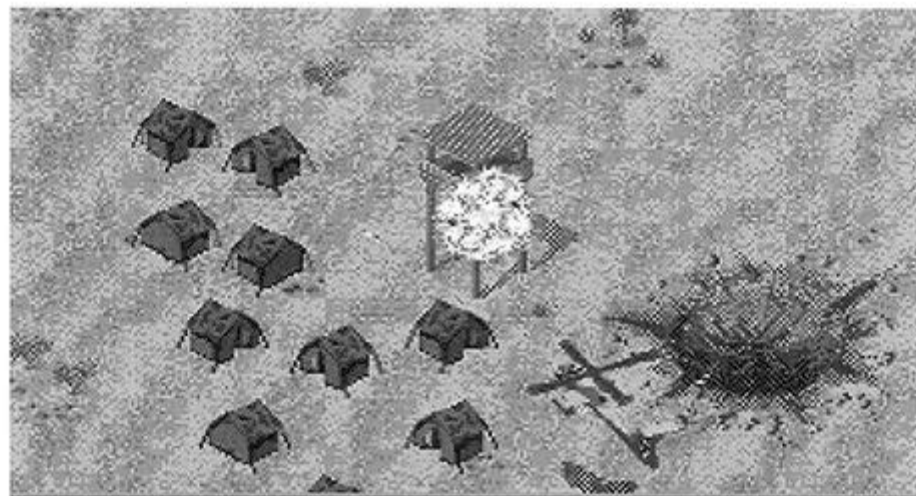
Send all 5 of them to the bottom for good. They are the mightiest weapons in the Drug Lord's arsenal. It would take a lot of ammo to sink these monsters. Using your mines instead might be easier. When they're gone, Ortega will be unable to defend his coastline and you'll have no trouble moving inland.

When you have completed all the missions in this campaign, return the Hovercraft to its pad (you'll return to your Comanche automatically), and return to base.



Campaign #3: Training Ground

The Madman and Drug Lord put their ground troops on maximum alert after the destruction of their nuclear subs and the interdiction of their plutonium shipment. The mood at Ortega's training center is especially tense. There are many inexperienced troops here who don't know what to expect. It is also the communications nerve center for the Madman's & Drug Lord's far flung forces. And it is the site of a secret nuclear reactor used to enrich uranium to weapons grade. This all makes the camp a natural target for a Comanche attack.



I. WIPE OUT ENEMY TRAINING CAMP

This is where the Drug Lord and Madman train their terrorists. Take care of them while they're still

inexperienced, and destroy their tents and guard towers. Look for supplies in some of the tents. Make sure towers are completely destroyed.

2. SECURE THE LANDING ZONE

Wipe out the protection for the LZ north of the tents (but don't wipe out too much). Pick up a commando from the jungle clearing in the northwest and set him down in the LZ to secure it.



3. KNOCK OUT MOBILE RADAR

Three MRX-254B mobile radar units on the western half of the map protect the Sheridan tank depot and barracks; neutralize them before they can alert the Sheridan personnel. It is often best to concentrate your fire on the truck that hauls the mobile radar units. Check your map for active radar units or look for the tank tracks to track them down. Look for the tanks, too.

Mobile Radar



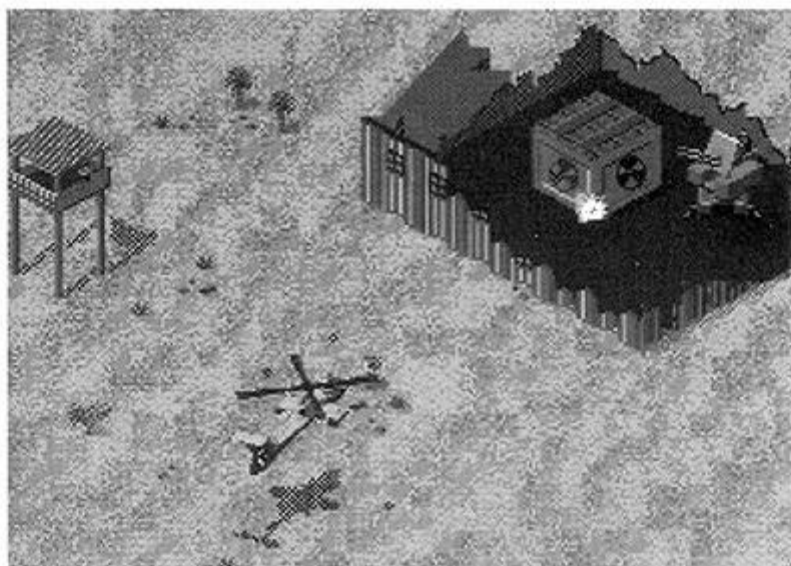
4. RESCUE COMMUNICATIONS EXPERT
He's been working for the Drug Lord & Madman, but not willingly. That's why he's being held in a prison camp under heavy guard. He is in a fenced-in area surrounded by guard towers in the southern vicinity of the camp; blast the flat-roofed building he is in to free him. When you have the comm expert, drop him in this LZ next to the phone lines so he can bug them. Your forces will then be able to eavesdrop on the Madman's telecommunications. (Don't shoot down these phone lines!)
5. DESTROY SHERIDAN TANKS
Hit the tank depot hard. It is near dead center on the map. The lead will swarm like hornets here, so keep moving!

6. KNOCK OUT MOBILE RADAR

Three more MRX-245B early warning radar units protect the camp complex. These are the radar units in the eastern half of the map.

7. DESTROY THE TRAINING HQ

The headquarters is in a fenced area near the drop off point for the communications expert.



8. RETRIEVE NUCLEAR REACTOR

The warehouses that house the reactor parts are heavily protected both inside and out. Carefully gauge your firepower when you blast open the crates; you must retrieve the reactor intact to complete this campaign.



Campaign #4: Night Strike

Missions like this one can keep you up nights. Eavesdropping on the Madman's long-distance ranting has led you to this secret compound in this dense part of the jungle. The Madman has kidnapped three top German physicists to work on his nuclear weapons program. Of course, the scientists refused to have anything to do with his monstrous scheme. "Perhaps dancing in the dark with the centipedes shall leave your will more supple," sneered the Madman. The scientists have been imprisoned in foul jungle pits ever since.

They're not going to be able to hold out forever. If you find them soon enough, they won't have to try.

And the cover of darkness won't make this mission any easier: You won't be able to pinpoint the exact location of uncovered fuel and ammunition on the map.

1. DESTROY ENEMY WATCH TOWERS

There are seven towers around your startoff point. Knock them out (key on the red glow from the guards sniper scopes) before they can alert Ortega's other mercenaries. There are other guardtowers in the area, but take out these seven first.

You'll notice that the jungle is illuminated when one of your rounds goes off. It is not generally a good idea to spend ammunition just so you can see better.

You'll probably begin to notice objects on the ground marked with a yellow diamond and red circle. These are tarpaulins that cover supplies (among other things). Fire a few rounds from your chain gun to see what's under them.

2. LOCATE GREEN BERET SCOUT & TAKE HIM TO VILLAGE LANDING ZONE

A Green Beret was dropped into this area earlier; keep an eye out for his white flare. Haul him aboard and head for the landing zone in the village. Make sure the village is cleared before you try to put down in the LZ.

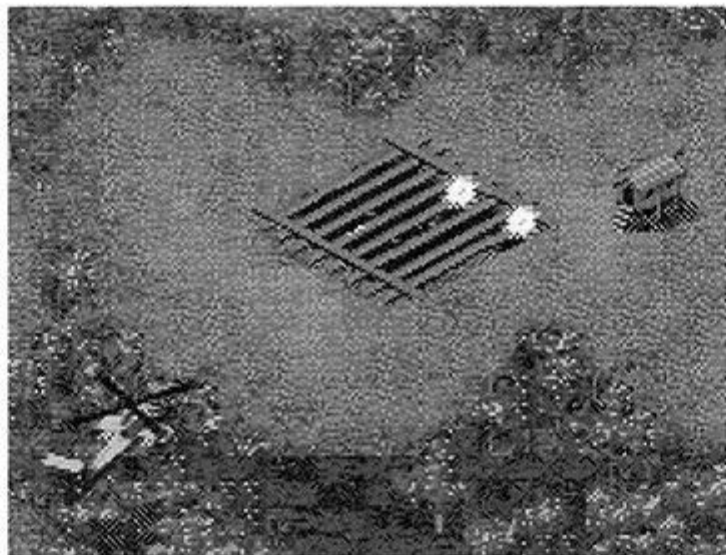
You'll come across a number of huts in the village and in surrounding jungle clearings. Some contain supplies, some conceal enemy troops, some harbor friendlies, some are empty. Be ready for anything if you shoot one open.





3. DESTROY ENEMY APACHE CHOPPERS

If you don't find them, they'll for sure find you. Make sure you destroy their helipads, too.



4. RESCUE CAPTURED GERMAN SCIENTISTS

Look for “trap doors” in jungle clearings north of the village. Careful you don’t mistake them for enemy troops when they emerge. (The scientists are wearing white clothing.)

5. RESCUE POWS

American POWs from past conflicts have been sold as slave labor to the Drug Lord and Madman. Look for them in the same sort of fetid pits that held the German physicists, and not very far away from them. Consider taking the Germans back to the LZ first so you’ll have enough room for the POWs.



Weapons Factory

Supply Cache



6. DESTROY WEAPONS PLANT

Taking these out is absolutely necessary; it is a major step in disabling the enemy's armaments program. Destroy the partially assembled jets and spare parts that are in this area, too. But be ready to maneuver and dodge – they are heavily guarded by ACARs.

Intermingled with the weapons plants are barracks. Some of the barracks contain supplies, so you might think about blasting one or two of them open if you start to run low. Look for them in a long, sinuous clearing.

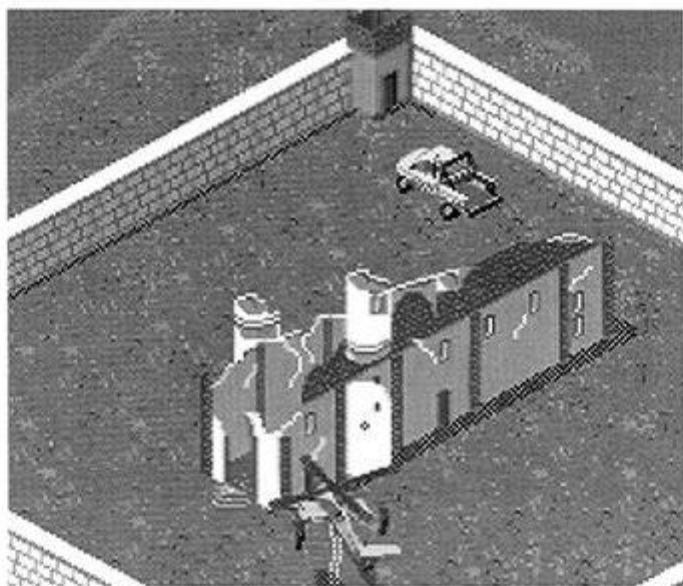
7. CAPTURE WEAPONS COMMANDER

Cutting off the head of the Drug Lord-Madman nuclear weapons project will be a punishing blow. The weapons commander is also sure to have important intelligence about his former masters' overall plan. He is hiding in a barracks near the center of the weapons plan complex.

Campaign #5: Puloso City

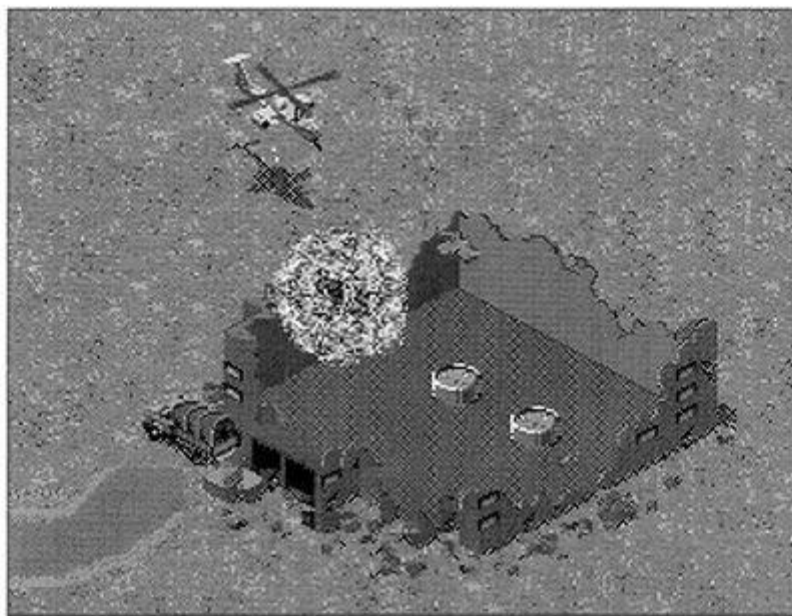
The captured weapons commander told you everything you wanted to know. The Drug Lord has set up a facility to manufacture nuclear detonators in Ciudad Puloso (Puloso City), a city controlled by his private army. The detonator factory isn't Ortega's only sordid local

enterprise. He operates a major drug processing center here, as well as a counterfeiting operation.



1. RESCUE CIVILIAN HOSTAGES

Pick your way through the maze of houses until you get to the walled missions. There will be quite a few guards to take care of when you get there. Blast open the missions, and rescue the hostages when they emerge, and take them to the LZ near the UN supply trucks. You will need to make several trips to complete this mission.



2. DESTROY DRUG PROCESSING PLANTS

Look for the red brick buildings north of the missions. Destroy the drug vats and processing equipment; you either destroy or pick up the drugs themselves.

3. BLAST COUNTERFEITING PLANTS

The Drug Lord's presses are in an area of modern buildings and new construction in the northwest corner of Pulosso City. Pick up or destroy the stacks of bogus currency, destroy the presses, plates, and ink lab. Consult you map closely to make sure you attack the right buildings. This area is heavily patrolled by MLRS 23mm cannons.

4. DISABLE POWER GRID

Blow up the towers and snap the power lines at the western edge of the map. This will take out the alert system for the Drug Lord's Warroom.

5. BLOW UP COMPUTER LABS AND DEFEAT ARMORED CARS

You'll need to acquire the Special Forces attack cycle in the walled police station near the power lines to carry out this mission. You'll automatically transfer to the cycle when you land your Comanche on the helipad. Then blast the computer labs in the "double diamond" in the northwest corner of Pulosos City. Try your land mines on these behemoths.

6. PICK UP DETONATORS

Pick up the detonators that were in the Armored Cars. You can pick them up with the motorcycle or the Comanche – your choice. If you want to transfer back to the Comanche, go back to the police station and park beside the LZ. You'll automatically transfer back to the Comanche.

7. GET C4 PLASTIC EXPLOSIVES

Make sure you've transferred back to the Comanche before you tackle this mission. The C4 is in a guarded armory on the eastern edge of your operations area. It is *very* heavily guarded. Blow up the armory and winch up at least one bundle of explosives.



8. DESTROY DRUG LORD'S WARROOM

This is north of the armory. Clear the ground area and set down in the LZ so your copilot can infiltrate the warroom. He'll set the C4 charges while you wait outside. Watch out for snipers on the roof until he reemerges. Pick him up, enjoy the sight of the warroom blowing to bits, and head back to base.

Campaign #6: Snow Fortress

Things are beginning to snowball. The Drug Lord has built a stronghold high in a South American mountain range. But he isn't up there for the great skiing: This is a missile depot. With the help of a renegade General from the former Soviet Army, he has secured a number of nuclear warheads and ICBMs. And he is hard at work trying to enable, arm, and aim them. The area is protected by heavy weapons, crack troops, SAM missile launchers, and a radar net.

To eliminate the missile threat, complete these eight missions in the following order:

1. RESCUE WILD BILL



Co-pilot Wild Bill has been shot down and is being held in a frigid hellhole with other POWs. Rescue Bill and other prisoners. Look for a secondary LZ halfway between your starting point and the POW camp to drop them off. You'll have to take care of a few tanks & structures to secure it. Blow up the igloo command post to disrupt the defenses of the enemy LZ.

2. KNOCK OUT MOBILE RADARS

Three mobile radar installations protect the nest of Patriot missiles. They are heavily protected by tanks



and Gatling guns. Knock them out to clear the way for the rest of your missions.

3. DESTROY MISSILE DEPOT



The Drug Lord has had the gall to steal U.S. Patriot missiles and use them against us. After you take care of the tanks and towers that protect the depot, blast open the missile depots and blow apart any missiles you find.

4. CAPTURE THE SOVIET GENERAL

Find the General's hut quick as you can; look southwest of the POW camp and watch for his gray tunic. He knows where the missile launchers are and

will gladly tell share the information to save his own skin.

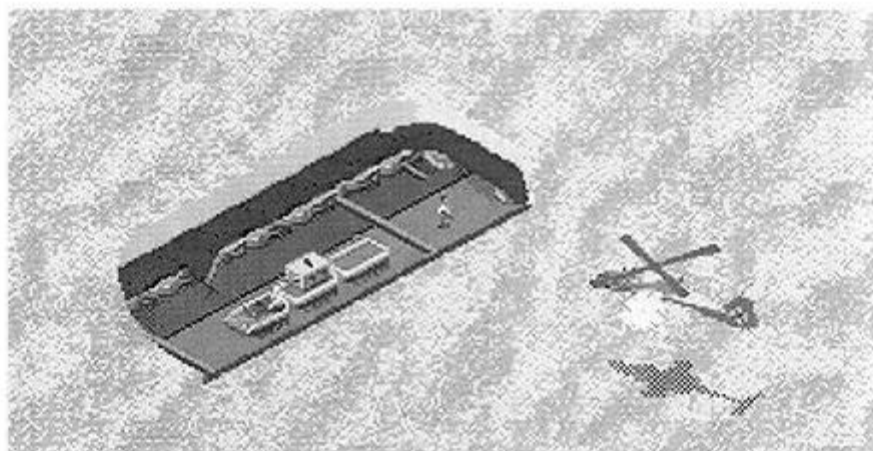
5. DESTROY PATRIOT MISSILE LAUNCHERS

Once you have the general, you'll be able find these. They are widely scattered through the area, so consult your map to located them. You may need to take out an additional hidden mobile radar unit first.

6. BLAST ENEMY POWER GRID

Take out the substation and the towers that support the power lines.

7. FIND UNDERGROUND FORTRESS



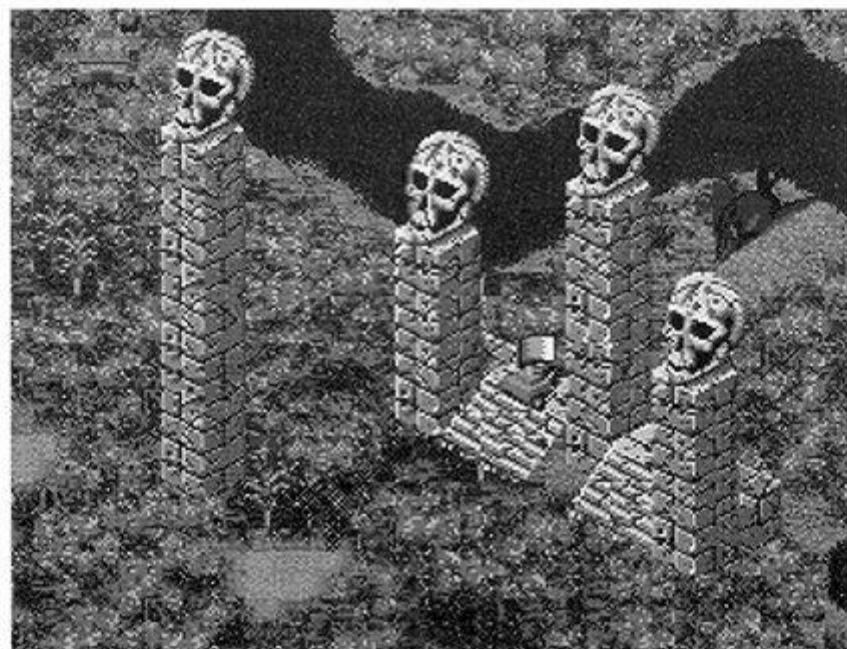
Somewhere under all that snow, the Drug Lord has built his stronghold. Knocking out the power system will cut the ventilation to the fortress and make it easier to locate. Be on the lookout for unusual snow mounds; these may be a clue that the fortress is nearby.



8. RECOVER NUCLEAR WARHEADS

Uncover the underground fortress and the warhead transit points. Take care of the guards, expose and grab the warheads, and then head back to Home Base.

Campaign #7: River Raid

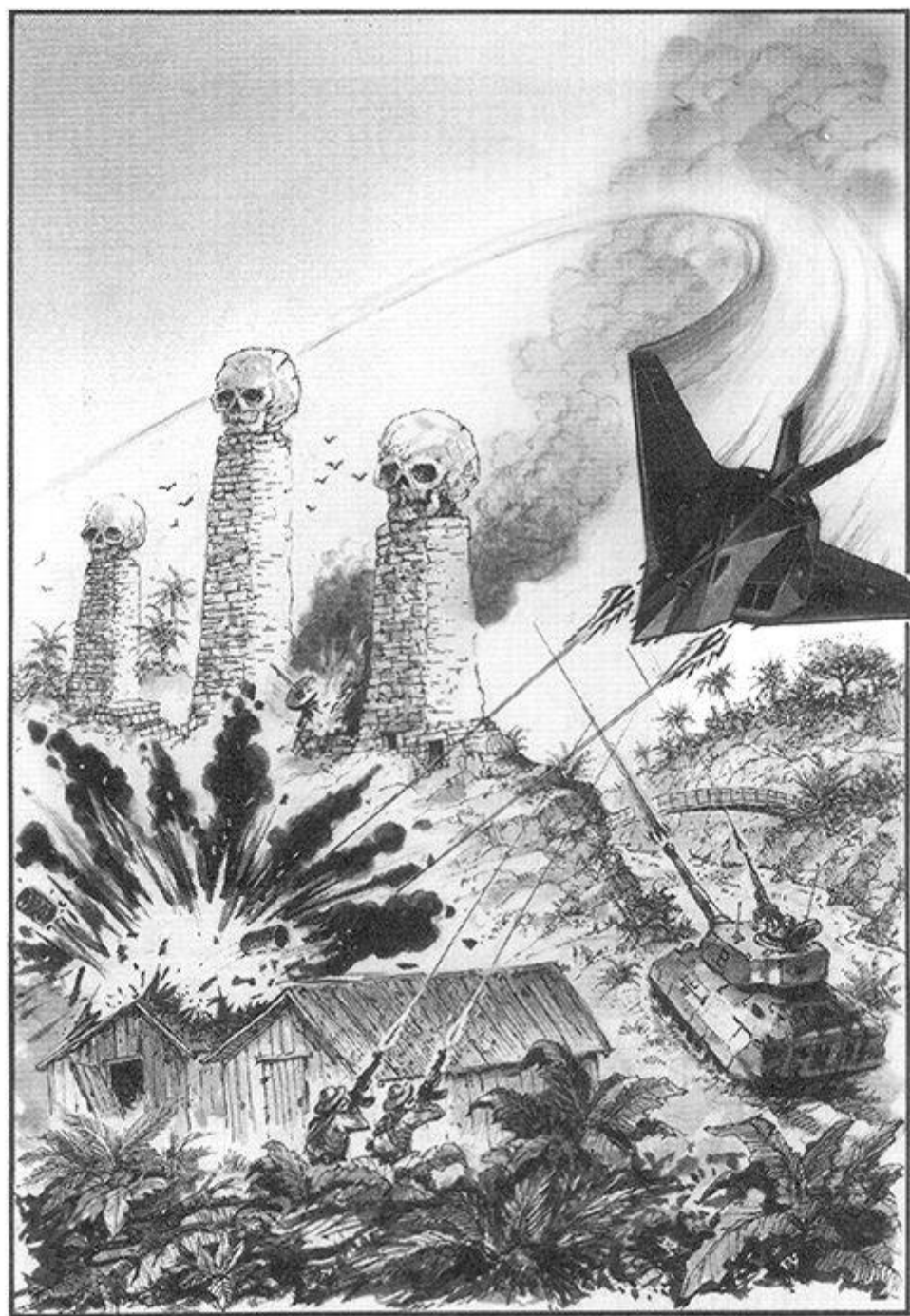


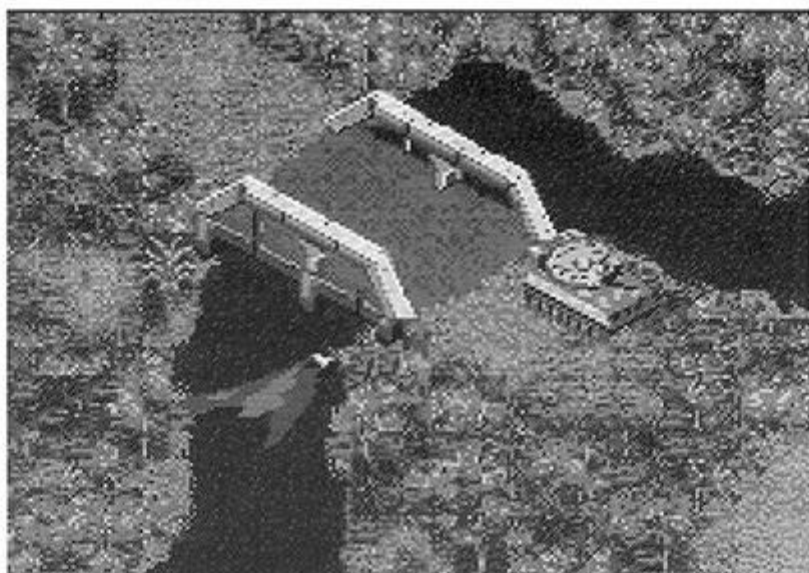
This campaign will be the wake-up call that ends the insane dreams of the Drug Lord and the Madman. This super-secure jungle compound is the headquarters for both the Madman's missile construction and the Drug Lord's growing operations. Kilbaba can't deliver warheads without missiles, and Ortega can't deliver drugs if his fields are scorched.



1. SECURE THE JUNGLE AIRSTRIP AND FIND
STEALTH FIGHTER

The strip is near the center of map, and is unmistakable. Neutralize the guards and land in the nearby helipad. You will automatically transfer to the Stealth fighter.





2. BLOW UP TROOP BRIDGES

These bridges are all on the western half of the map on the river. Six of the eight bridges must be destroyed to prevent the Drug Lord from calling in reinforcements. A few rounds from your chain gun should take them out. But look out for what's guarding them.

3. END THE GROWING SEASON

The Drug Lord's wealth is based on the fertility of his fields and greenhouses. So naturally, he protects both quite well.

4. DESTROY MISSILE LAUNCHERS

Patriot missiles were the bane of another Desert Madman in another war. Now, history has been turned inside out and America's Patriots have been turned against it. They are widely scattered throughout the



jungle. Follow the coordinates that appear on your map to seek them out.

5. BURN OUT THE FUEL DUMP

This is the repository of most of the fuel for the Drug Lord's army. His army won't be able to go anywhere without gas.

6. PUT MISSILE ASSEMBLY LINE OFF-LINE

Even without nuclear warheads, these medium-to-long range missiles are too dangerous for these maniacs to keep. The missile are being assembled in shelters disguised as ancient ruins.

7. HEAD FOR HOME BASE

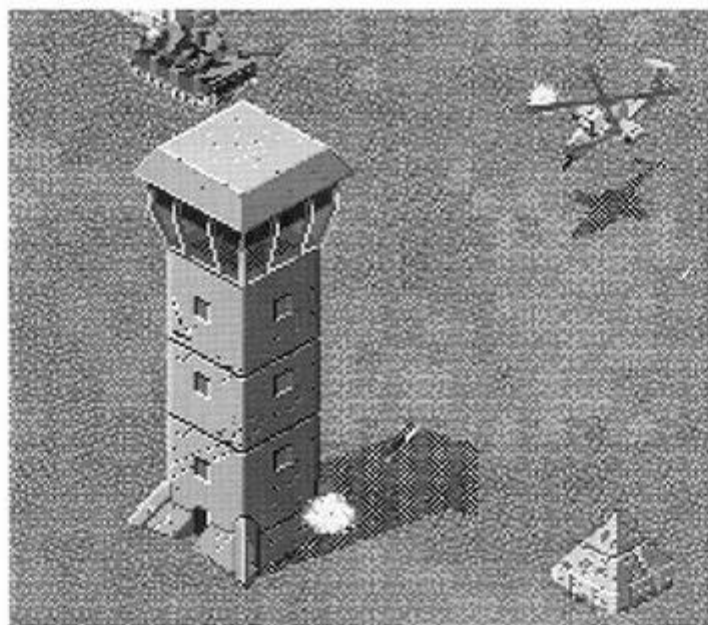
Once the pyramids have been destroyed and the missile assembly line brought to a halt, fly the Stealth back toward the landing strip. If you align the Stealth's shadow a little left of center of the strip, it will land automatically. Then transfer back to your Comanche and head for Home Base.

Campaign #8: Mountains

The final showdown is close at hand. The Drug Lord and the Madman have run to higher ground, and they're cringing in their final refuges. Be ready to duke it out, but take them ALIVE!

This is the most secure area in the Drug Lord's domain; American intelligence agents have not been able to infiltrate it or even observe it in detail. So it is impossible to describe this campaign beyond the first two missions.

1. TAKE OUT CONTROL TOWERS



The control towers are southeast of your starting position. Knocking them out will lower the alert zone around the bunker where the Madman is hiding. Naturally, he keeps them heavily protected; this is one of the most deadly areas you will encounter.

On your way to the control towers, you may notice small pyramids scattered on the jungle floor. These are storage



containers for Fuel Drums, Ammo Crates, Armor Repair, and other equipment. Blast them open to check out their contents.

2. BRUISE THE CRUISE MISSILES

These stolen Tomahawk missiles are covered by rounded rocky hills and Mobile Battle Cannon. Look southwest of the Towers you just blew up.

Return Home

The Drug Lord's and Desert Madman's schemes have all come to nothing. Their power has evaporated, and their trial will be a mere formality. It is time for your triumphal reception in Washington, complete with a ceremony on the White House Lawn. The President looks like he really likes his new Jungle Strike t-shirt, even though Hillary grabbed it away from him. Still, all is...well...

HINTS & TIPS

Keep Moving

- Your Comanche attack chopper is a speedy, highly maneuverable weapons delivery system. If you don't take advantage of the speed at your control, Ortega and Kilbaba will win in the end. Hovering in front of a tank and exchanging fire with it may take a lot of guts, but not much judgment.

Weapons and Ammo




- Whenever possible, use your chain gun to destroy non-hostile targets, such as the Ammo Trucks in the first campaign. This is a good habit to cultivate, since in some long campaigns Hellfire and Hydra missile can become scarce. So after you clear an area of enemy weapons, use your chain gun to destroy targets, firing rapidly to conserve fuel.
- Don't waste fuel and ammo picking them up when you don't need them. Better to leave them where they are until you really need them.

Know Your Enemy

- As you gain experience, you'll be able to estimate how much firepower it takes to destroy each kind of enemy. Keep this in mind and use the least force necessary to make a kill. You don't usually need a rain Hellfires on a single sniper to take care of him.



WEAPONS & EQUIPMENT APPENDIX

		Armor	Power	Speed of Projectile
	AAA (Anti-Aircraft) Gun	50	25	Fast
	AK-47	10	10	Fast
	Apache Helicopter	300	150	Fast
	APHID (Bazooka)	25	75	Fast
	Armored Car	150	35	Very Fast
	Attack Van	100	20	Very Fast
	Comanche Helicopter	1000	Varies	Varies

		Armor	Power	Speed of Projectile
	F-117A Nighthawk			
	Stealth Fighter	1200	Varies	Varies
	Gatling Gun	150	10	Very Fast
	Gun Boat	100	75	Fast
	HARV	150	100	Fast
	Hovercraft	800	Varies	Varies
	Humvee	100	30	Very Fast
	MLRS 23MM Cannon	250	30	Very Fast



Armor

Power

**Speed of
Projectile**



Mobile
Battle Cannon

400

200

Fast



Speedboat

150

20

Very
Fast



Tactical
Pick-ups

100

30

Fast

TANKS

Abrams M1

250

75

Very
Fast



Sheridan

150
(ZSU)

30

Very
Fast



Twingun

150
(AAA)

20

Very
Fast

Credits

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Art Direction: Julie Cressa

Graphics: Keith Bullen, Jeff Fennel

3-D Models: Michael Shirley, Tim Calvin

Additional Art: Peggy Brennan

Music & Sound Effects: Brian Schmidt

Producer: Scott Berfield

Associate Producer: John Manley

Assistant Producers: Tony Barnes, Michael Lubuguin, and Scott Probin

Technical Director: Lon Meinecke

Testing Manager: Randy Delucchi

Product Testing: Steve Imes, Mike Hensley, John Boerio

Product Manager: Michael Prince

Marketing Art Direction: Nancy Waisanen

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Game Text & Documentation: Michael Humes

Documentation Layout: Emily Favors

Quality Assurance: Mike Lopez, Rob Cavaness, Mike Yasko, Paul Armatta

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