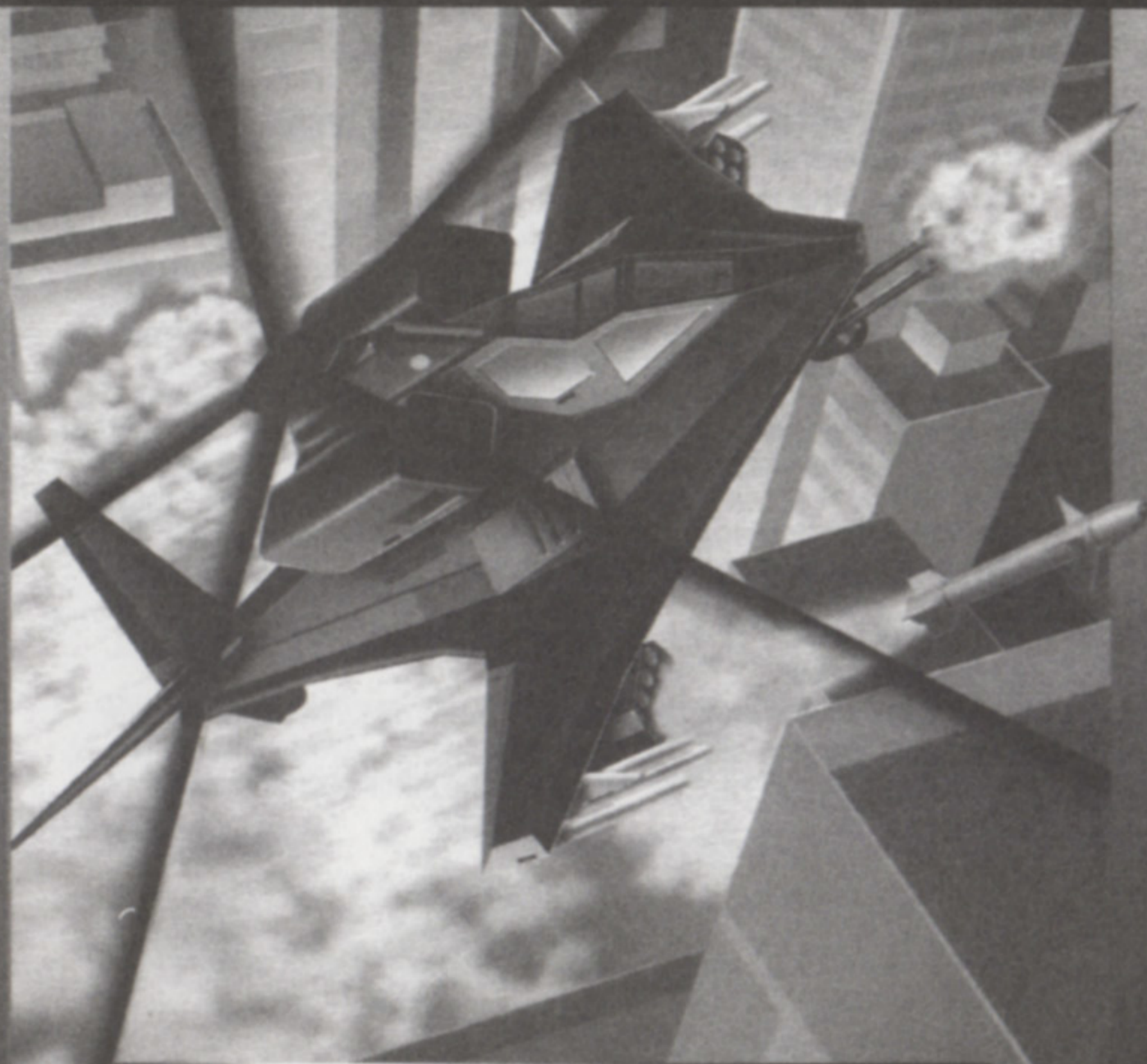


ELECTRONIC ARTS®



URBAN STRIKE™

THE SEQUEL TO JUNGLE STRIKE

WARNING: Read before using your Sega Video Game System!

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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.



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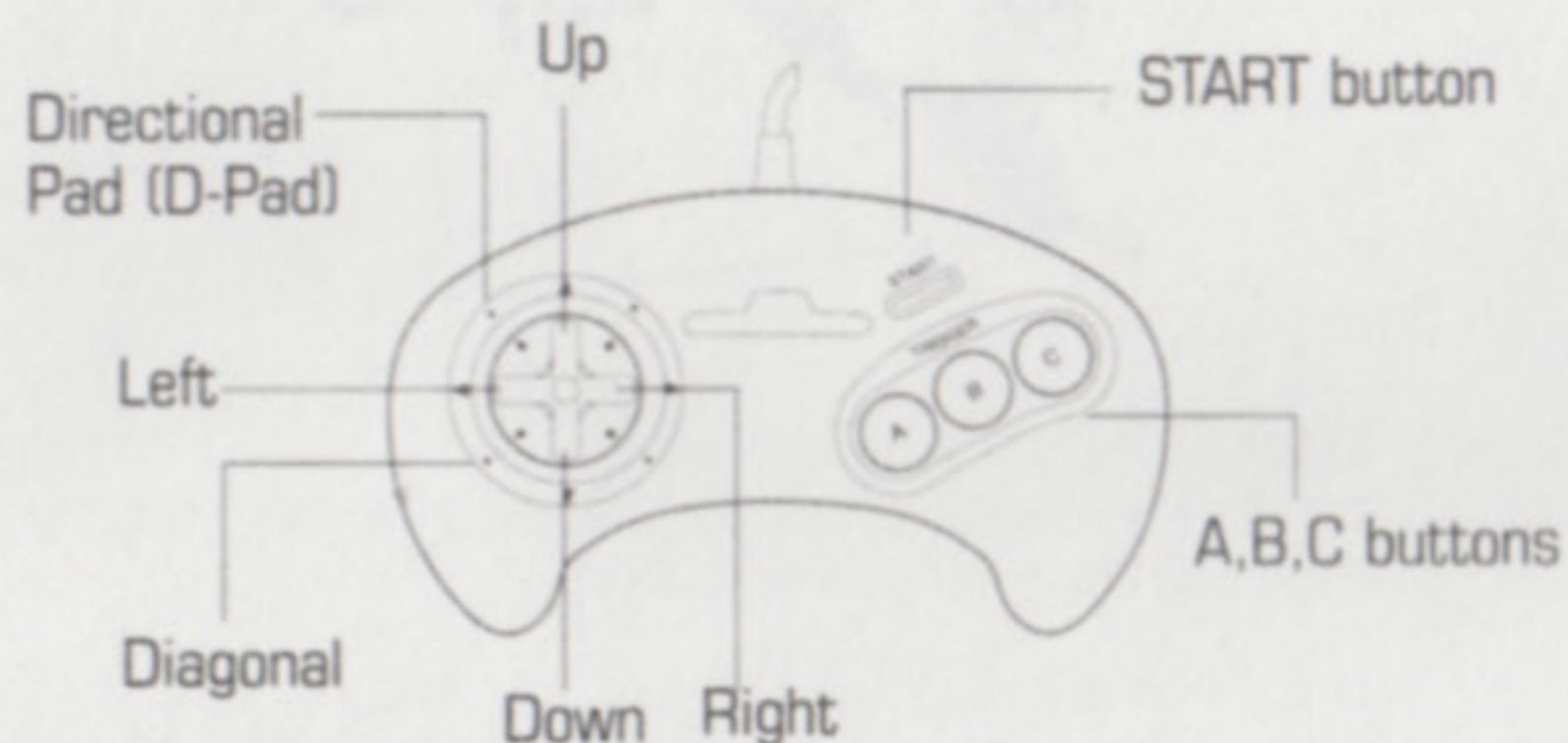
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STARTING THE GAME

1. Turn OFF the power switch on your Sega™ Genesis™. **Never insert or remove a game cartridge when the power is on.**
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch.
The Electronic Arts logo appears (if you don't see it, begin again at step 1).
5. If you want to watch a brief demo, wait until the introduction is finished. The demo then runs. Press **START** anytime during the demo to reset the game.

CONTROL SUMMARY

Note: 3 button controller highly recommended for best game play.



WEAPONS

In Mohican

Fire Hellfire Missile	A
Fire Hydra Rocket	B
Fire Chain Gun	C

In Blackhawk

Fire Chain Gun	A or C
Fire Hydra Rocket	B

In Ground Assault Vehicle (GAV)

Fire Hydra Rocket	B
Fire Chain Gun	C

On foot

Fire Hydra Rocket	B
Fire MX9	C

FLYING

Forward	D-Pad up
Reverse	D-Pad down
Rotate Right	D-Pad right
Rotate Left	D-Pad left
Jink	Press and hold A + D-Pad left/right

Six-Button Controller Only

Jink	Press and hold X + D-Pad left/right
Drop Cargo	Y
Launch Smart Bomb	Y

- **To take off from a helipad**, press the D-Pad in any direction. Your Mohican also takes off automatically after you drop off passengers.
- **To land on a helipad**, hover near it to automatically touch down. Note that you can land only on friendly or captured and secured helipads.

GROUND TRAVEL

On Foot

Forward	D-Pad up
Turn Around	D-Pad down
Turn Left	D-Pad left
Turn Right	D-Pad right
Rotate In Place	Press and hold A + D-Pad left/right

Six-Button Controller Only

Rotate in place	Press and hold X + D-Pad left/right
-----------------	--

In Ground Assault Vehicle (GAV)

Forward	D-Pad up
Reverse	D-Pad down
Turn Right	D-Pad right
Turn Left	D-Pad left
Rotate Turret	Press and hold A + D-Pad left/right

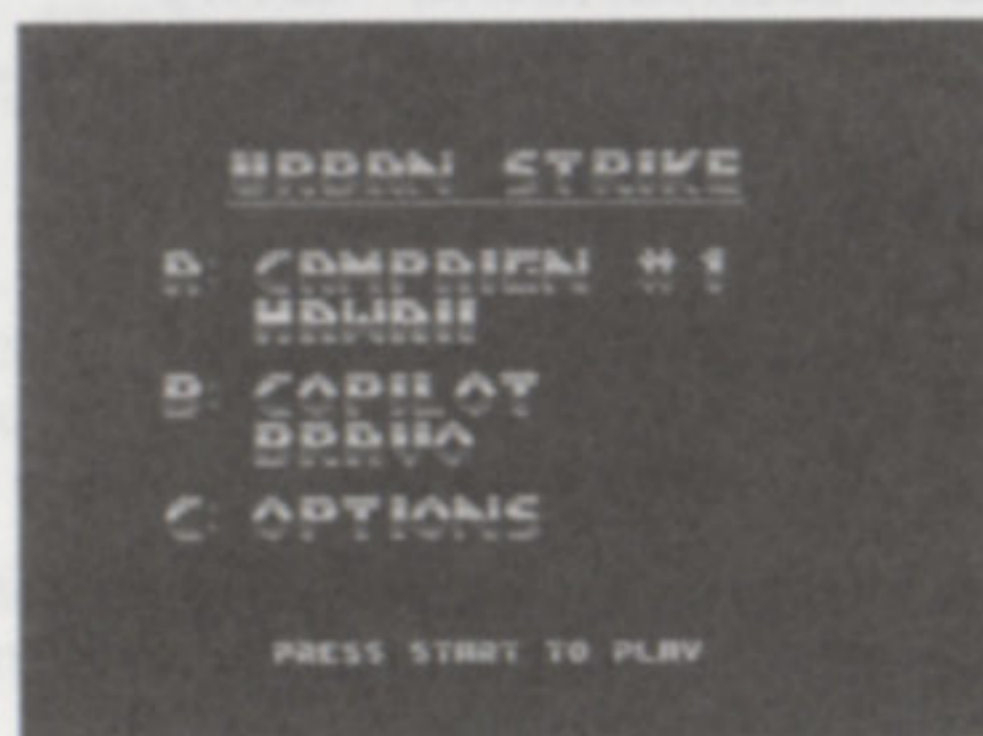
Six-Button Controller Only

Rotate turret	Press and hold X + D-Pad left/right
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PAUSING

Pause Game	START
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THE 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. (See Password on page xx for more information.)

- Press **START** when you're ready to begin a campaign.

Restoring A Saved Game

1. From the Main menu, press **A** to go to the Campaign menu.
2. Press the D-Pad **up/down** to select the correct letter or number.
3. Press the D-Pad **left/right** to move the cursor.
4. Press **START** to return to the Main menu.

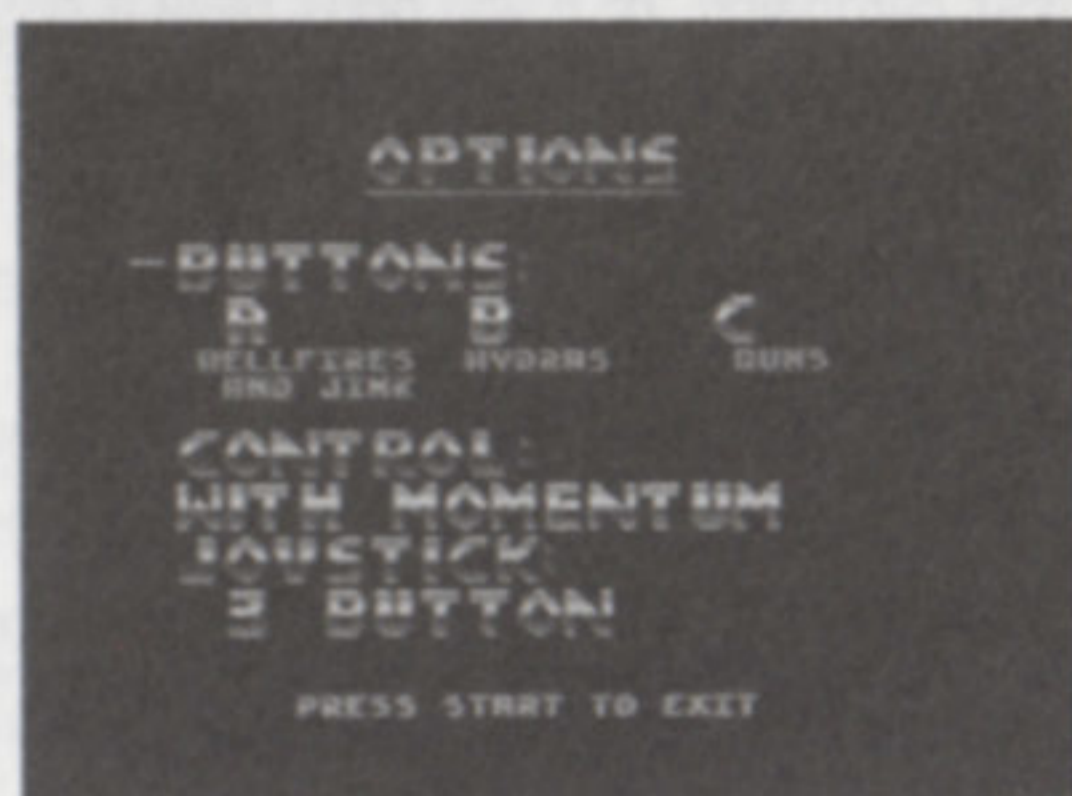
CHOOSE YOUR COPILOT

Your Strike C.O.R.E. copilot is responsible for aiming your guns and operating the winch that pulls up equipment and people from the ground.

1. Press **B** to go to the Copilot Selection Screen from the Main menu.
2. Press the D-Pad **left/right** to page through copilots' dossiers.
3. When you find the copilot you want, press **START** to return to the Main menu.

Note: Some copilots are MIA and cannot be selected until they are found in later campaigns.

CHOOSE YOUR OPTIONS



1. At the Main menu, press **C** to go to the Options screen.
2. Press the D-Pad **up/down** to use the white dash to select a feature: Buttons, Control, or Joystick.
3. 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.

With Momentum is the default control setting. Your helicopter 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.

When you use No Momentum controls, the Mohican stops immediately when you let up on the D-Pad.

Joystick

- Press the D-Pad **left/right** to select 3 button or 6 button control pad.
- If you are using a 3 button controller and you select the 6 button option, you will not be able to leave the options screen.
- If you are using a 6 button controller and you select the 3 button option, your **X**, **Y**, and **Z** buttons will not function when you begin the game.

Leave Options Screen

- When you're satisfied with the Options you've chosen, press **START** to return to the Main menu. Press **START** again to begin the game.

HOME BASE & LANDING ZONES

You begin each campaign at Home Base. Your Mohican 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. And you cannot return to Home Base in any vehicle other than your Mohican.

COPILOTS

Different copilots have different skill levels; skill ratings accompany copilot descriptions.

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 "grab" radius with the hook and ladder.

- **Range Aim**

Range Aim is the distance at which a gunner can effectively aim at a target. Top gunners have a longer Range Aim.

- **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 press and hold the C button down.

VITAL STATISTICS

8 LIVES

You get only three lives per campaign. This applies to both air and ground missions. 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. When you run out completely, you crash.

If you crash from lack of fuel, your fuel level is restored to a full 100 units if you begin another life.

If you crash because your armor has been destroyed (see Armor, immediately following), your Fuel is restored to its pre-crash level

if you begin another life. However, 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.

You do not use up fuel on ground missions.

ARMOR

Armor is your protection against attack. Your Mohican has 1000 armor points; the Blackhawk has 2000 armor points; and your flak jacket gives you 200 armor points when you're on foot. Your armor is reduced when you are hit by weapon fire. It is also reduced by 15 points every time your helicopter runs into a structure.

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 maximum

If crash or run out of fuel, but you come back for another chance, your Armor is automatically restored to maximum.

WEAPONS

Mohican

Press	Type	Number	Power Points
A	Hellfire missiles	9	100
B	Hydra rockets	60	25
C	Chain Gun	1000 rounds	5 per round

Blackhawk

Press	Type	Number	Power Points
A	Chain Gun 1	1000 rounds	5 per round
B	Rocket	60	25
C	Chain Gun 2	1000 rounds	5 per round

On Foot

Press	Type	Number	Power Points
B	Hydra missiles	9	25
C	MR9	200 rounds	5 per round

You can pick up more rockets and ammo during a campaign, but you can never have more rockets or ammo than you begin with.

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

PASSENGERS

Some missions require you to pick up passengers (captives, infiltrators, civilians trapped in battles zones, etc.) and take them to safe landing zones. To pick up passengers, hover above them; your co-pilot will automatically lower the winch to pick them up. The Mohican holds a maximum load of 6 passengers; the Blackhawk holds a maximum of 20 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 passenger. You can't take off again until all your passengers exit.

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.

DROPPING OBJECTS

You will sometimes need to drop objects you've picked up with the Mohican's or Blackhawk's winch. Some objects are lowered automatically when you position yourself over a target area. You have to drop other equipment manually.

- To drop cargo using a 3 button controller, press **A**.
- To drop cargo using a 6 button controller, press **Y**.
- **Hint: After picking up cargo, proceed toward your destination as quickly as possible.**

JINKING

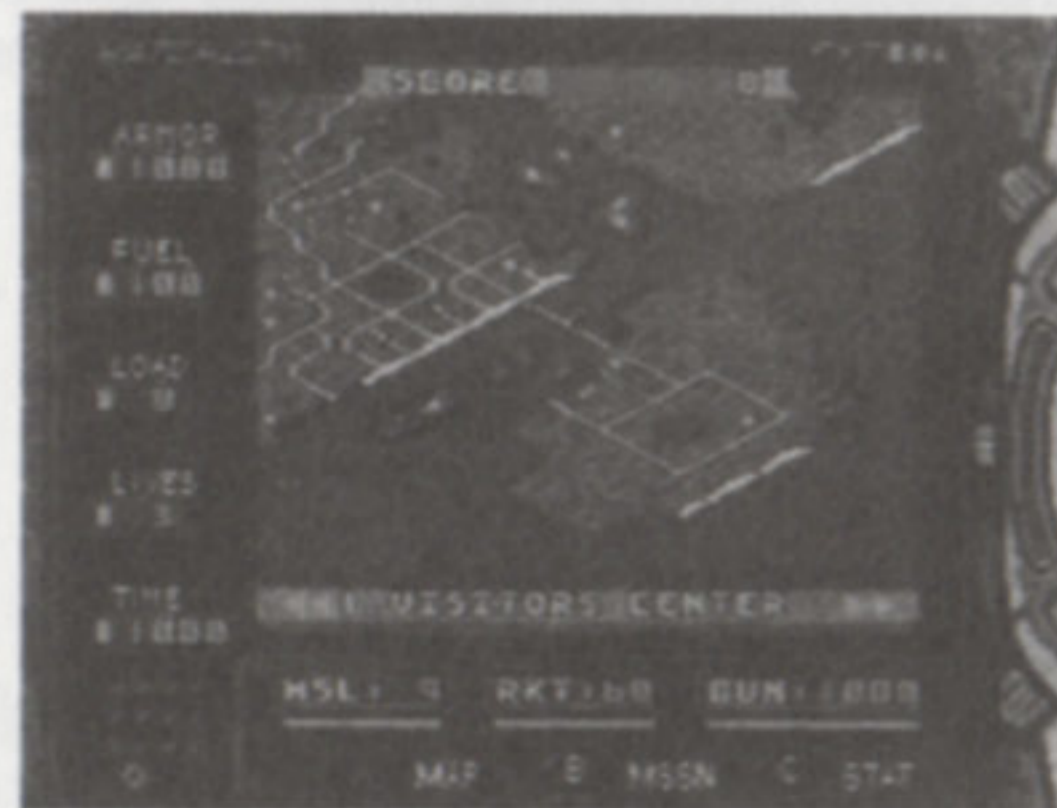
When you "jink," you move your helicopter horizontally left or right, which can help you increase your weapons' accuracy.

- To jink with a 3 button controller, press and hold **A** and D-Pad **left/right** to steer.
- To jink with a 6 button controller, press and hold **X** and hold **A** and D-Pad **left/right** to steer.

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.

WATCHCOM INFORMATION CONSOLE



- To pause the game and view the WATCHCOM Information Console, press **START**.

The following critical information appears on the Information Console at all times:

Score	Your current score
Armor	Protection against attack
Fuel	Fuel remaining
Load	Number of passengers aboard
Lives	Number of Lives remaining
Time	The amount of time remaining on a timed
Guns	Rounds remaining in the chain gun
MR9	Rounds remaining in assault rifle (ground missions only)
Msl	Hydra missiles remaining
Hel	Hellfire missiles remaining

12 Most critical information categories are color coded. When your 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.

From the WATCHCOM console, you can access three special information screens: The Map Screen, Mission Screen, and Status Screen.

- To call up the Map Screen, press **A**.
- To call up the Mission Data Log, press **B**.
- To call up Campaign Status, press **C**.

THE MAP SCREEN

The Map Screen displays the entire operations area of a campaign as well as important structures and objects.

Refer to the Map Screen 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 show up as flashing dots unless they are concealed. Objects such as ammo crates and fuel drums flash as red or white dots unless they're 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.

MISSION DATA LOG (MISSION SCREEN)

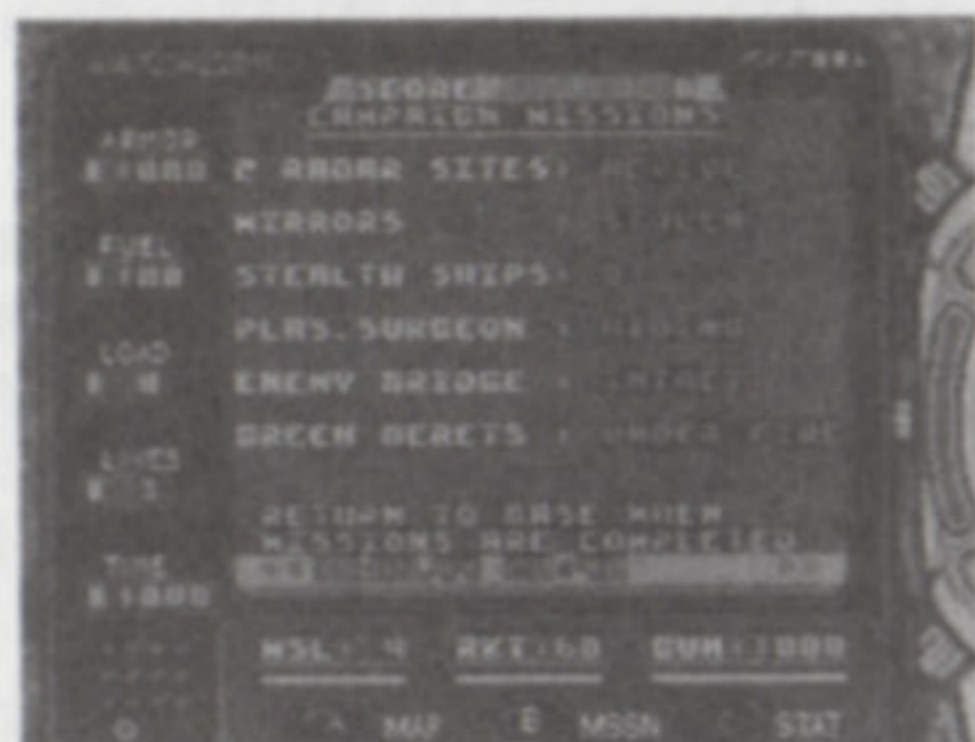


Check your Mission Data Log for detailed info about current targets and objectives.

- To page through data log 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 SCREEN



14

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.

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

It is important to the success of your campaign that you check this information immediately.

- Press **START** to check the intelligence report; these reports are available for only a few seconds. Press **START** again to leave the intelligence report.

MISSION FAILURE

If you commit an important error during a mission, or if you do not complete a mission before an enemy performs an act of terror you were assigned to prevent, a "Return to Base!" message appears at the bottom of the screen. If you return to your base, you are briefed about what you did wrong and the campaign automatically restarts.

POINTS & SCORING



15

You are awarded points on several bases: Enemies killed, weapons destroyed, equipment recovered, and missions completed. Keep in mind that points can also be deducted for killing innocent civilians.

Your points are 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, the Return To Base message will appear, 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 your enemies' weapons' firing rates, power of weapons, and armor strength. Your enemies' 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.

16 NOTE ON LANDING ZONES

In the course of some campaigns you are 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.

CREDITS

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James Cameron, Stewart Copeland, William Orbit

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

Artist Bio:

Mike Posehn is building on his rousing success with Desert Strike and Jungle Strike with the all-new Urban Strike. In addition to being consummate computer programmer, Mike is a dedicated family man and avid fisherman.

John Manley's love of Hollywood-style action is apparent in the entire Strike C.O.R.E. series - Desert Strike, Jungle Strike and now Urban Strike, all of which he co-designed. John is now focusing his cinematic sense and video game design expertise on bringing the Strike C.O.R.E. series to the more advanced 32-bit gaming systems.

"There is no second place," says Tony Barnes. This shows in the dedication put into the Strike series of games. With years of experience in the video game industry, Tony has made games for almost every machine imaginable. Some of his past EA credits include Crue Ball, Desert Strike, Jungle Strike, and now Urban Strike

Julie Cressa's inspiring art direction and leadership on Jungle Strike continues with the next exciting chapter in the Strike C.O.R.E. series, Urban Strike. She is currently working with The Edge production team providing leadership and support to push video game graphics into the 32 bit realm. All this and she still finds time to play soccer, softball, walk her dog and help her husband rebuild her Jeep.



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