

AMIGA
INSTRUCTION BOOKLET
ENGLISH · DEUTSCH

JUNGLE
STRIKE

THE SEQUEL TO DESERT STRIKE™

ocean®

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TO LOAD JUNGLE STRIKE

Put the Jungle Strike Disk 1 into drive DF0:. If the computer has a second disk drive then insert Disk 2 into it. When running from a single drive system, the program will prompt you to enter Disk 2 and 3. Turn the computer ON.

The opening animations to the game will appear, and set the scene. If you want to skip these sequences and go straight to the Main Menu, press the fire button on the joystick. If you cannot wait to get flying, go to the Quickstart section on page 4.

CONTROL SUMMARY

Joystick



Keyboard

- Alt keys - Cursor UP, DOWN,
LEFT or RIGHT - directional keys.
Return - FIRE
Spacebar - Change weapon



FLYING

COMANCHE HELICOPTER

Directional Controls:

Joystick Position	Up	Down	Right	Left
	fwd	reverse	rotate right	rotate left

To take off from a helipad, press the Joystick in any direction. Your Comanche also takes off automatically after dropping passengers. **To land on a helipad**, hover near it and you automatically land. Note that you can only land on friendly or captured and secured helipads if you have passengers to drop off.

F-117A NIGHTHAWK STEALTH FIGHTER

Directional Controls:

Joystick 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 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 centre with the landing strip at minimum altitude and the Stealth Fighter lands 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

Joystick Position	Up	Down	Right	Left
	Forward	Slow Down/ Reverse if Stopped	Turn Right	Turn Left

The assault cycle comes to a complete stop if you let go of the Joystick.

WATER TRAVEL

XL-9 HOVERCRAFT

Directional Controls

Joystick Position	Up	Down	Right	Left
	Forward	Reverse	Turn Right	Turn Left

The Hovercraft comes to a complete stop if you let go of the Joystick.


PAUSING THE GAME

To pause the game at any time, press the **P** button. Press the **P** 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 that Kilbaba Senior 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. 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 anywhere 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. 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 "honour" 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. 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.

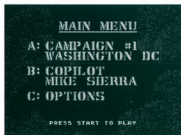
In Jungle Strike, things will really get hot.

STARTING THE GAME

QUICKSTART

- Use the Joystick to guide your vehicle and the Fire buttons/keyboard to fire your weapons.
- Press F10 to call up the Map anytime during the game.
- When the Map is up, press left/right on the Joystick/Keyboard to locate targets, supplies and enemy weapons on the map.
- Hover over crates, drums and people to pick them up.
- Drop off passengers in landing zones to restore armour 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



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 on page 12 for more information.) Press FIRE when you're ready to begin a campaign.

RESTORING A SAVED GAME

From the Main Menu, select Campaign Menu. Enter your password like this:

1. Press the Joystick up/down to select the correct letter or number.
2. Press the Joystick left/right to move the cursor.
3. Press FIRE to return to the Main Menu.

CHOOSE YOUR CO-PILOT

Select the Co-Pilot Selection Screen from the Main Menu.

Your Co-Pilot is responsible for aiming your guns and operating the winch that pulls up equipment and people from the ground. A capable Co-Pilot makes your job as pilot much easier and increases your chances of saving the world.

The Co-Pilot Selection Screen shows a portrait and dossier of each Co-Pilot. Note that some Co-Pilots are listed as MIA when the game starts; you can't choose any of them as your Co-Pilot at the beginning.

Press the Joystick left/right to page through Co-Pilots' dossiers.

See the Co-Pilot section of this manual for more information about Co-Pilot skills. When you find the Co-Pilot you want, press FIRE to return to the Main Menu.

CHOOSE YOUR CONTROL OPTIONS




- At the Main Menu, select the Options screen.
- Press the Joystick up/down to select a feature: Animations or Control.
- Press the Joystick left/right to toggle through the available options in a feature.

ANIMATIONS

- Press the Joystick left/right to turn animation on/off.

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.
- 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 a while to master, but with practice, you can learn to use it to your advantage.

With Momentum controls are:

Press the Joystick UP to fly forward.

Press the Joystick DOWN to fly in reverse.

Press the Joystick LEFT to turn left.

Press the Joystick RIGHT to turn right.

- When you use **NO MOMENTUM** controls, the Joystick controls are the same as **WITH MOMENTUM**. What is different is that when you let up on the Joystick, the Comanche stops immediately, and is not carried forward by its own movement.
- When you're satisfied with your control choices, select Play Game and press Fire.

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.

CO-PILOTS

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

Co-Pilot skills are:

WINCH CONTROL

Winch Control determines the area in which a Co-Pilot 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 Co-Pilot can achieve in his role as your gunner. Better gunners can shoot the chain guns faster.

VITAL STATISTICS



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.

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 armour has been destroyed (see Armour), 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.

ARMOUR

Armour is your protection against attack. Your Comanche begins each campaign with 1000 points of armour. Your armour 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 armour as well. An Armour repair toolbox can sometimes be picked up during missions. It is usually concealed inside a structure or a vehicle. Picking up an Armour repair toolbox can never increase your armour above the 1000 points you started with.

To pick up Armour, 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 Armour 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 Fire to use currently selected weapon. To change weapons press Fire button 2 (if 2 button joystick) or Spacebar.

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 automatically lowers 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 armour. Armour 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.

EXTRA LIVES

Boxes marked with a red cross contain Extra Lives. There are a few hidden throughout the campaigns.

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

INFORMATION CONSOLE



At any time during a campaign, you can pause the game and view the Information Console by pressing F10. 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
Armour	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.

THE 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 F10.

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 reconnoitre operations areas, locate objectives and targets and locate your own position on the Map.

Note that the Map Screen displays 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, use left/right on the Keyboard/Joystick. Objects such as Ammo Crates, Armour 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. Objects such as Ammo Crates and Fuel Drums will flash as red or white dots unless they're concealed.

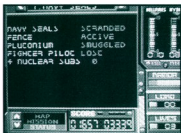
MISSION DATA LOG (MISSION SCREEN)



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

- To call up the Mission Data Log, press F10 and select mission.
 - To page through data screens, press the Joystick 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 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 F10, then select Status.

SPECIAL STATUS CHECKS

Occasionally, the following special Status Check request will appear on 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 read this information.

MISSION FAILURE

If you make an important mistake 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'll be briefed about what you did wrong and the campaign will automatically restart.

ARMOUR POINTS AND POWER POINTS

Armour Points - the amount of damage it takes to destroy an object - are listed for some targets in the Mission Data Log. 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 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

Armour: 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 automatically loses its explosive power a few seconds after it is laid in the water and vanishes from the screen if nothing touches it.

F-117A NIGHTHAWK STEALTH FIGHTER

Armour: 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

Armour: 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 automatically loses its explosive power a few seconds after it is dropped and vanishes 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



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

POINTS & SCORING

You are 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 invalidates the entire campaign and you will have to begin that campaign again from the beginning.

NOTE ON LANDING ZONES

During 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 NR. 1: WASHINGTON D.C.

The President is in danger! Washington D.C. has been infiltrated by heavily armed terrorists. They and their armoured, 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.

- Look for Ammo Trucks and 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.
- Look for petrol stations to find fuel. (You're in the city, after all.) Don't run into the signs, though.
- Press the Joystick up to lift off from the White House helipad.
- As soon as you are airborne, press F10 to check out the Map. The flashing buildings are the monuments you need to save to complete your first mission.
- Since these monuments are the terrorists' first target, they might already have weapons on site. Press the Joystick 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. They are crawling with HARVs.
- Press F10 for more information about HARVs Heavily Armed Recreational Vehicles. These look like any other Recreational Vehicle but are armoured and loaded with weapons. You can handle them, but should still treat them with respect.
- Press F10 to return to the Campaign.

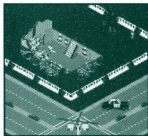


- Fly to the monument in the west. Consult your map again if you have to get your bearings. You shouldn't encounter any resistance on your way there.
- Try to dodge the automatic weapons fire and shoulder-launched missiles as you wipe out the intruders. Be on the lookout for men on the ground and late arriving HARVs. If this (or any other) monument is destroyed, you'll be called back to base.
- After you've secured the Washington Monument, head south east toward the Jefferson Memorial. It is under attack by Attack Vans instead of HARVs; they've got less fire power and are less heavily armoured. Use the same tactics and take the same precautions.
- 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 now.
- Press F10 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 armour level at such times, too. If armour is low, pick up the Armour Repair toolbox one of the destroyed HARVs at the Library of Congress left behind.



- 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. Once you've thwarted the attack on the Monuments, the Terrorist HQs 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.
- 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.)



- 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.
- 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.
- One last thing. A sniper has taken up a position in a U-shaped building at an important intersection and is creating havoc. Put an end to his pot-shots, but take him alive: he has information that will be necessary for a working holiday you're about to take.

CAMPAIGN NR.2: SUB HUNT

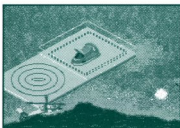
The audacious Drug Lord/Madman attack on Washington has been crushed. So now, the more ominous part of their master plan has begun.

The Madman has revived his father'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 captured the Seals. 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. 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 armoured gun boats, snipers and AAA guns once you do. Get used to the Hovercraft controls as quickly as possible - you're going to need to do a lot of dodging.



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 the pilot is, so find quickly find him. 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

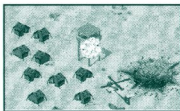
Send all 5 of them to the bottom for good. They are the mightiest weapons in the Drug Lord's arsenal. It would take a lot of ammo to sink

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 NR.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 centre is especially tense. There are many inexperienced troops here who don't know what to expect. It is also the communications nerve centre for the 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.

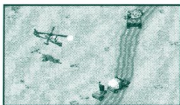


1. Wipe out Enemy Training Camp

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.

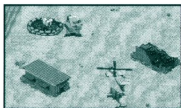
2. Secure the Landing Zone

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 north west 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.



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

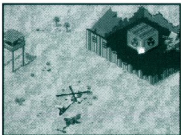
Hit the tank depot hard. It is near dead centre on the map. The lead swarms like hornets here, so keep moving!

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 NR.4: NIGHT STRIKE

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 and so they 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.

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 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 harbour friendlies, some are empty. Be ready for anything if you shoot one open.



3. Destroy Enemy Apache Choppers

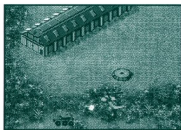
If you don't find them, they'll for sure find you. Make sure you destroy their helipads, too.

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.

5. Rescue POW's

American POWs from past conflicts have been sold as slave labour 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.



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 manoeuvre and dodge - they are heavily guarded by ACARs.

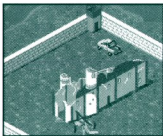
Intermingled with the weapons plants are barracks. Some of the barracks contain supplies, so you might think about blasting one or two of them open if you start to run low.

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 centre of the weapons plant complex.

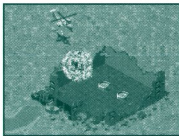
CAMPAIGN NR.5: PULOSO CITY

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 centre here, as well as a counterfeiting operation.



1. Rescue Civilian Hostages

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



2. Destroy drug processing plants

Look for factory 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 north west corner of Puloso City. Pick up or destroy the stacks of bogus currency, destroy the presses, plates and ink lab. Consult your 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 War room.

5. Blow Up Computer Labs and Defeat Armoured 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 north west corner of Puloso City. Try your land mines on these behemoths.

6. Pick Up Detonators

Pick up the detonators that were in the Armoured 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 armoury on the eastern edge of your operations area. It is very heavily guarded. Blow up the armoury and winch up at least one bundle of explosives.

8. Destroy Drug Lord's War room

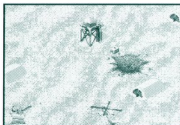
This is north of the armoury. Clear the ground area and set down in the LZ so your Co-Pilot can infiltrate the warroom. He'll set the C4 charges while you wait outside. Watch out for snipers on the roof until he reemerges. Pick him up, enjoy the sight of the war room blowing to bits and head back to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

CAMPAIGN NR.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 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 south west of the POW camp and watch for his grey 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

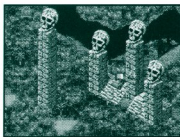


Somewhere under all that snow, the Drug Lord has built his stronghold. Knocking out the power system will cut the ventilation to the fortress and make it easier to locate. Be on the lookout for unusual snow mounds; these may be a clue that the fortress is nearby.

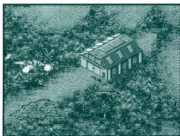
8. Recover Nuclear Warheads

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 NR.7: RIVER RAID



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 centre 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 missiles 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 towards the landing strip. If you align the Stealth's shadow a little left of centre of the strip, it will land automatically. Then transfer back to your Comanche and head for Home Base.

CAMPAIGN NR.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 south east 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, Armour 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 south west 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.

HINTS & TIPS

KEEP MOVING

- Your Comanche attack chopper is a speedy, highly manoeuvrable 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 missiles 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

	Armour	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
Armoured Car 	150	35	Very Fast

Attack Van	100	20	Very Fast
			
Comanche Helicopter	1000	varies	varies
			
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
			
Speedboat	150	20	Very Fast
			
Tactical Pick-ups	100	30	Fast
			

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