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GAME BOY

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# JUNGLE STRIKE

THE SEQUEL TO DESERT STRIKE



INSTRUCTION BOOKLET

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# JUNGLE STRIKE

THE SEQUEL TO DESERT STRIKE™

General Kilbaba is dead, but his son is as corrupt as his father.

He is looking for revenge and although he retains all the wealth his father was able to accumulate, he has none of his political resources. However, Kilbaba was able to smuggle out the materials from his father's weapons program.

Kilbaba yearns to continue the program and has teamed up with Carlos Ortega, a notorious criminal. All it will take is a strike against the United States and Carlos Ortega's business losses will be avenged and Kilbaba's family "honor" restored.

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 their 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 makes up the campaigns.

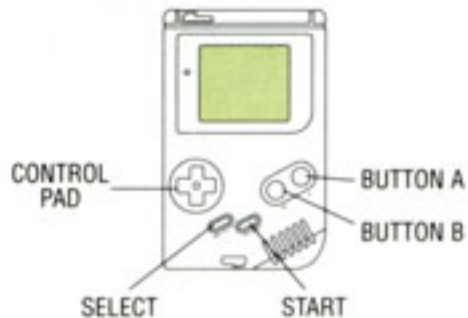
Desert Strike was just a warm up. In Jungle Strike, things will get really hot.



## ...GETTING STARTED

Make sure the Power Switch is OFF. Insert the Jungle Strike Game Pak into the Game Boy and turn the Power Switch ON. In a few moments the Jungle Strike title screen will appear.

## ...CONTROLS



### Default Settings:

- |             |   |                      |
|-------------|---|----------------------|
| Control Pad | - | Movement             |
| A Button    | - | Fire selected weapon |
| B Button    | - | Select weapon        |
| START       | - | View Map Screen      |

## ...COMANCHE HELICOPTER



### Directional controls:

- |                   |   |                |
|-------------------|---|----------------|
| Control Pad UP    | - | Pitch Forward  |
| Control Pad DOWN  | - | Pitch Backward |
| Control Pad LEFT  | - | Roll Left      |
| Control Pad RIGHT | - | Roll Right     |

To take off from a helipad, press the Control Pad UP.

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

The Comanche's weapons include H-Fires, Hydras and Chain Gun.



## ...F-117A NIGHTHAWK STEALTH FIGHTER



### Directional Controls:

Control Pad UP	-	Decrease Altitude
Control Pad DOWN	-	Increase Altitude
Control Pad LEFT	-	Bank Left
Control Pad RIGHT	-	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 opposite direction to 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 lands itself.

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

The Stealth Fighter's weapons include bombs, rockets and a machine gun.

## ...SPECIAL FORCES ASSAULT CYCLE



### Directional Controls:

Control Pad UP	-	Forward
Control Pad DOWN	-	Slow down/Reverse if stopped
Control Pad LEFT	-	Turn Left
Control Pad RIGHT	-	Turn Right

The Assault Cycle comes to a complete stop if you release the Control Pad.  
The Assault Cycle comes armed with land mines, light rockets and a machine gun.

### ...XL-9 HOVERCRAFT



#### Directional Controls:

Control Pad UP	-	Forward
Control Pad DOWN	-	Reverse
Control Pad LEFT	-	Turn Left
Control Pad RIGHT	-	Turn Right

The Hovercraft comes to a complete stop when you release the Control Pad.

### ...THE MAIN MENU



At the Main Menu you will have the following options:

**Play Game:** This allows you to start your campaign.

**Campaign:** The text next to the campaign heading contains the name of the current campaign.

**Co-Pilot:** Your Co-Pilot is responsible for aiming the guns and operating the winch. The more capable your Co-Pilot, the easier your job as pilot will be and the more likely you are to save the world.

**Controls:** Allows you to change the Control settings.

Press the Control Pad **UP** or **DOWN** to move between the options. Press the **START** Button to choose CAMPAIGN, CO-PILOT or CONTROLS.



## ...CAMPAIGN MENU

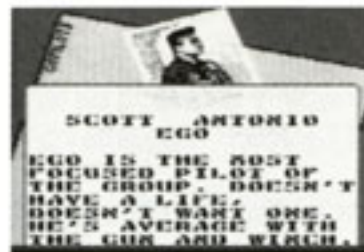


If you are playing for the first time, press **START** to begin Campaign 1.

When you complete a campaign, you will be given a password to allow you to restart the game from that point. Press the **START** Button to access the Password Screen.

To enter your password, press the Control Pad **UP** or **DOWN**. Press the Control Pad **LEFT** or **RIGHT** to move to the next character. When you have entered your password, press the **START** Button to return to the Main Menu.

## ...CO-PILOT SELECTION



The Special Forces photograph on the screen shows a picture of the Co-Pilot, his/her name and nickname. Below each photograph is a brief background and evaluation of the Co-Pilot.

To access the Co-Pilot Selection Screen from the Main Menu, press the Control Pad **UP** or **DOWN**, then press the **START** Button. Press the Control Pad **LEFT** or **RIGHT** to page through the Co-pilots' dossiers.

Press the **START** Button again to return to the Main Menu.

## ...CONTROL OPTIONS

At the Main Menu, press the Control Pad **UP/DOWN** and press the **START** Button to go to the Controls Screen.

There are two control options: **WITH MOMENTUM** and **NO MOMENTUM**. Press the Control Pad **LEFT** or **RIGHT** to toggle the momentum **ON** or **OFF**.

**With Momentum** - (Default Setting) The Comanche carries momentum - its forward motion is so fast it cannot stop the instant when you let up on the controls. You must compensate for momentum while flying. It may take a while to master, but with practice, you can use it to your advantage.

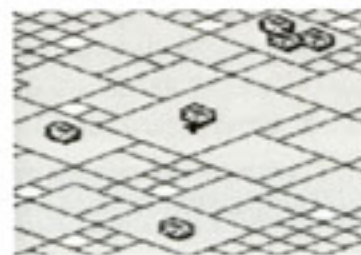
**No Momentum** - The controls are less realistic than With Momentum, but they allow more room for error.

When you are satisfied with your choice of options, press **START** to return to the Main Menu.

## ...INFORMATION CONSOLE

At any time during a campaign, you can pause the game and view the Information Console by pressing the **START** Button. From the Information Console, you can access the Map Screen, Mission Screen and Status Screen.

## ...THE MAP SCREEN



Press the **START** Button while playing to access the Map Screen. The Map Screen shows the region in which you are flying and the Comanche shows up as a spinning cross. Cycle through the targets and items by pressing the Control Pad **LEFT** or **RIGHT**. As the targets and items appear in the text box, they will appear on the Map as flashing icons.

It is advisable 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 dots unless they're concealed.

Press the **START** Button to leave the Map Screen and return to the game.



## ...STATUS SCREEN

The Status Screen gives you an up-to-the-minute report on your progress in the campaign. The Status Readout tells the status of your ammo supplies, lives remaining, load, fuel, armor, weapons remaining and score.

Perhaps the two most important numbers in your campaign are your Fuel Status and your Armor Status. Check them often.

To call up the Status Screen, press the Control Pad **UP** (while at the Map Screen) and press the Control Pad **LEFT** or **RIGHT** to select the Status Screen.

## ...MISSION SCREEN



Press the Control Pad **DOWN** to call up the Mission Screen (you must be at the Map Screen to call up the Mission Screen). Every item on the Map has a corresponding file in the data log. This is where you will find a picture of the item, its name, and information regarding the item. Press the Control Pad **LEFT** or **RIGHT** to toggle through the items.

## ...MISSION STATUS



The Mission Status contains information on the current status of the campaign missions. Press the Control Pad **DOWN** (while at the Mission Screen) to call up the Mission Status Readout.



## ...LIVES

You only get 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.

Boxes marked with a 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 and your Co-Pilot will automatically lower the winch to pick it up.

## ...FUEL

You begin each campaign with 100 units of fuel. You can find more fuel scattered around campaign areas, sometimes out in the open, sometimes concealed in structures or vehicles.

When your fuel level reaches 14, a flashing 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 when your next life begins.

## ...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 weapon fire. It is also reduced by 15 points every time you run 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 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.

## ...AMMUNITION

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

**Chain Gun** - Your Co-Pilot should target and fire the nearest enemy with the Chain Gun.

**Hydra Rockets** - Hydras are unguided rockets that explode on impact with hard surfaces.





**H-Fire Missiles** - H-Fires are missiles best used against heavily armored enemies.

The Comanche carries a maximum of 1000 cannon rounds, 60 Hydras and 9 H-Fires. Pick up the ammo crates to replenish H-Fires, Hydras and the Chain Gun.

Press the **B** Button to select your weapon, then press the **A** Button to fire.

### ...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.

### ...PASSENGERS

Some missions require you to pick up passengers and take them to safe landing zones. These passengers can be 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 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.

### ...NOTE ON LANDING ZONES

During the course of some campaigns you will be called upon to clear and secure enemy landing zones. Some landing zones become secure at the successful completion of an earlier mission.

### ...CAMPAIGN 1: WASHINGTON DC

The President is in danger! Washington, D.C. has been infiltrated by heavily armed enemies. They and their armored vehicles have the run of the city.

#### 1. Save the Monuments

Protect the Washington Monument, the Library of Congress and the Jefferson Memorial from enemy attacks. These buildings must be saved.



## 2. Destroy Enemy Headquarters

Watch out for armed lookouts outside the headquarters. They might roll up some heavy artillery too. Capture the Squadron Leader for information about the next action of the enemies' campaign.

## 3. Enemy Car Bombs

Stop these vehicles from destroying the embassies.

## 4. Rescue the Undercover Agent

Look for a police siege outside an ordinary-looking residence.

## 5. Protect the President

Protect the President's motorcade as it proceeds through the federal city.

## 6. Capture the Sniper

Capture the sniper positioned in a U-shaped building. Take him alive or the mission fails.

# ...CAMPAIGN 2: SUB HUNT

## 1. Rescue Navy Seals

Rescue the enemy captors. They know how to turn off the alert zone around the hovercraft.

## 2. Eliminate Guards Around Hovercraft

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

## 3. Rescue Hovercraft

Switch vehicles with your Comanche. You'll need to get used to the Hovercraft controls - you're going to do a lot of dodging.

## 4. Recover Crate

Sink the speedboats before they rendezvous with the trucks on shore. Pick up the crates.

## 5. Rescue F-15 Pilot

Find the F-15 pilot quickly - he knows the whereabouts of Ortega's subs.

## 6. Destroy Subs

Send all 4 of them to the bottom for good. They are the mightiest weapons in Ortega's arsenal.

# ...CAMPAIGN 3: TRAINING GROUND

## 1. Destroy Enemy Training Camp

Destroy guard towers. Search for supplies in tents.





## 2. Secure Landing Zone

Pick up a commando from the jungle clearing and set him down on the landing zone to make the zone secure.

## 3. Knock Out Mobile Radar

Three MRX-254B radar units protect the Sheridan tank depot and barracks. Neutralize them before they alert Sheridan personnel.

## 4. Rescue Communications Expert

When you've rescued the communications expert, get him to bug the phone lines. Your forces will then be able to eavesdrop on Kilbaba's telecommunications.

## 5. Destroy Sheridan Tanks

Hit the tank depot hard. The lead swarms like hornets, so keep moving!

## 6. Knock out Mobile Radar

Three more radar units protect the camp complex.

## 7. Destroy the Training HQ

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

## 8. Retrieve Reactor

Blast open the warehouses to retrieve the reactor intact to complete this campaign.

# ...CAMPAIGN 4: NIGHT STRIKE

## 1. Destroy Enemy Watch Towers

Knock out the towers before they alert Ortega's mercenaries.

## 2. Locate Green Beret Scout

Haul him aboard and head for the landing zone.

## 3. Destroy Apache Chopper

If you don't find them, they'll sure find you.

## 4. Rescue Captured Scientists

Look for "trap doors" in the jungle clearings north of the village.

## 5. Rescue Prisoners of War (P.O.W.s)

Rescue P.O.W.s from previous conflicts.



#### 6. Destroy Weapons Plant

Destroy the weapons plant, but be ready to maneuver and dodge. It's heavily guarded.

#### 7. Capture Weapons Commander

The weapons commander has important information about Kilbaba's overall plan.

### ...CAMPAIGN 5: PULOSO CITY

#### 1. Rescue Civilian Hostages

Blast open the walled missions and rescue the hostages as they emerge.

#### 2. Destroy Processing Plants

Look for the buildings!

#### 3. Blast Counterfeiting Plants

This area is heavily patrolled by MLRS 23mm cannons - be careful!

#### 4. Disable Power Grid

Take out the alert system for Ortega's HQ.

#### 5. Blow Up Computer Labs

Attack the computer labs in the northwest corner of Puloso City.

#### 6. Pick Up Detonators

Pick up detonators from armored cars.

#### 7. Pick up C4 Plastic Explosives

The C4 is in a guarded armory on the eastern edge of your operations. Watch out - it is very heavily guarded.

#### 8. Destroy Ortega's HQ

Set the C4 charges to blow up Ortega's HQ.

### ...CAMPAIGN 6: SNOW FORTRESS

#### 1. Rescue Wild Bill

Co-Pilot Wild Bill has been shot down and is being held captive. Rescue Bill and other prisoners. Look for a secondary LZ halfway between your starting point and the POW camp to drop them off.

#### 2. Knock Out Mobile Radars

Knock out the tanks and Gatling guns that protect the radar installations.







### **3. Destroy Missile Depot**

Ortega has stolen US missiles. Blast open the missile depots and blow apart any missiles you find.

### **4. Capture the General**

Find the General's hut as quickly as you can. He knows where the missile launchers are and he'll gladly share the information to save his own skin.

### **5. Destroy Missile Launchers**

Once you have the general, you'll be able to find these. They are widely scattered through the area, so consult your map to locate them.

### **6. Blast Enemy Power Grid**

Take out the sub-station.

### **7. Find Underground Fortress**

Be on the lookout for unusual snow mounds; these may be a clue that the fortress is nearby.

### **8. Recover Weapons**

Uncover the underground fortress. Take care of the guards, expose and grab the weapons and then head back to Home Base.

## **...CAMPAIGN 7: RIVER RAID**

### **1. Secure the Jungle Airstrip and find Stealth Fighter**

Neutralize the guards and land in the nearby helipad. You'll be automatically transferred to the Stealth Fighter.

### **2. Blow Up Troop Bridges**

Blow up troop bridges to prevent Ortega from calling in reinforcements. But look out for what's guarding them.

### **3. End The Growing Season**

Destroy these plantations.

### **4. Destroy Missile Launchers**

Missile launchers are widely scattered throughout the jungle. Follow the coordinates that appear on your map to seek them out.

### **5. Burn out the Fuel Dump**

The Fuel Dump is the repository of most of the fuel for Ortega's army. They won't be able to go anywhere without gas.





### 6. Put Missile Assembly Off-line

Find the missiles being assembled in shelters disguised as ancient ruins.

### 7. Head for Home Base

Once the shelters have been destroyed and the missile assembly line brought to a halt, fly the Stealth back to Home Base.

## ...CAMPAIGN 8: MOUNTAINS

### 1. Take Out Control Towers

Knock out the control towers to reduce the alert zone around the bunker where Kilbaba is hiding.

### 2. Bruise the Cruise Missiles

These stolen missiles are covered by rocky hills and mobile battle cannon. Now you're on your own. Make sure that you read all the information presented to you on the screen. Completing the game is hard - but far from impossible.

## ...RETURN HOME

Ortega's and Kilbaba'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.

## ...HINTS AND TIPS

### KEEP MOVING

Your Comanche 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.

### WEAPONS AND AMMO

Use your chain gun to destroy non-hostile targets. Don't waste fuel and ammo by picking them up when you don't need them.

Jungle Strike is a trademark of Electronic Arts.

Programmed by Nigel Speight

Graphics by Aaron Booth, Martin Smith

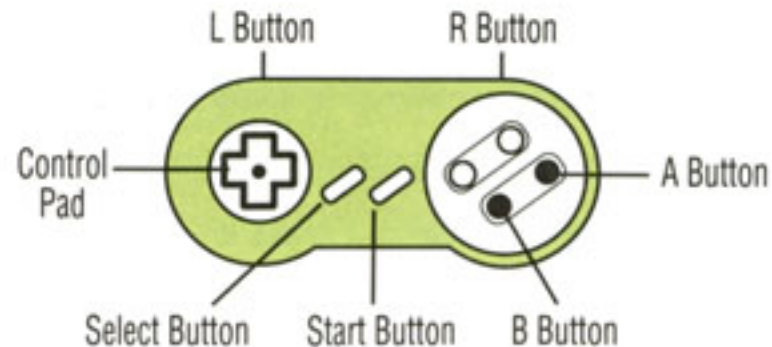
Produced by Jon Oldham

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## ...USING THE SUPER GAME BOY ADAPTER

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction booklets.





## ...MISSION NOTES

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