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JUNGLE STRIKE

THE SEQUEL TO DESERT STRIKE™



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STRIKE

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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.

Loading Instructions for CD-ROM Users

1. Turn your computer on and insert your JUNGLE STRIKE CD-Rom into your CD-Rom drive. 2. Change drives to your CD-Rom drive. (e.g. D:, E:)

3: Type Install at the prompt and press the return key. 4. The install program will now ask you which hard drive you wish to use to install the JUNGLE STRIKE directory, choose a drive and press return. You will then be asked if you want to create a directory on that drive called JUNGLE, if you press "N" you will be asked to rename the directory in which to place the JUNGLE STRIKE batch files.

The install program will now install the JUNGLE STRIKE batch files onto your hard drive. This will have created a directory called JUNGLE, which holds the relevant files needed to run the software from the CD-Rom. Remember that you will need the JUNGLE STRIKE CD-Rom in your CD-Rom drive to play the game. To play JUNGLE STRIKE move to the directory you installed the batch files to (e.g. C:> JUNGLE) and type JUNGLE at the prompt and press return. If you wish to skip the JUNGLE STRIKE animations in the game simply press any key.

MAIN MENU.

Using the Main Menu.

Use the up/down cursor keys to toggle between the red choice buttons on the main menu, to select press fire (if this is the first time you've played Jungle Strike and you haven't changed any of the default keyboard settings - then press the default fire keys Z, X or C).

CHOOSE YOUR 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. Each co-pilot has a dossier. Press fire on the Co-Pilot button to go to the Co-pilot Menu. You will see a picture of each co-pilot and a description of their skills and attributes. You will notice that one of the Co-pilots is listed as MIA or Missing In Action. You can't select a pilot who is listed as MIA. They are out there somewhere, and if you find them and return them safely to Base for some much needed first aid, you'll be able to fly the subsequent campaigns with the best co-pilot of the bunch. Press fire on the next button on the co-pilot menu to select a co-pilot. When you've chosen a co-pilot, the co-pilot shown in the window represents your selection, move to the exit button and press fire to return to the main menu. Your co-pilot's name will now be shown in the window on the main menu.



Configure CONTROLS and sound OPTIONS

Move to the button and press fire to select. You will be presented with the following options Define Keys, Calibrate Joystick, Sound Card and Screen Size.

Define Keys:

Move to the button and press fire to select. This feature allows you to change the default keys used for gameplay. The default keys are as follows:

Left	[←]
Right	[→]
Forward	[↑]
Reverse	[↓]
Jinking	[CTRL]
Gun	[G]
Hydra	[X]
Hellfire	[Z]

Once you've chosen the keys you wish to use the menu will automatically close and return you to the Configure Controls and Sound Menu.



Calibrate Joystick:

Move to the button and press fire to select. Follow the on screen instructions, the menu will automatically close and return you to the Configure Controls and Sound Menu once the joystick is configured. Because most joysticks have only two buttons we've designed the controls so that you can use the space bar to toggle between weapons (Gun, Hydra and Hellfire), if for example you are using the fire button on your joystick to operate the Gun pressing the space bar will switch weapons to the Hydra. Pressing the space bar again will bring the Hellfire into use, press the spacebar again and you'll switch back to the gun.

Sound Card

Press fire on the Sound Card button and the name of the sound card will appear in the window on the left, select the name of the sound card you wish to use by pressing fire. Do not select a soundcard driver that isn't installed or 100% compatible with the soundboard in your machine.

Screen Size

Use the fire button to alter the size of the gameplay screen on your monitor, you can choose full, medium or small play screen area.

ENTER PASSWORD

If this is the first time you've played Jungle Strike you won't have a password. At the end of each successful campaign you receive a character password and your current score. Make sure to write it down if you wish to return to the game at the beginning of the next campaign with your score intact, rounded down to the nearest thousand points. If you get the password incorrect a ? will appear the password window, simply type the password in again.

The password will save your co-pilot selection but it won't save any non-standard control settings you may have chosen. You have about five minutes to write down the password before it disappears.

You are now ready to play Jungle Strike, move to the start campaign button and press fire.

IN GAME MENUS

At any point during the game you can call up the following menus by pressing F1, F2 and F3:

The action pauses when you call up the following menus.

F1 THE MAP SCREEN. You will need to refer to the battle map continually throughout each campaign to locate yourself in relation to your targets and objectives. You can view military data specific to your current campaign, and call up your current status for the campaign. Besides your weapons, the battle map is your most important tool as a pilot. Your Comanche is depicted as a small white dot graphic. Select objects from the display below the battle map by using left and right cursor keys. The object selected blinks on the battle map.



F2 THE MISSION INFORMATION. You can obtain detailed information about the targets and objectives of a campaign from the Mission Data Log. Notice that every item on the map has a corresponding file in the data log. There you will find a picture of the item, its name, and pertinent information.

ARMOUR POINTS

Armour points are listed for some of the targets. The number represents the amount of damage that target can take before it is destroyed.

POWER POINTS

Power points are listed for the enemy's weapons. If you get hit by a Rapier SAM, which packs a 100 point wallop, your armour will lose 100 points.

F3 CURRENT MISSION STATUS. This gives you all the information on missions that have been completed and ones to be completed.

Press the spacebar to exit any of the above

F-key menus.

Pressing ESC during play displays the following menu on screen:

F1 Sounds. Press F1 to turn on/off the sound.

F4 Control method. This allows to change control method, pressing F4 will toggle between the choices. Please note that you must first calibrate your joystick (F6) before you can select it.

F5 Define keys. Change the default keys used in the game to the ones you'd like to use.

F6 Calibrate joystick.

F10 Abandon game. Returns you to the main menu.

F12 Quit to DOS. Quits to DOS and returns you to the hard drive prompt.

ESC. Exits this menu.

CONTROL SUMMARY

FLYING

COMANCHE HELICOPTER

Directional Controls:

Joystick/Cursor Keys

	Up	Down	Right	Left
fwd	reverse	rotate	rotate right	left

To take off from a helipad, move 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. **To Jink,** Press and hold **down the control key** while steering. For more information, see the **Jinking** section of this manual.

F-117A Nighthawk Stealth Fighter

Directional Controls: Joystick/Cursor Keys

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 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.

RIDING

Special Forces Assault Cycle

Directional Controls
 Joystick/Cursor Keys

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 up on the direction keys/joystick.

Water Travel

XL-9 hovercraft

Directional Controls
 Joystick/Cursor Keys

Up	Down	Right	Left
Forward Reverse	Turn	Turn Right	The Hovercraft comes Left

to a complete stop if you let up on the direction keys/joystick.

Firing

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

Comanche Hovercraft Stealth fighter

Z	Hellfires	Water Mine	Ironbombs
X	Hydras	Light Rockets	AIM-92 Rockets
C	Chain Gun	Machine Gun	Machine Gun

Motorcycle

Z	Land Mine
X	Light Rockets
C	Machine Gun

CRITICAL INFORMATION

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 it's 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 as follows:-

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** key down.

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 **Z** to fire Hellfires, press **X** to fire Hydras and press **C** to fire the Chain Gun. (These are the standard weapons settings. To change weapons controls, see 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 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.

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.

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 **F1** 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 the SPACE BAR again to leave the intelligence report.

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. 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 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.

X-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 to 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 Danger Zones

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

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.

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 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 down Hellfires on a single sniper to take care of him.

Weapons & Equipment Appendix

	Armour	Power	Speed of Projectile
AAA (Anti-Aircraft) Gun	100	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
Mobile Battle Cannon	400	200	Fast
Speedboat	150	20	Very Fast
Tactical Pick-ups	100	30	Fast
Abrams M1	250	75	Very Fast
Sheridan (ZSU)	150	30	Very Fast
Twingun (AAA)	150	20	Very Fast

Jungle Strike CD Trouble Shooter

Required Equipment

CD-ROM Drive

VGA Minimum

3 Megabytes of memory EMS

Supports Soundblaster/Roland/Adlib or 100% compatibles

Joystick/Keyboard option

DOS 5 or above required

550K Free of Base Memory (Largest Executable Program Size)

MSCDEX 2.1 or above and CD-ROM drivers needed

386/486 Compatible if above requirement are adhered too.

Audio

Jungle Strike supports Soundblaster/Adlib/Roland cards or 100% compatibles.

If you have further problems please refer to the AUDIO PROBLEMS??? section in the trouble shooting guide found below.

Trouble shooting

Memory Management

Error message - NOT ENOUGH BASE MEMORY

Jungle Strike requires at least 550K of base memory to run properly. If your machine hasn't enough base memory, when you try to run the game the following error message will appear on screen. NOT ENOUGH BASE MEMORY YOU NEED 550K TO RUN JUNGLE STRIKE.

If you are unsure as to the amount of BASE MEMORY you have, simply make sure you PC is at the DOS prompt and type 'MEM'. This will present you with a list of different memory locations. The important one is 'LARGEST EXECUTABLE PROGRAM SIZE' (in other words BASE MEMORY). If this is less than 550K then you will need to free some more memory up to play Jungle Strike. Consult your DOS manual for more information on base memory and how to make more available, or follow the guide to make a DOS BOOT DISK.

Error message - NOT ENOUGH FREE EXPANDED MEMORY

Jungle Strike requires 3 Megabytes of Expanded Memory (EMS) **not** Extended memory. You can use EMM386.EXE or other such drivers to emulate Expanded Memory using Extended Memory.

You can do this by adding the line,

DEVICE=C:\DOS\EMM386.EXE 3072

into your CONFIG.SYS.

If you have configured your PC to have 3Meg of EMS and are still experiencing the error message, then ensure that either programs like 'Smartdrive' are not taking up your EMS memory; or simply add more than 3megs in your EMM386 line in your CONFIG.SYS e.g..

DEVICE=C:\DOS\EMM386.EXE 4096

DOS Boot Disk

Do not use the DOS Boot Disk section of the manual if you have any sort of disk compaction software on your hard disk drive.

Consult your disk compaction software manual to create a DOS boot disk.

If you do have problems with the above sections, then making a DOS Boot Disk could cure these problems. To create a DOS Boot Disk follow these easy steps exactly as shown.

Please Note:

All examples of code assume that your DOS directory is on the 'C' drive and that the directory name is 'DOS';

i.e.. C:\DOS

If your DOS directory is on 'D', for example, and the directory name is MS-DOS, then replace C:\DOS with whatever your needs are;

e.g.. D:\MS-DOS

- 1.) Insert a blank floppy disk into your A: drive of your computer.
- 2.) Make sure your machine is on and at the DOS prompt.
- 3.) Type 'FORMAT A:/S' and then press return or enter
- 4.) Wait while the disk is formatted and the system data has been transferred onto the disk.
- 5.) You will now be asked to name the disk. Type 'JS-BOOT' and then press return or enter.
- 6.) If asked 'FORMAT ANOTHER DISK' answer 'N' and press return
- 7.) You should now be at the DOS prompt.
- 8.) Type 'EDIT' and press return or enter
- 9.) Select 'NEW' from the file menu, and press return or enter.
- 10.) Type in the following information.

```
DEVICE=C:\DOS\HIMEM.SYS
```

```
DEVICE=C:\DOS\EMM386.EXE 3072
```

```
FILES=20
```

```
BUFFERS=20
```

```
DOS=HIGH
```

- 11.) Select 'SAVE' from the file menu and save as 'A:\CONFIG.SYS' ensuring that the JS BOOT disk is in drive A.
- 12.) DO NOT SAVE THIS FILE TO YOUR HARD DISK.
- 13.) Select 'NEW' from the file menu, and press return or enter.
- 14.) Type in the following information.

```
PROMPT=$PSG
```

```
PATH=C:\DOS
```

- 15.) Select 'SAVE' from the file menu and save as 'A:\AUTOEXEC.BAT' ensuring that the JS BOOT disk is in drive A.
- 16.) DO NOT SAVE THESE FILES TO YOUR HARD DISK.
- 17.) You will now need to copy your CD-ROM drivers onto this boot-up disk. Follow the advice given with your CD-ROM drive software on how to do that.
- 18.) After completing sections 1-17 you are now ready to play the game. Reset your computer leaving the **JS-BOOT** disk in the internal floppy drive. Wait until the computer has 'booted-up' and is at the DOS prompt. Now follow the instructions under the heading **Playing Jungle Strike**.

Audio Problems???

If you experience any problems with the sound in Jungle Strike then check through the following.

- 1.) Does the card work with other products?
- 2.) Have you used and installed the software that came with the card, if any did?
- 3.) Is your card 100% compatible with the sound cards listed?

- 4.) Have you installed the game to use the desired soundcard?
- 5.) Have you configured the card properly? Check the interrupt settings.
- 6.) Have you been through the SETUP program?

If Jungle Strike is being run on a slow 386 you may experience a slight flickering effect while playing the game, to solve this we've added a few features you might like to try, after all not everyone can afford a 486. Quit the game to the main menu and choose Configure Controls and Sounds, from the Configure Menu select Screen Size. Use a fire button to toggle through the choices. Choose one that gives you the best performance.

Extra Extra

If there are any other notes or alterations to this installation guide there will be a text file on the disk. (README.TXT). Please read this file before proceeding with the installation.

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