

Jungle Strike Game Script

by PPike

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Jungle Strike Script

By Paul Pike

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Version 0.33

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INTRODUCTION

Somewhere in the Pacific

::a jungle is shown with animals playing around before panning out to reveal an island before a man holding binoculars is seen::

::the POV of the binoculars is then shown as a timer counts down::

Man 1: Three...two...

::back to the shot of the animals::

Man 1: One...fire!

::the island is then shown as a nuclear explosion goes off, a mushroom cloud rising into the air before going to two men, one having a moustache and holding a phone, and the other a bearded man who was holding the binoculars::

Man 2: Impressive.

Man 1: ::he puts down his phone:: As I said, I still have nuclear resources.

Man 2: So, can you deliver the components to my jungle fortress?

Man 1: With ease. Is 72 hours soon enough? I cannot wait to avenge my father's death.

Man 2: Destroying Washington D.C. will teach the Yankees to stay out of my drug trade. At last they will suffer for the trouble they've caused us!

::now we go to a newsroom where a female newsanchor reports the news::

Anchorwoman: We interrupt this broadcast for a special report... Moments ago, a nuclear explosion was detected off the coast of South America. As of yet, no one has claimed responsibility for the blast. We will keep you informed as the story develops...

::now we go to your living room. you're watching the news when you pick up the phone::

You: Hello...

General: Captain, there's been an incident.

You: Just saw it. Somebody's showing off.

General: There's a special forces briefing at the White House at 08:00 hours.

You: I'm there.

CHOOSING YOUR COPILOT

Mike Sierra: Mr. 3-D

Still smells like the Academy. Mr. 3-D can pluck the pimento out of an olive with the winch, but he can't hit a white whale on a black background.

Scott Antonio: Ego

Ego is the most focused copilot of the group. He doesn't have a life, doesn't want one. He's average with the gun and winch. Always ready, Ego never sleeps.

Grant Foster: Faceman

He's a hot gunner but his winch skills could freeze a campfire. Recruited from a local arcade: every mission is a game to him. He was last seen off the coast of South America.

Rosalind D: Annihilator

She's a tough, tenacious copilot that's a force to reckon with. Roz is good at everything except her aim's shaky. She was last heard from over a dark jungle.

J.W. Fennel: Wild Bill

Wild Bill's the best of the bunch, just ask him. He's the top gunner and he uses the winch like a lasso. He learned the rules so he could break them.

WASHINGTON D.C. 1

Introduction:

The White House

::the scene takes place in the briefing room::

General: ::he turns on the logo of the NSA (National Security Agency):: Here's the situation: we have spy satellite photos of the blast area simultaneous with the detonation.

You: Good thing Congress didn't cut the Space Program. Much.

General: ::the next picture is a yacht:: This imperial yacht was spotted near the destroyed island.

You: Any idea whose toy boat it is?

General: ::he brings up the next picture of the two men from the introduction:: We further enhanced the photo and identified these two suspects.

You: Boy, these guys look familiar... Ugly, but familiar.

General: They should. ::he then brings up a picture of the second man's mugshot:: Carlos Ortega, the notorious South American drug lord. His huge private army just sprung him from a Florida prison. A lot of good men died to put him in that prison. This is Ibn Kilbaba, son of the Desert Strike madman, and more ruthless than his father ever was. ::he then shows a picture of three men, a circle around the man in the middle::

You: Birds of a feather. What's the plan?

General: You will take command of the Super Comanche Attack Chopper. Your first mission is to stop the terrorists threatening the Capitol. The picture is then shown of the chopper you'll be using for this game:

You: Good. I was afraid this was gonna be easy.

General: Next, the President's motorcade will arrive soon. Make sure it's safe. And last, Ibn Kilbaba's men in D.C. know where the drug lord's jungle fortress is. Find them.

You: No sweat.

General: Just select your copilot and you're ready to go.

Mission/enemy/item info:

1. Monuments

Terrorist attacks on our nation's capitol

1. Protect the Washington Monument, the Library of Congress and the Jefferson Memorial from terrorist attacks. These buildings are historical shrines and must be saved!

2. Terrorist HQ

Government buildings seized by terrorist factions and used as headquarters

2. Locate and destroy the terrorist headquarters. They've occupied several government buildings. Capture the leaders for information about future terrorist plots.

3. Car bombs

Car bombs used for terrorist attacks against foreign embassies

3. Find and neutralize the terrorist car bombs before they detonate in front of the five embassy buildings. Model car used is unknown. Don't target innocent cars!

4. Agent Akbar

Secret agent 86 Codename: 'Akbar'

4. Find and rescue Akbar, our secret informant. We believe he is being held captive in a basement. He knows how and when the president will be attacked.

5. Motorcade

Presidential motorcade en route to the White House

5. Protect Presidential motorcade from terrorist incidents. Defeat any attacks along the route and assure that the Presidential limosine reaches the White House.

6. Enemy sniper

Enemy sniper on a mission from the Madman

6. Capture the enemy sniper to learn details of the Madman's plan. He will attack from a U-shaped government building. Blast the building, but capture him alive.

H A R V

Heavily Armed Terrorist Attack RV Armor: 150 Power: 100

Facing these RVs is no vacation. Good armor combined with strong firepower. But fire rate is slow. Catch 'em while they reload.

Attack vans

Enemy terrorist attack van Armor: 100 Power: 20

These innocent looking vans have infiltrated Washington and converged on the Jefferson Memorial. They must be stopped!

Fuel drums

Fuel drum contains: 100 units of fuel

Pick up fuel drums when you are low on fuel. Your vehicle cannot hold more than a full tank of fuel.

Ammo crates

Ammo crate contains a full reload of firearms

Pick up these crates when your ammo is low. All of your weapons will be fully reloaded. Your vehicle cannot hold more than a full load.

Ammo truck

Covered truck contains one ammo crate Armor: 35

These covered trucks will drive around Washington to supply you with ammo.

Landing zone

Landing zone

These pads are safe drop off points for MIAs and POWs. Your vehicle's armor is increased for each person you drop off here.

Mission completions:

Mission 1: Nothing

Mission 2:

::Inside the chopper, the terrorist is being interrogated::

Terrorist: I know how the embassies are going to be attacked.... The carbombs you are looking for are green station wagons.

Mission 3: Nothing

Mission 4:

::Akbar speaks::

Akbar: I found out that the President's limo is going to be attacked! It will be entering the city from the south-west corner any moment.

Mission 5:

::a scene is shown of a Secret Service agent getting out of the limo while the President runs into the White House::

Mission 6:

::inside the chopper, a man holding a sniper rifle is being interrogated::

Man: Don't shoot me, I'm just a patsy. The Druglord gave me a map and told me to meet him in his jungle fortress...

Mission failures (by either killing someone or blowing something up by yourself or letting the enemy do it):

White House--

General: You blew it! You redecorated the White House Beirut-style!

Any of the three buildings near the White House--

General: Wake up! Don't blow up taxpayers property!

Washington Monument--

General: You blew it! You let the Washington Monument get toppled!

Any of the buildings at the Library of Congress--

General: You blew it! The Library of Congress has been checked out permanently!

Jefferson Memorial--

General: You blew it! The Jefferson Memorial is only a memory!

Any of the five embassies--

General: Bad mistake! Now the embassy is unrecognizable!

The captains in Mission 2--

General: What a snafu! You let the terrorist leader get deep sixed!

Akbar in Mission 4--

General: You blew it! You let Agent Akbar get iced!

Blow up the limo in Mission 5--

General: Bad mistake! You let the President's motorcade get way overheated!

Epilogue

::the scene takes place in the briefing room, but this time, we're joined by the President::

General: Good work Captain. Your mission was a success. You saved the President!

President: Which I appreciate. Sorry about those defense cuts.

General: You helped us locate the Drug Lord's jungle fortress, too. ::he then flips the screen to a map:: The sniper you captured had this map that details the area's main targets.

You: I love what he's done with the place.

General: While you attack the fortress, I'll be flying overhead in the AWAC feeding you the latest mission briefing.

You: Let me know if you see any good surf up there.

SUB HUNT

::the scene takes place with an AWAC flying overhead, your chopper below before cutting to a split showing the General on the left and you on the right::

General: How are we feeling this morning? Here's our mission:

There are two Navy SEALs stranded on an island south of the bridge. Rescue them for intelligence info. The sector is also covered by a large number of anti-aircraft guns. Our downed F-15 pilot is proof of this. Luckily we've spotted a prototype hovercraft in the area that may aid you in beating these weapons. We've also learned that the Madman is smuggling stolen crates of plutonium into the jungle fortress. Get them before they're shipped inland. And we believe that the Druglord's fleet of nuclear submarines is stationed nearby. Destroy them before they are armed for attack.

Mission/enemy/item info:

1. Navy SEALs

Navy SEALs stranded on island south of bridge

1. Rescue the 2 Navy SEALs and fly them to our Coast Guard chopper. They have spotted the stolen XL-9 hovercraft and have a code to jam the alert zone.

2. Elec fence

Prototype XL-9 model hovercraft protected by enemy ground weapons

2. Wipe out all the enemy weapons protecting the hovercraft. Once the island is secure, land the Commanche to take control of the XL-9.

3. Plutonium

Drug Lord's speedboats transporting 10 plutonium shipments

3. Stop the Drug Lord's speedboats from reaching the shore. Then pick up at least 8 plutonium crates. Do not destroy the crates or a catastrophe will follow!

4. F-15 pilot

F-15 pilot lost somewhere in sector

4. Rescue our downed F-15 fighter pilot. He knows the secret locations of the Drug Lord's nuclear submarines. Don't delay: his plane may sink at any moment!

5. Nuke subs

Alpha class nuclear weapons submarine Armor: 500

5. The Drug Lord's fleet of 4 nuclear subs is in this sector. Destroy the subs to eliminate their threat of attack. Caution: they are well armored and dangerous!

AAA

Armcor G4 155 mm Howitzer Armor: 100 Power: 25

Anti-aircraft gun. This weapon's rapid firing rate compensates for its low accuracy.

Gun boats

Enemy gun boat Armor: 100 Power: 75

These armored boats patrol the Drug Lord's coastline, seeking intruders. They attack with shoulder-launched rockets.

Fuel drums

Fuel drum contains: 100 units of fuel

Pick up fuel drums when you are low on fuel. Your vehicle cannot hold more than a full tank of fuel.

Ammo crates

Ammo crate contains a full reload of firearms

Pick up these crates when your ammo is low. All of your weapons will be fully reloaded. Your vehicle cannot hold more than a full load.

Armor repair

Armor repair toolbox

When you pick up an armor repair box your vehicle's armor is restored to full

strength.

Landing zone

Landing zone

These pads are safe drop off points for MIAs and POWs. Your vehicle's armor is increased for each person you drop off here.

Mission completions:

Mission 1:

::the Navy SEALs climb into the chopper::

Navy SEAL: We have the code to jam the alert zone on the hovercraft. And we've spotted the plutonium shipments. Fly us to our chopper and we'll punch in the coordinates.

Mission 2: Nothing

Mission 3: Nothing

Mission 4:

::you're shown inside the cockpit::

You: Looks like we found Faceman. Now let's see how fast a top gun he really is.

Mission 5: Nothing

Mission failures:

Rescue chopper--

General: You blew it! Now where are you going to drop people off at?

Navy SEALs--

General: Those Navy SEALs had the locations of the plutonium shipments!

Hovercraft--

General: Explain to me how you expected to get under the bridge without the hovercraft!

The boxes of plutonium--

General: That stuff will poison everything within 1,000 miles for 10,000 years!

Faceman--

General: Code Red! You waxed our top gunner!

Epilogue:

::a scene is shown of the Madman and the Druglord arguing::

Madman: You told me your army could protect my plutonium! One pilot stole most of it back from me and sank your subs like they were rubber rafts!

Druglord: It is beyond explanation! My gunships should have neutralized him before he even came near the transfer zone.

Madman: He must not interfere any further! I want him to be obliterated, burned like the trash he is. I want the jungle vermin to feed on his charred remains!!!

Druglord: I will put my ground troops on alert. If he dares to attack my camp, he will be greeted by a sky full of fire!

TRAINING GROUNDS

::the usual intro part::

General: Good to hear from you, Captain. Unfortunately, the enemy has been tracking you on their radar, so most of this sector will be alerted to your presence. The headquarters here is a listening outpost for the Drug Lord. We need to establish a wire tap to track his movement. The communications expert we sent in on this mission has been captured and is being held in a POW barrack. Rescue this expert and airlift him to his objective. Then capture the enemy commanders to get their radio passcodes. Once the area is secure, recover the nuclear reactors that the Madman is planning to use to make his weapons of destruction.

VERSION HISTORY

0.33--08/28/04 Introduction to the beginning of Training Grounds complete.

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