

Jungle Strike Walkthrough

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This walkthrough was originally written for Jungle Strike on the SNES, but the walkthrough is still applicable to the GENESIS version of the game.

Jungle Strike (SNES) - Walkthrough

Version 1.01

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I. Introduction

I am writing this FAQS, because the current available FAQS did not cover the difficulties I encountered while playing the game.

But that is not the only reason. This game is really good. Unfortunately it is frustrating due to some things not making sense. I will try to make most things as painless as possible.

Please read the section on Targeting, Maneuvers, Using the Map Effectively / Map Failures, and Basic Controls it will make your life less harsh if you did not already know what is there.

With this guide hopefully you can enjoy the game without feeling as frustrated as I did.

This for the European version of the game.

II. Game Story

The Madman and the Drug Lord have joined forces against the US. They

have nuclear missiles ready, and are making more. It is up to the pilot of the Super Comanche to stop them and protect the US.

III. Options

Co-Pilots

In the beginning you have the option of who you wish to have as your pilot. Since it is only the first campaign you will have the option of only choosing between two co-pilots. There is no rating, but by reading the description you can clearly tell who is better.

They have two skills.

- 1) Getting pickups when moving. Fast movement with a vehicle when getting an item tends to destroy the pickup.
- 2) Shooting accuracy.

I always use the one with the best sounding description pertaining to his shooting skills. You want someone to kill the enemies as quickly as possible. The first two or three pilots have poor aim. I distinctly remember being furious when one missed a human right in front of me with a missile.

Controls

You can map where you want your gun, hydra, and hellfire on your controller. I suggest mapping the gun into where you normally place your hand since you will be using it a lot.

The hellfire is the strongest weapon you have. The hydra takes medium damage, and the gun is the weakest.

You also have the option of piloting with or without momentum. Momentum will carry you further when you are moving forward. I like it better because when you are dodging shots the momentum will carry you further and in my case has saved me from damage.

It also is useful in other maneuvers with the helicopter that you may need later in the game. You can easily spiral around an enemy.

Not to mention 'No Momentum' feels disgusting, awkward, and unresponsive to control. I feel like I have to do even more work to do what I want with the helicopter.

IV. Basic Controls

All vehicles have TWO types of movement. Normal and Strafing.

Strafing is a very important skill to have. You will use it often.

Strafe by holding the R button.

Normal

Pressing UP will move the heli forward in the direction it's facing.

Pressing DOWN will move it backward in the direction it's facing.

Pressing LEFT / RIGHT will rotate the plane.

Strafing (While holding R)

Pressing UP will move the heli forward in the direction it's facing.

Pressing DOWN will move it backward in the direction it's facing.

Pressing LEFT / RIGHT will move the plane left or right respectively KEEPING the direction its facing.

V. Targeting

This game has some interesting targeting. You will notice it immediately. Enemies will start to fire at you before you can even see them. You will most likely think this is unfair. However there is one good thing about this targeting.

YOU CAN DO IT TOO!

The gun is the most effective weapon in the game. Why? Because by firing a bullet every once in a while it will "Lock-On" to enemies and start dealing damage to them before you, the human, would ever know it was there.

And when the gun is locked-on if you fire either of your missiles they will go directly to the enemy.

This is EXTREMELY useful. So useful in fact I would rate this possibly the most important thing in this FAQS right in front of landing the Stealth.

VI. Maneuvers

To fight effectively against tough enemies simply going up and hitting them with everything you got will just get you killed, or make your success bitter because you are now almost dead.

When I am talking about tough enemies I am basically talking about tanks. When you must kill them, you will want as painless as way possible. Here are some ways.

A. Strafing(Holding R)

Well for a movement already in the game, this is the second best way of defeating enemies. It is simple and easy to use.

Simply strafe left and right accordingly while shooting. You will dodge missiles and slow shots.

A basic maneuver but combined with your naturally locking-on gun from off-screen it is very effective.

B. Drive-By

This is my preferred method to take out accurate, fast-shooting enemies such as pickup trucks and the tanks.

You must first know where the enemy is first prior to using this. If you know where they are, you need to get out of range (meaning you and the enemy cannot shoot each other).

Strafe(Hold R) left or right just barely into firing range while still facing the enemy. And strafe as fast as you can left or right at an angle AWAY from the enemy while shooting your gun (not your missiles).

If performed right your gun will lock-on and look to be hitting the enemy, the enemy will also be firing back at you.

But with you strafing fast away from the enemy will have a hard time hitting you.
And once your gun is locked-on any missile you fire will lock-on to the target as well. Tank meet hellfire-missiles from off-screen :).

If necessary you may have to move forward or back to dodge shots. Try to repeat from different angles otherwise it seems that the computer can shoot where you are going to be, which is very bad.

This works very well on almost every enemy in the game. Taking no damage or only one, two shots should be the result of facing tanks. The drive-by technique does not work so well against moving targets unless you are fully informed as to the direction they are moving.

C. Overhead

Tanks have a rotating gun that CANNOT shoot directly upward. So the safest spot is directly above them. You can lure the gun in a certain direction by sticking your nose out and then moving back quickly and shooting them before their gun turns to face you. Then move forward directly over them again. Repeat until its dead.

This is really a good way to take out a lone tank, but tanks tend to mean other enemies, and you would have to get hit at least probably once or twice by the tank before getting into this position. So this is not what I would call optimal.

D. Spiraling

With Momentum if you hold UP and LEFT or RIGHT you will start circling. If you imagine an enemy in the center you might see how it is useful. You just keep circling and firing your gun, and with the lock-on, you will eventually kill it. But you will almost certainly get hit.

This is effective against lone tank-like enemies that you stumble upon.

E. Circling

This is the most demanding maneuver I know and I only tend to use it on gatling guns and choppers because they fire slow moving projectiles, but they fire them in an amount that with only a simple strafing it is difficult to dodge them.

You strafe in left or right then let go of R, and rotate your helicopter slightly in an appropriate direction. Then go back to holding R. Repeat. The idea is to circle the enemy but to not get any closer.

VII. Using the Map Effectively / Map Failures

The map is almost All-Powerful.

- 1) It highlights objectives so you can complete campaigns,
- 2) It provides the locations of all fuel, ammo, armor that are out in the open.
- 3) It also highlights the location of most of the dangerous enemies in each campaign.
- 4) There are two other screens that are accessible from the map screen, which you get to by pressing select. You press the other fire buttons to get to the other screens.
- 5) One screen shows the status of all the objectives. Red text means it is not completed.
- 6) The other has a description of each objective. Switch by pressing left or right.

But it is not infallible. In certain campaigns it will fail to highlight all of your objectives.

1) In the San Puloso campaign, it will not highlight the objects in the warehouses as objects you need to destroy to complete the campaign.

2) In the San Puloso campaign, it will not highlight the ?tall buildings in the downtown? as objects you need to destroy. Nor will it highlight the place to get into your motorcycle. The ?downtown area? is north-west near the counterfeiting buildings. And the motorcycle is not far north from the UN drop-off building.

3) It will often not highlight people you need to pick-up/rescue to complete your mission.

4) In the Snow Fortress campaign and the Mountain campaign where you have to destroy the powerlines it will not highlight the location of the generator which you will ALSO have to destroy. The generator is near the powerlines.

5) In the Snow Fortress campaign, one mission will tell you to destroy all weapons in the sub-basements you break open. Unfortunately doing this will get you a RETURN TO BASE (AKA campaign failure). The next mission states that you need to pick-up the weapons in the sub-basements. So, to complete Snow Fortress kill the enemies in the sub-basements, and then pick-up the warheads with your helicopter.

6) In the Mountain campaign you will be told to break open the Madman?s base. Well, you also have to do something else. After the base seems to have exploded look southwest of his base; there is a heli-pad. Land there, and your co-pilot will go into the truck near it and drive it to the base. Pick him up and then the base will explode.

VIII. Pickups

Pickups are hard to come by in most levels based on what is on the map. But usually there are houses / pyramids that contain the goods. These pickups actually help your heli.

- 1) Extra Life - A box with a red X on the top. A high priority item. Getting these really helps out if they are available.
- 2) Armor - A large gray box. Restores your armor to 1000.
- 3) Fuel - Three red and white canisters. Restores fuel to 100.
- 4) Ammo - Restores your weapons to max. Guns - 999, Hydras - 60, HFire - 9.
- 5) People - They are good because you can think of them as 100+ armor. If you drop them off at a Landing Zone you get 100 armor added, but it does not exceed 1000.
- 6) Fast Winch - A gray coil. It is supposed to make your winch better but I do not notice a difference. Still as ugly and slow as ever.

IX. Points

Do not do anything as far as I can tell.

X. General Strategies

In this game you want to complete the objectives then return the vehicle to your starting point. You do not have to complete every mission perfectly. As soon as it says "Mission X Completed" you are good to go to the next mission, or finish the level if they are all done.

Leave enemies alone that are out of the way. It is very wasteful of ammo, armor, and fuel to kill enemies needlessly. And if a mission is time-sensitive then that is even worse, because you might fail the mission.

Use the map to avoid enemies. Use the map to find fuel, ammo, armor, and the objectives. Use the map often.

LEAVE TANKS THE HELL ALONE.

XI. Campaign 1 - Washington D.C.

This is a difficult first mission. No tutorial, and most of the enemies are pretty tough, except for the pathetic riflemen.

Mission 1 - Monuments

Protect three monuments. When you kill all the enemies in the area the building will disappear on the map. Do this for all three.

Strafe to avoid the slow moving missiles from the HARVs and the rocket launchers.

The last HARV in the northern monument will drop an armor. In a fuel depot in the southwest there is an armor if you blow it up.

Mission 2 - Terrorist HQ

Destroy the four buildings and pick-up the guy in the top left one, he has intel on the next mission. If he dies you fail the campaign. So clear around the building of enemies before picking him up.

Mission 3 - Car Bombs

Kill the green vehicles marked on the map.

Mission 4 - Rescue Agent Akbar

Go to a house in the southwest kill the guys around it. Blow it up, kill the rifle guy inside, and pick up the weird colored guy.

Mission 5 - Motorcade

Who bloody knows why the president NEEDS to get into this terrorist infested town, or why he drives directly towards them and stops when they are in front of them to be killed so easily, but he does.

So you have to kill the barriers blocking the limo's path so it can go to the White House.

Mission 6 - Enemy Sniper

Pickup the guy in white marked on the map. Do not kill him otherwise it is RETURN TO BASE for you.

XII. Campaign 2 - Sub Hunt

You cannot get the hovercraft before mission 2. In fact, you cannot even kill the enemies guarding the craft.

Do not run over any sharks in the hovercraft, because you take 255 damage from the exploding shark. You can use mines to kill the sharks if those swimming fish really get on your nerves. There are two in map. One in the south and one in the extreme north.

The emplaced guns(AAA) take 150 from you per shot, so watch out. The subs take a lot of punishment so be prepared to shoot for while till they die. Try to avoid the attack boats they are accurate and fast shooters.

Mission 1 - Navy Seals

Pick them up and drop them up at the helicopter at the southern isle.

Mission 2 - Prototype

After killing the riflemen, land in the yellow circle and you will go to the hovercraft.

Mission 3 - Plutonium

You will find the plutonium in attack boats and in trucks. It is fairly hard to destroy the plutonium so do not really worry about it. You will not get a RETURN TO BASE if you do destroy one or two.

Lay mines for the boats and for the trucks, or shoot it out with them. I do not suggest going after the attack-boats because they are more difficult opponents than the trucks.

There is an armor and extra life in the middle of the beach in the north in a truck near some other trucks. Just destroy every truck there, because there are some good pickups there.

Mission 4 - F-15 Pilot (Faceman)

Go to the location avoiding the AAA and just roll over him slowly to pick him up. You do not even need to destroy anything, just go in and out.

He is noticeably better than your other copilot at shooting, which is a definite bonus.

Mission 5 - Nuke Subs

The Nuclear Subs are fairly easy, but there are problems you will have. The first is that ammo is not readily available for the large amount of health they have. So you will have to go around looking for it.

Destroy the boxes on nearby islands that are usually being protected by AAAs for more ammo or fuel.

You will have to watch out for AAAs, riflemen, and stray attack-boats. The distractions should be destroyed, because you do not want anything to interfere with you dodging the submarine's missiles.

After killing all four you return to your chopper, return to the starting point and you go to the next campaign.

XIII. Campaign 3 - Training Ground

This Campaign introduces tanks. Tanks are a large problem. They shoot fast moving shots and they are very accurate. You can find the locations of the tanks on the map so avoid them as much as possible. To take out targets I suggest swinging around to objectives as far as you can away from the tank. Take out the objectives with your gun. The objectives will be off-screen but if the graphic for the objective goes away after you think its dead, then it is dead.

The amount of tanks in this will increase as time passes. The tanks also move around so keep checking your radar so you do not bump into any.

This campaign can be completed on your first try. There are lots of pickups you find along the way.

Mission 1 - Training Camp

You need to destroy a few towers. The towers seem to have a problem with registering hits. It seems like you cannot kill the rifleman in the tower (which takes 30 per hit from you), but if you keep shooting the base of the tower he will eventually die. Do the same with the tower.

Mission 2 - Landing Zone

Pick up the guy in the jungle and take him to the landing zone. There is one tower near the landing zone that should probably be taken out.

Mission 3 - Mobile Radar 1

To take out targets I suggest swinging around to objectives as far as you can away from the tank. Take out the objectives with your gun. The objectives will be off-screen but if the graphic for the objective goes away after you think its dead, then it is dead.

You only need to destroy the radar. The truck next to it is not part of the objective.

Do NOT engage with the tanks.

Mission 4 - Comm. Expert

For this break into the lightly defended camp from the south (Sheridan tanks protect the west and north). Do not mess with the annoying towers that you cannot lock onto with your gun. Here are a lot of POWs and the communications expert, so if you look at the map you will see the landing zone to the southeast that you can drop off the POWs for armor. There is also an armor pickup in one of the buildings and an extra life in one of the Sheridan tanks near the building that contains the communication expert.

Then head north and drop him off near the telephone poles.

Mission 5 - Tank Depot

Now you will have to fight the tanks, but try to fight as few as possible. Keep looking at your map to know their location, lock on with your gun and fire missiles if you want while dodging the bullets.

If you come in from the north you really only have to destroy one. To pickup the enemy that pops out the tanks will put you in range of the other tanks, so you will be unable to pick up the enemy that pops out without taking a lot of damage. You will probably take more than 100 damage per tank so it is not worth picking up the enemy here.

Mission 6 - Mobile Radar 2

Now it is a bit harder to move around because there are about 10 tanks on the map.

The only radar you will have trouble with is in the north. A gatling gun and what looks like a car are protecting it. The car shoots fast and accurate so take it out quickly. The gatling gun is a much easier opponent.

Mission 7 - Training HQ

This should be an area you already went through to get to the tank depot, so there should be minimal resistance. Destroy the buildings and pickup the three enemies. Be careful not to kill them.

Mission 8 - Nuke Reactor

Go to the building more northwesterly and destroy it. Inside is a gatling gun so kill that too. Break open the box inside and pickup the reactor. Campaign Accomplished.

Be careful getting back to your base, because the tanks are still around. And right in front of your landing point is a rocket carrying guy, so be careful of that if you have low armor.

XIV. Campaign 4 - Night Strike

This map has tanks as well, but they call them ACARs (armored car). I will call them tanks because they look like tanks. Same drill as last mission. Avoid the tanks and take out the objectives with destroying as few tanks as possible.

Pickups are in red and yellow containers on the ground. They take a bit of punishment to open. Oddly enough one of them contains a rifleman.

Do mission 7 after mission 1, because the guy is easy to get and will give locations of fuel, ammo, and armor. And near the building with the Commander is a building that has a rifleman and an extra life.

Mission 1 - Watch Towers

Much easier than the previous missions towers. The gun locks on to the lone rifleman on top. Kill the riflemen to complete the mission.

After mission 1 you will want to do mission 7. Mission 7 is clearly labeled on the map to the west. You may encounter a chopper on the way. Kill it as enemy choppers are easy meat. Just strafe around it to avoid the slow missiles. Also destroy the pad near it. Destroy the building and pickup the guy inside. He gives you locations of lots of ammo and fuel and armor. And near the building with the Commander is a building that has a rifleman and an extra life.

Mission 2 - Green Beret

Pick up the guy waving what looks like a torch marked on the map. Now you need to go north of where you originally took off from. There will be a bunch of buildings, an ACAR and several riflemen, and the helicopter pad. Secure this area, and then this mission will be complete.

Mission 3 - Chopper Pads

The pig red "H" is what you are aiming for here. Come from the south when attacking the pads. Kill any choppers nearby.

Mission 4 and Mission 5 - Scientists and POWs

They are marked on the map at the same time. Kill anything near the blue looking cages / buildings. Then pick them up after the bad animation sequence that makes me feel that the game froze before it starts.

Drop them off at the blue pad that you took over in mission 2 in the south.

Mission 6 - Weap Plant

Destroy the parts inside buildings and crates while avoiding the ACAR. There are a lot of little riflemen about so do not take unnecessary damage from them.

Use the Armor pickups that are marked on your map from the commander in mission 7.

In the buildings with the parts are often enemies that are pickups. Take them to the blue pad for 100 armor for each one.

Mission 7 - Commander

He is in a building in the western part of the map. He gives you locations of lots of ammo, fuel, and armor. And near the building with the Commander is a building that has a rifleman and an extra life.

XV. Campaign 5 - San Puloso

This is one of the more annoying missions if you do not know some things before hand.

The first is that the UN supply trucks can be found on the map under the tab "Landing Zone".

The second is that to complete the drug and counterfeit money missions, you have to pickup the civilians in these buildings and destroy anything inside them. Kill them and pickup while you are there, because once you destroy the building the location of the building is taken off the map, and objects inside, which need to be destroyed for the missions are unmarked.

The third is that the location of the motorcycle is just north of the

UN supply trucks.

The fourth is that for the mission Power Lines, you also have to destroy the transformer plant (not sure what to call it) that is nearby as well to complete the mission.

Mission 1 - U.N. Rescue

The buildings that contain the hostages cannot be opened (destroyed) unless the enemies surrounding it are killed. The UN supply trucks can be found on the map under the tab "Landing Zone". Take 5 out of 6 people from each of the three buildings to complete this mission.

Watch out for the cars and pickup trucks with riflemen in them. They shoot very fast and are very accurate. I suggest hellfire missiles to take them out quickly.

Mission 2 - Drug Plant

To complete the drug plant missions, you have to pickup the civilians in these buildings and destroy anything inside them as well as the trucks outside. If the truck drops ammo then you do not have to destroy that, but if it is a white package you have to pick it up.

Kill the trucks, objects, and enemies. Also pickup while you are there, because once you destroy the building the location of the building is taken off the map, and objects inside, which need to be destroyed for the missions are unmarked.

Mission 3 - Counterfeiting

Just like the Drug Plant mission destroy all objects inside and pick up the civilians.

Mission 4 - Power Grid

Destroy the four power line structures, guarded by rifleman and rockets.

Mission 5 and Mission 6 - Armored Cars and Detonators

You cannot destroy the armored cars with the helicopter so you need another vehicle. Go to the UN supply truck and go north. You should see the motorcycle within a few seconds of flying.

Land the chopper and pickup your motorcycle. Go north near where the MLRS were stationed. There are other black buildings in this area. Destroy them to start the mission. After you destroy one, an armored car will come out. You can easily destroy the cars with the mines the motorcycle can lay down in place of the hellfire missiles.

After they are destroyed SLOWLY pickup the object it drops. You have to get at least 4 of these detonators to complete mission 6.

Destroy all the armored cars to complete mission 5.

Mission 7 - C4 Explosives

Go to the location on the map and clear the surrounding area. There are cars, a gatling gun, and a MLRS so be wary not to be caught unawares.

Destroy the building and pickup the C4 packages.

Mission 8 - DL Warroom

This is easy. You will face at most a car or two, and a bunch of

easily killed riflemen that run out of the two buildings.

Clear the area, land and your co-pilot will run into the building. Kill the riflemen that run out until your co-pilot runs out again from the building. Pick him up to destroy the building.

Return to where you started and you can go to the next campaign.

XVI. Campaign 6 - Snow Fortress

There are M1 tanks in this level. They are the biggest and nastiest tanks in the game. So unless you want to get smacked in the face make sure you avoid them.

Mission 1 - Wild Bill

Rescue Wild Bill and 5 other POWs. One gatling gun and two riflemen in towers protect the camp.

Mission 2 - Radar Sites

Go to the side away from any M1 tanks and destroy the radar. One truck next to a radar has armor in it.

Mission 3 - Missile Depot

You should not meet not any enemies for this except maybe a rocket guy or two. But the mission is annoying because you have to destroy missiles in buildings, but you cannot lock-on to them. Fire the gun and move around until you see a brown puff that shows you are actually hitting it. Do not waste missiles trying to hit the missiles on the ground. Even a seeming direct hit will most likely not kill the missile.

Mission 4 - Sovt General

Go north a bit then cut west. This way you will only have to kill one chopper, and not mess with any tanks. You can go through a gap between gatling guns and just destroy a rocket guy. Then you can destroy the buildings for the soviet general, (who in the cut-scene looks like an Arab terrorist) ammo, fuel, and an armor.

Mission 5 - Launchers

These are guarded by choppers and tanks. Avoid as many as you can, but kill those that can shoot you as you shoot a launcher.

Mission 6 - Power Lines

Here watch out for several of the tanks guarding the power lines. After you destroy the four marked objectives, you also have to destroy the power plant just southwest of the powerlines.

There is an extra life in a building northwest of the power plant.

Mission 7 and Mission 8 - Fortress and Warheads

The Fortress mission will tell you to destroy all weapons in the sub-basements you break open. Unfortunately doing this will get you a RETURN TO BASE (AKA campaign failure). The mission after this states that you need to pick up the weapons in the sub-basements. So, to complete Snow Fortress kill the enemies in the sub-basements, and then pick-up the warheads with your helicopter.

Kind of makes me wonder why it is so difficult to kill the missiles on the ground just a few missions back, but it is so EASY to destroy these missiles that you need to pick up.

Return to the beginning and you can go to the third to last campaign.

XVII. Campaign 7 - River Raid

The hardest part of this mission is to land the Stealth. I have found a way to do this and it is explained in the appropriate section.

The second hardest part of the mission is not to crash the Stealth plane into things, specifically buildings. You can hold back to raise the altitude of the Stealth, and hold up to decrease altitude. At the max altitude you can pass over all enemies. This awesome plane has UNLIMITED AMMO AND FUEL and 1200 armor.

The first thing you should do in the mission is go northeast, and destroy the pyramids to get three lives. In the northern top of the map there are other good items. In the middle top a little to the west there is the fast winch and an armor in a building next to a helipad with a rocket guy guarding it. A bit more west and there is a radar site with a skull statue near it. An armor is in that mess as well.

For mission 5 which requires you to destroy many tall buildings, the Stealth is not ideal. Land the stealth when you have to do mission 5 (explained in the mission Stealth Hangar). And use the helicopter to complete this mission. Then get back into the Stealth. The ruins that contain the nuclear weapons can only be destroyed with the Stealth.

During the mission 6 the game seems to not let you land your stealth. I guess it make sense since mission 7 is to land the thing.

Mission 1 - F-117 Stealth

First go northwest to get the three extra lives in the pyramids.

This is the coolest thing in the game. This awesome plane has UNLIMITED AMMO AND FUEL, but first you need to get it. Go south but first head a little west to avoid gatling guns. Then come at the airstrip from the south. Kill the gatling guns and riflemen and rocket guys around the base. Then destroy the tarp on the runway to reveal the F-117.

Mission 2 - Troop Bridges

The troop bridges span the rivers and cannot be auto-targeted by the Stealth. A bomb dropped from the Stealth will destroy them. They are protected by tanks, cars, riflemen, and rocket guys.

Mission 3 - Drug Fields

The drug field mission has two parts. In the west side of the map there are the fields, which are easily decimated. In the eastern side of the map there are warehouses and I am guessing the drug factories. These are also easily destroyed. Keep checking your map for the next target and you will be done with this quickly.

Mission 4 - Patriots

These are scattered all over the map and are often near the ruins that contain the nuclear material.

Mission 5 - Fuel Depot

You can land the Stealth now. Look down at mission 7 as to how to do

this mysterious task.

Mission 6 - Nuke Missiles

During this mission the game seems to not let you land your stealth. It seems to take control of my plane then immediately release it. I guess it makes sense since mission 7 is to land the stealth. But it is a real shame because the helicopter would be ideal for taking out these targets.

I suggest suicide as a means of taking out these ruins. The stealth cannot auto target them and its speed and inability to hover make destroying the ruins something close to hell. You can however kill it normally if you keep holding left or right to spin in a circle and firing your gun or missile. Destroying the objects inside seems only possible by landing a bomb or missile in one specific pixel. So I suggest you keep going over it with the gun and repeatedly trying to shoot missiles at them. If you see a brown puff then you know you are hitting the target. Keep going at it and you will eventually kill it.

I am also confused as to why a F-117 cannot fly above buildings or ruins.

Mission 7 - Stealth Hangar

To land the Stealth my first time took me about an hour of going down the runway desperately hoping it would land. It eventually did, but by then I was furious at the programmers and testers (were there testers? There must have been.) for NOT explaining how to land the damn thing.

Here is how to land the Stealth.

- 1) Go down the length of the runway in the center. To get in the center decrease your altitude as much as possible and strafe left or right to get into position.
- 2) After getting into what seems like a good position start pressing up then down repeatedly. So you are raising and then lowering your altitude.
- 3) When you see your plane JERK into a different position and start lowering altitude you are landing. Do not touch anything or you may mess it up.
- 4) The plane will go into the hands of the computer about 4/5 through the runway.

You cannot crash into the Comanche no matter how low you are.

It seems to take control while I am raising my altitude oddly enough.

If you do not get the first time go back southeast and try again. Watch out for the skull statue in the southwest if it is still there when you are trying to land.

XVIII. Campaign 8 - Mountain

There is one trouble spot on this map and it is the second to last mission. After the bunker explodes you need to land at a heli-pad to the southwest. Your co-pilot will get out and go into a truck. He drives it to the bunker and parks it next to it. Pick him up and blow up the truck. That is how you destroy the bunker.

This mission is only tough because of the tanks. If you are smart you will deal with them as little as possible. It is quite possible to complete

this map with no lives lost as there are armor and ammo pickups all over the place. There is an armor pickup northwest of the westernmost control tower. There is one in the generator in mission 3. Some tanks drop them. The only thing that is not plentiful in this campaign is fuel, so do not piss away fuel for no reason.

There is an extra life almost at the most extreme southeast part of the map. Go as far south and eat as you can go. Then move north and west not far from that point to find a pyramid with the extra life inside.

Mission 1 - Control Towers

This mission is probably the hardest mission if you play it stupidly. There are about 6 tanks in a fairly small part of the map. If one is really bothering you make sure to take it out as fast as possible. Do not fly toward the offending tank, because that will expose you to more tanks, which would mean death. So take this part slowly and carefully. Just destroy the towers and you complete your objective. These tanks will never bother you again.

Mission 2 - Tomahawks

These missiles are disguised as giant rocks. You can distinguish them from other rocks by the letter "Z" on its side. And if that method is not good enough, then find them by using the map (which you should be using constantly by now). Burst open the shell and shoot the missile for each one.

In this area you will need to be wary of the mobile cannons. They are major bad news if you do not know where they are. They take 200 PER SHOT. So do not let one keep hitting you on a blind spot.

Mission 3 - Power Supply

Destroy the four power lines and the generator that is not far southwest of them. Riflemen and gatling guns protect it.

Mission 4 - Villa

This is quite heavily defended so do not be too reckless. I suggest coming in from the northwest. There are tanks here and the northern one drops armor. Just get into a position so that a flunky will repeatedly shoot the villa and eventually destroy it.

Mission 5 - Drug Lord

The drug lord is going nowhere without you to watch him leave (nice passive NPC!) so stock up on anything you need like armor, fuel, or ammo.

Go to the extreme north then go east then drop down on him. He is in a speed boat that can be killed with 2 hellfire missiles. Then pick him up when he comes out on a raft.

Mission 6 - Airstrip

From your position of just picking up the drug lord, you need to move southwest to the airstrip. Move south to avoid the tanks west of you. Look at the map to avoid the gatling guns. Also look at the map to not bump into the two mobile cannons which now flank the airstrip. A chopper is right on the airstrip and will need to be killed. Destroy the two airplanes on the ground and this mission is complete.

Mission 7 - Bunker

Take out the four gatling guns around the bunker as well as any other resistance. Almost every platform that the gatling guns are on have a pickup inside them so destroy those too. This will make your life easier, because if an enemy kills your co-pilot later, or kills you when you are going after the Madman you are going to be pissed.

To destroy the bunker takes a lot of ammo. You will probably have to get an ammo pickup. Shoot at it with the gun to see the brown puffs to make sure you are damaging it. If you spend more than two ammo boxes on the bunker and it still looks perfectly fine without looking partially destroyed (the middle side will look destroyed) then you need to shoot it from a different angle.

After the bunker explodes you need to land at a heli-pad to the southwest. Your co-pilot will get out and go into a truck. He drives it to the bunker and parks it next to it. Pick him up and blow up the truck. That is how you destroy the bunker.

Mission 8 - Madman

He will be in the chopper that pops out of the destroyed bunker. Destroy it and pick him up. Then return to base while avoiding the areas with enemies to complete this campaign.

XIX. Campaign 9 ? Washington D.C.

The story for this is incredible. The terrorists somehow managed to sneak right back into the capital of the US, AGAIN. They managed to blow up a good portion of the White House as well. Not only that they somehow brought about a dozen tanks that can magically appear on the map after mission 1 is done(WTF?!). The fun is not over yet. They also break free the Madman and the Drug Lord from wherever it is they were being held. And after that they bring four nuclear missiles which they try to drive into the White House. Why drive the missiles DIRECTLY into the building is a mystery to me. Also, when they attacked the White House why did they not immediately use them?

Well stupid plot aside this mission is really hard. The first mission is easy, but you do not want to take much damage from this garbage. The second and third missions are the ones where you will probably fail many times on. The second is destroying about a dozen ACAR (AKA tanks). You will probably take about 100 damage per tank if you are doing well. And the armored cars in mission 3 are really tough as well.

You need to conserve ammo for the final mission where you need to throw everything you have to destroy the tankers carrying the nuclear weapons.

There are ONLY two armor pickups in this level, and they are both hidden. One is to the south in a sand-colored square in a building that looks suspiciously like a school. The other is northeast in another sand-colored square in a fuel depot. Use them when needed.

Mission 1 - Air Force One

Escort the president out of the area. You will have to take out rocket guys. Do not take too much damage on this easy mission.

Mission 2 - Enemy Weapons

How well you do on this mission and the next will show if you will defeat this campaign or not. You will probably take about 100 damage per tank if you are doing well.

Do not waste missiles needlessly in this mission, and remember that missiles

do not often hit moving targets.

If you are having a lot of trouble with the tanks, then look at the Maneuvers section of this FAQS. I will say that spiraling around them works really well and so does the overhead technique. The drive-by technique does not work so well against moving targets unless you are fully informed as to the direction they are moving.

Mission 3 - Generals

The third mission is the final part where you are likely to be killed in. You have to destroy two armored cars that have 2000 armor. They also shoot fast as well as accurately and take 50 per shot. Stay away and use guerrilla tactics. Strafe to the side hitting them a few times then run away. Repeat this to kill them. Then pick up the general.

Do not crash your chopper into the armored cars. It destroys the car but also the general inside and you will get a RETURN TO BASE!

Mission 4 - Drug Lord

He is in a big truck that cannot fire back. Gun him to death and conserve your missiles.

Mission 5 - Madman

He is in a big truck that cannot fire back. Gun him to death and conserve your missiles. Watch the cut-scene that seems to freeze the game.

Mission 6 - Nuke Missiles

This is actually quite easy if you know the trick to hitting the moving truck. The trucks will be moving along the road and eventually off it to go through one of the four gates (seeing the White House so insecure is laughable) and into the White House.

You will want your chopper to move backwards while facing the truck as it moves towards you on the road. Creep up to it using its location while firing the guns. If you did not already know you can fire all your guns simultaneously. Do so. It should die within a few seconds as long as you are continuously firing at it and moving backward. Make sure your gun is hitting your target by seeing the brown puffs that mark a hit.

XX. Final Thoughts

Jungle Strike is certainly a good game, but as you can see it has some huge flaws in it that they should have fixed. Landing the Stealth was amazingly annoying. Objectives were not being displayed on the map. One mission's descriptions can cause you to fail the campaign, because it directly contradicts the next mission. The incredible B-movie-like plot of the last campaign really annoyed me.

Despite all these things the game is solid and definitely worth playing. The later levels are enjoyable because you cannot just go in and start firing expecting to win. Strategy and planning become necessary to complete campaigns as they become more difficult.

I give this game 8 stars out of 10.

It was fun, but not something I will play over and over again.

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