

Cannon Fodder FAQ/Walkthrough

by Desert Gunstar

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This walkthrough was originally written for Cannon Fodder on the SNES, but the walkthrough is still applicable to the GBC version of the game.

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Cannon Fodder for the SNES
Walkthrough

Should hold relevance on the Amiga, PC, Genesis, 3DO and Jaguar versions

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1. Introduction
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Stand at attention, soldier! You're in the world of Cannon Fodder, a quirky little war-game that puts you in command of a squadron of soldiers. Your commanders will send you everywhere from the jungles of Nam to the frozen wastelands of Antarctica. So strap on your boots and get ready to gun down the opposing army with your rifles, destroy enemy buildings with hand grenades, and take down enemy artillery with bazooka rockets. As the tagline goes, "War has never been this much fun!" It's time to enter the warzone, and this guide will help you do just that, albeit in a nearly repetitive, monotonous way.

Because Cannon Fodder is a multi-platform title (SNES, PC, Amiga, Genesis, 3DO and Jaguar), I have based this walkthrough on the SNES version of the game. However, I have played a bit of the PC version and it is exactly the same. I am uncertain of the other platforms, so please point some things out to me if something appears different on the other consoles.

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2. Controlling your Troopers
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SNES Controls:

On Boot Hill:

Select - Enter main menu
Start - Begin the mission

On the battlefield:

B - Fire
A - Move troopers
X - Switch between grenades and rockets, if any
Y - Look at world map
L/R - Toggle between divided squadrons
Start - Pause the game and enter side menu
Select - Not used

To move your troopers, point the cursor in the direction you want them to move and press the move button. To fire, point the cursor in the direction you want and press the fire button. To use a grenade or a rocket, hold down the fire button and press the move button. Take note that grenades and rockets are unusable inside vehicles.

To board a vehicle, move your cursor over it until it changes to an arrow pointing into a square, and then press the move button. Move the vehicle the same way you would a trooper. You can pick up speed by holding down the move button longer. Fire the vehicle's weapon (if it has one) with the fire button. Leave a vehicle by moving the cursor over it until it changes to an arrow pointing outside a square, and then press the move button. Choppers must be on land first before you can leave them. To land a chopper, move the cursor over the chopper until it becomes an 'H' and then press the move button.

You can split your troopers up into 2 more different squads. To do so, highlight the soldiers you want to split up, and then press the snake picture above the soldier names. Keep in mind that new squads can take grenades and bazookas. To change how many the new squad takes, toggle through the yellow lines that appear around the grenade and bazooka icons. A solid line represents all of that particular item. A dotted line is half, and no line is none of the item. After you create separate squads, you can regroup them by moving the

troopers into each other.

To see a map of the level, press the icon on the bottom left corner. If you want to restart the mission, press the white flag (Amiga/PC users will have to press escape).

3. Powerups and Obstacles

a. Vehicles

Jeep: A basic land vehicle for your troopers to travel fast. These provide protection from enemy gunfire. Some jeeps may come with a mounted machine gun.

Ski-doo: A snowmobile for getting around the rough terrain. They work similarly to jeeps. Some ski-doo's may have a machine gun on the front.

Big Gun: A fixed turret that fires explosive shells. Depending on the level, some big guns may be able to resist grenades and rockets. Whatever the case, all big guns (or vehicles, for that matter) are vulnerable to shells and heat-seeking missiles.

Tank: These war machines fire explosive shells and provide considerable protection against enemy attacks. They move fairly slow.

Chopper: Helicopters provide a quick way of transportation and attack. These come in three varieties: a simple transport chopper, a bomber, and an armed to the teeth chopper with heat-seeking missiles. A chopper in the air can only be destroyed by a heat-seeking missile, while a chopper on the ground is vulnerable to any explosion.

b. Supa-Dupa Boostas (powerups)

These powerups are rare to find. Personally, I have only found one of each except for the bullet-proofa vest. I haven't seen any of those in the game!

Missile Boosta: Grab one of these to recieve a package of 50 heat-seeking missiles. These look like yellow triangles.

Rank Boosta: This 4-star icon will grant the one who touches this an immediate rank boost to General.

Bullet-Proofa Vest: This little item turns your trooper into an unstoppable killing machine for the remainder of the phase. Note that the trooper is immune to any attack, not just bullets.

Trooper Boosta: The lucky soldier who manages to stumble onto one of these receives a missile, rank, and bullet-proofa powerups. They look like a yellow S, and are quite rare.

Troop Boosta: One of these will provide the whole boosta package for the whole squadron. These are the ones with double S's.

c. Enemies

Soldiers: Your basic grunt. Waves upon waves of these guys will be sent to gun down your squadron. Some may be more aggressive than others, depending on the mission. They might toss a grenade in your direction in the later levels, so watch out.

Bazooka Sniper: These guys will stand in one spot, waiting for you to get in their sights so they can blow you to smithereens. Try to send a single soldier to take them out, as one soldier will be a smaller target to hit. Also try throwing grenades from behind walls and trees or counter-snipe them.

Enemy Artillery: Enemy Tanks and Big Guns will attempt to blow you up with heat-seeking missiles. Use caution when advancing on them, and try to destroy them one at a time.

Engineers: Jeeps and Ski-dos are what the engineers handle. Shoot them with a bazooka before they notice your presence and begin to run you through.

Enemy Air Force: These pilots will patrol the area, killing anything on sight. Send them flying six feet under with a heat-seeking rocket in the air, or wait for the chopper to land so that you can blow it up with no hassle.

d. Mission Objective Descriptions

Kill All Enemy: Just what it sounds like. This includes enemy troopers and vehicles.

Destroy Enemy Buildings: Anything with a door that enemy troopers come out of must be destroyed. Doors with metal plating must be destroyed by shells or heat-seeking missiles.

Destroy Enemy Factory/Computer: A factory is just another building, but a computer is a brownish glowing spherical structure.

Rescue All Hostages: Return all of the hostages that are being held captive. Kill all the troopers surrounding the hostage, and then lead the hostage to the MASH tent on the map. Remember that these hostages can't be killed, so feel free to use them as human shields or whatnot.

Kidnap Enemy Leader: The same as rescuing a hostage, basically.

Protect All Civilians: Don't let a single civilian die. The death of an innocent will result in the immediate loss of the level.

Get Civilians Home: Innocent people are being held like caged animals. Your job is to free them from their barricades and make sure they get home safe and sound. Unlike the Rescue All Hostages objective, civilians will not follow you and they can die.

e. Soldier Ranks

A soldier's rank will determine how fancy his tombstone will be on Boot Hill, if/when the soldier dies. Also, a higher-ranking soldier leads the squadron. If two or more soldiers have the same rank, the number of kills is used to determine leadership. The rank of a trooper will rise after every mission they survive through. Take note that newly conscripted recruits will also have their

ranks slightly increased over missions due to 'training.'

Private: A single chevron.

Corporal: Two chevrons.

Sergeant: Three chevrons.

Staff Sergeant: A chevron and a curved line connecting the bottom ends.

Sergeant 1st Class: A chevron and two curved lines.

Master Sergeant: A chevron and three curved lines.

Sergeant Major: A chevron, three curved lines, and a star.

Specialist 4: A picture of an eagle.

Specialist 6: A picture of an eagle and two curved lines on the top.

Warrant Officer: A gray rectangle, with two dark gray rectangles in the middle.

Chief Warrant Officer: A golden rectangle, with two rectangles in the middle.

Captain: Two silver stripes.

Major: A golden star.

Colonel: A picture of a silver eagle.

Brigadier General: A single silver star.

General: Four silver stars.

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4. General Tips
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-Don't rush blindly into enemy territory. Consult your map, and then scout around with a single soldier before you bring in the cavalry.

-When you have to destroy enemy buildings to complete a level, try not to waste your grenades and rockets needlessly as you may need all of them for buildings.

-When you see any artillery or bazooka snipers, consider using a solitary soldier to take them out. By using one soldier, you make yourself a smaller target.

-If you find your soldiers are about to die, quickly pause the game (Start button for consoles, P key for Amiga/PC) and restart the phase. This helps if you want your sergeant to live to see another promotion, or for those pesky missions where you start right next to enemy artillery.

-Remember that you begin the game with 15 soldiers, and receive a replenishment of 15 soldiers for every mission. Try not to get the newbies slaughtered on their first day of combat.

-When splitting up forces, be careful about how you distribute the grenades and rockets. If left alone, a squadron might use up their grenades and rockets for taking out nearby soldiers. Take all the weapons for yourself if you need

to destroy buildings, or keep the other squadron in a safe no-fire zone.

-You may find levels with holes in the ground, where more and more enemy soldiers can crawl out. If you have to kill all of the enemy to complete the level, you might want to keep a squadron near these holes so that you are able to finish the level more quickly.

-Deep water requires your troopers to use both arms to swim. Try to avoid deep water as much as you can if you spot any enemy soldiers or artillery nearby.

-Watch out for mines and harpoons. Mines can be destroyed by shooting them, but harpoons are a bit harder to bypass. These traps show up on your screen as very tiny pixels, so sweep the area with rifle fire to be safe from mines at least.

-Unless you're going for a no-kill game or something of the sort, try not to get too attached to your soldiers. Although it may be pretty keen to see little Jools get his 4-star General's badge, as the title of the game implies, use 'em as cannon fodder :).

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5. Missions Walkthrough
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5.1 The Sensible Initiation

You begin the game with 15 recruits. Although the game may tell you 13, I also include the soldiers that are currently in action.

Phase 1 of 1: It's a Jungle Out There

Briefing: 2 soldiers must Kill All Enemy

Get used to the controls in this newbie-friendly level. Move around the tiny map and kill all of the the enemy soldiers that you see. You can try dividing your troopers into different squadrons just for the hell of it.

5.2 Onward Virgin Soldiers

You can have a maximum of 30 recruits at this point in the game.

Phase 1 of 2: Bridge Over the River Pie

Briefing: 3 soldiers must Kill All Enemy

There are more soldiers here, but the level is still easy to complete. Begin by clearing the area nearby of enemy soldiers. Make your way to the south-west corner of the map and take care of the soldiers there. Move west and eliminate any opposition that you see.

After you clear the southern land mass, begin to cross the river. It's safer and faster if you cross the bridge, since you're defenseless in deep water. Move west and circle around the forest, shooting at any soldier you see. Try not to rush forward, as the enemy does outnumber you and one of your soldiers might wind up getting shot.

Phase 2 of 2: Trash Enemy HQ

Briefing: 3 soldiers must Kill All Enemy and Destroy Enemy Buildings

There is a lot of water in this level, so try to stay on the edges of land. If you have to cross over water, one good technique to hold down the fire button while your troops attempt to swim across. This way, you can immediately start firing at any soldiers once you reach land.

Quickly fire at the approaching soldiers in the starting area. Follow the river down to the bottom corner of the map, making sure to stay on land as much as you can. Once you reach the south-west corner, fire at any soldiers coming your way and move toward the east. Here, you will see a building with troops pouring out. To destroy it, you either pick up the crate of grenades beside the building or just shoot the crate itself. Be careful when destroying it, as the door will go flying in the south-west direction and the roof may be blown off, landing in a random area. I recommend moving north of the building in order to avoid the resulting debris. Take note that for a building to be declared destroyed, the door must be blown off.

5.3 Antarctic Adventure

You can have a maximum of 45 recruits at this point in the game.

Phase 1 of 1: Blast It's Cold

Briefing: 4 soldiers must Kill All Enemy and Destroy Enemy Buildings

There are four buildings that must be taken care of in order to complete the mission. Check your map and move toward the south west building. Don't worry about dying when you fall down the cliff, because your troops can handle it. You will see a crate of grenades near the building, but don't shoot it. There are 3 more buildings that you have to destroy, so clear the area of any enemies while you snatch the crate. Move back a distance and toss a grenade near the door of the building. Continue on north until you see the building above you, then destroy that building.

Drop down to the southern part of the map, killing any opposition that you see. Move toward the east while still in the south area. Point your cursor to the north east, and throw a grenade at the building. Now, climb up the ramp and move north east. Head to the final building at the north, but watch out because a lot of soldiers will be waiting for you. Once you destroy the final building, finish off any remaining soldiers on the level. Remember that if there are still buildings to destroy but you can't find enough explosives to do the job, you will have to restart the mission.

5.4 Supa Smashing Namtastic

You can have a maximum of 60 recruits at this point in the game.

Phase 1 of 4: Beachy Head

Briefing: 4 Soldiers must Destroy Enemy Buildings

4 buildings lie in each of the corners of the map. Start the level by going to the south east building. Grab the crate near the building, and then proceed to blow it up. Move toward the north east building and destroy it. Now, send your

troopers west, across the river. Watch out for the brown spot on the beach, as this is quicksand. Move to the north west building and shoot the crate. Finally proceed to the south west building and detonate it to complete the level.

Phase 2 of 4: Pier Pressure

Briefing: 4 Soldiers must Kill All Enemy and Destroy Enemy Buildings

A simple mission with only one building to detonate. Quickly make short work of the approaching soldiers when you start, and then move your troopers toward the east. Move down to the bridge, and then throw a grenade at the building. Cross the river if you need to take care of any remaining soldiers.

Note: From this point on, you will begin with at least one grenade for every trooper you start with in each level.

Phase 3 of 4: Village People

Briefing: 5 Soldiers must Kill All Enemy and Destroy Enemy Buildings

There are three things that make their first appearance in this level: civilians, indestructible underground holes where enemy soldiers keep coming, and a different kind of building you have to destroy. Also, soldiers now have the ability to lob grenades at you, so be careful.

To start off, move toward the west and then go south over the hill. While going south, you will see a hole in the ground on the western side. Countless soldiers will crawl out of this hole, and there is no way to destroy it. Because one of your objectives is to kill all enemy soldiers, you might want to consider splitting up your troopers to guard this area. You may also see a civilian or two near the hole. You can shoot them if you want, since they aren't a part of the objectives of this level. However, be warned that some civilians may begin attacking you.

From the hole, make your way to the south eastern building. Take the east path all the way to the river, and then move south. Destroy the building, and then return to the hole area. Move south toward the huts and destroy the enemy building (the one in the north west corner). The only debris that flies from these types of buildings is only the door, so you don't have to worry about the roof landing on you. Once the building is destroyed, scour the map for any remaining soldiers.

Phase 4 of 4: Quicksand

Briefing: 5 Soldiers must Kill All Enemy and Destroy Enemy Buildings

As the name may imply, make sure to avoid the brown areas that we all know and love/hate as quicksand. Make your way to the north west corner, but watch out for the mine trap. It is a small grey pixel north east of the solitary palm tree, so stand a fair distance from it and shoot it. Continue on to the east while avoiding the quicksand. Once you get past the quicksand fields, make your way to the building in the south. Destroy it, and then hunt around for any soldiers you may have missed.

You can have a maximum of 75 recruits at this point in the game.

Phase 1 of 3: The Valley of Ice

Briefing: 3 Soldiers must Kill All Enemy and Destroy Enemy Buildings

A very narrow and simple map. Send your soldiers westbound, killing anything in sight and blowing up any building you see. Be careful of the area after the last two buildings, as you'll have your first encounter with bazooka snipers. To deal with them, you can use rockets of your own if you have any. Another method which you'll be using commonly is to make a squadron of one soldier, and then use that squadron to eliminate the bazooka snipers. By doing this, you will have a better chance of avoiding explosives. There are 4 snipers that you have to deal with.

Phase 2 of 3: Barmy Bazookas

Briefing: 3 Soldiers must Kill All Enemy and Destroy Enemy Buildings

There are quite a number of bazooka snipers in this level, so start off by making a one-man squadron and give that squadron all the grenades. Take your one-man squadron to the building directly west. Take down the bazooka sniper then blow up the building. Drop down the cliff and head east. Destroy the building there, then hug the east side and follow the path south until you reach the forest area. Take care of the building and grab the rocket packs nearby (you may want to spilt a few rockets with the other squadron just in case your one-man squad dies).

From the forest area, move west and kill the bazooka sniper that lies in wait. Move north across the small piece of land, and then quickly find and kill the bazooka sniper that stands a bit to the north west. From here, cross the water and then fire at the bazooka sniper near the hole in the ground. Move west and take out yet another sniper and the building beside him. Now, head back toward the hole in the ground and start going to the north west corner of the level. Three more bazooka snipers are waiting for you here, so use your own bazooka rockets if you have any. Finish off any other enemy soldiers you can find.

Phase 3 of 3: My Beautiful Skidoo

Briefing: 4 Soldiers must Destroy Enemy Buildings

This map is littered with snipers, but thankfully, you don't have to kill them all in order to finish the map. Only two buildings must be destroyed, but one of the buildings requires a daring jump with a skidoo. Like the previous level, create a one or two-man squadron and give the squad half the supplies. Take down the building directly south, and then continue south via the narrow path. As you move south, watch out for the sniper near the bottom corner of the map.

Oh wow, a skidoo lies in wait for you! Don't hop into it just yet, though. First, move west and take out the bazooka sniper, and then return for the building and the skidoo. You'll have to blow up the barbed wire to get to it, so be careful not to accidentally detonate the skidoo.

Practise moving with the skidoo now that you are controlling it. Move toward the west edge of land and drive up and down the pathway. The bazooka sniper north of the ramp shouldn't be much of a threat now that you're in a speedy

skidoo. Drive over him as part of your practice. Once you're ready, prepare to jump over the ramp. Back up as much as you can and then drive over the ramp toward the western landmass. Remember that if you mess up the jump and fall in the water, you can conserve your soldiers by quickly exiting the vehicle before it completely sinks, or smack the level restart option.

Once you're across the river, quickly take care of the three bazooka snipers near the eastern edge. After that's done, exit the vehicle near the building and take it out to complete the mission.

Note: From this point on, you will begin with at least 2 rockets for every soldier that you start with on each level.

5.6 Westward Ho

You can have a maximum of 90 recruits at this point in the game.

Phase 1 of 2: The Grand Canyon

Briefing: 4 Soldiers must Kill All Enemy and Destroy Enemy Buildings

This map isn't too difficult, but you might get a casualty or two if you're not careful. Take your troops to the east, where one of the three buildings stand. Destroy the building, and then cross over the bridge. Be careful that you don't fall in one of the holes.

Hug the eastern side of the map, and move south toward another building. Shoot the crates and take care of the sniper beside the building if the flying debris doesn't kill him. Now, keep on the road and move toward the structure in the west. You might want to split your forces and ready your bazooka because a sniper will be waiting for you in the south west. Destroy the building and take out the last couple of soldiers.

Phase 2 of 2: Trigger Happy

Briefing: 4 Soldiers must Destroy Enemy Buildings

A few snipers are stalking the battlefield, but you don't have to engage any of them at all. Send your squad toward the building in the west direction. Ignoring the sniper near the structure, toss a grenade and head toward the next building in the south east. Watch out for chasms while you make your way there. Once you've blown up that building, move to the east and then north toward the fenced area. You don't have to walk around or make an entrance. Just kill the soldiers you deem threatening and toss a grenade toward the upper left building.

5.7 Greenland Blood

You can have a maximum of 105 recruits at this point in the game.

Phase 1 of 3: The Slippery Stairway

Briefing: 3 Soldiers must Kill All Enemy and Destroy Enemy Buildings

This level is a bit hard to manage, since you're literally fighting an uphill

battle against a few well-placed snipers. Make a one-man squadron and give him all the supplies. Start by moving this squad to the west, where a sniper and a soldier tunnel both reside. Take the sniper out, then quickly move to the buildings beside the ramp in the north. Eliminate the sniper, and then destroy the two buildings. Make sure to use grenades, because your rockets may come in handy for taking out any snipers. Don't worry if you run out of explosives, as there is a crate of grenades at the very top.

Ready your rockets and climb up the ramp, keeping your cursor in the north direction. Kill the sniper you see, and then immediately move west and take out another sniper. Don't cross the water yet, but stay in the shallow water and move north as much as you can. Point your cursor north to find a sniper near the left side of the ramp across the water. Fire a rocket, and then proceed to move farther up. Climb the next ramp and fire at the building to the right, then continue left and move up another ramp. Destroy the building you see, and then point your cursor a bit to the upper right corner. Fire a rocket at the sniper, then finish off the remaining enemy forces at the top. Scout the level for any surviving troopers.

Phase 2 of 3: Return to Reykjavik

Briefing: 3 Soldiers must Kill All Enemy and Destroy Enemy Buildings

A fairly simple level to complete, but it can be a bit annoying due to the three underground tunnels in the north, south and center of the map. Consider placing squads in these areas. Also, be wary of civilians here as they are able to kill your troopers.

Take your squad and move toward the igloo directly in the south. Keep going south, but go through the path in between the trees and stay near the edge of the lake in the west. Continue moving down toward the enemy structure and destroy it. Now hug the forest on the right and move up toward a narrow path. Keep on the lookout for sniper to the right. Stay behind the trees and toss a grenade. Don't worry about the other sniper behind him; he'll spot you and try to fire, but will blow himself up. Keep going to the right side of the map, where the rest of the enemy buildings lie. Save for the hordes of soldiers that you might be facing, there are no more dangerous obstacles in your way. Destroy the last 3 buildings in the east and north east, and then hunt down all the soldiers in the level.

Phase 3 of 3: Evil Knieval

Briefing: 4 Soldiers must Destroy all Buildings and Protect All Civilians

This is your first level where you must not let any innocents die. Thankfully, it's still an easy mission save for the driving part. Remember that if an innocent dies, you must restart the level.

Start the level by creating a one-man squadron. Send him north toward the skidoo, killing the enemy sniper the your way. Now you have a choice: you can either re-group your squads or send your solitary soldier on a solo mission. If you think you're going to mess up on driving the skidoo over the ramps, you might want to use one soldier, since everyone in the vehicle will die when it gets destroyed. If you're going to send only one trooper, make sure that the trooper takes all of the grenades with him.

Take control of the machinegun-mounted skidoo and navigate through the winding forest path. When you jump a ramp, try to keep your jeep in the middle as much

as possible. Speed by the snipers that are camping near the ramps, and quickly make your way to the waterside. Once you reach the waterside, take the skidoo up the narrow path to avoid the last snipers on the bottom. Now, exit the vehicle and move across the water. Take out any threatening soldiers and throw 3 grenades at the buildings, making sure that the lone civilian doesn't get killed by the resulting blasts.

5.8 Guerrilla Warfare

You can have a maximum of 120 recruits at this point in the game.

Phase 1 of 4: Have a Nice Trip

Briefing: 3 Soldiers must Kill All Enemy and Destroy Enemy Buildings

Now that you're back in the jungle, you can expect some nasty things to rear their heads. The enemy soldiers are aggressive in this mission, so watch your step.

When you start the level, stand still until you see an explosion.

A sniper will try shooting you, but he'll get himself instead. Move toward the north east corner, where a couple of soldiers are standing. Don't go into the narrow pathway, though, as there are harpoon traps waiting for you. Let them charge into your gunfire. Once you're finished here, move to the west.

Once you spot water on your screen, come to a dead stop. Let the enemy charge you, and don't even think about crossing the bridge after they're dead. Not only is the bridge path loaded with traps, but there is a sniper right across. Take the sniper and the two buildings with rockets, and then kill any remaining soldiers.

Phase 2 of 4: Bang Bang You're Dead

Briefing: 4 Soldiers must Kill All Enemy and Destroy Enemy Buildings

Immediately kill the sniper to the left of you, and then take your squadron to the upper right corner of the map. Create a one-man squad, and give all those supplies to that soldier. Ready your rockets and move left. Prepare to take out two snipers to the left of the X landmark. Don't cross the river yet, but head to the right and to the edge of the river. Keep your cursor south and get rid of two snipers in the middle and bottom right corner. Move to the left while still on the edge and kill the sniper on the building toward the bottom. Finally, cross the river from the right side of the level.

Don't enter the big gun yet, but stay on the right side and move toward the river edge. While moving slightly left, keep your cursor on the bottom in order to spot three more snipers. Now, enter the big gun and take out all of the five metal-plated buildings. Once that's done, eliminate the remaining resistance with your other squad. Remember that you can clear the area of soldiers around a big gun by firing just a small distance away from yourself.

Phase 3 of 4: Deliverance

Briefing: 4 Soldiers must Kill All Enemy and Destroy Enemy Buildings

After one look at your map, your first thought would be to navigate your way

through the forest. It's funny to find the forest devoid of any soldiers until you find that there are harpoon traps aplenty within the narrow areas. When you have to squeeze through a small area, try to hug the trees on the top in order to avoid the harpoons. Stay away from the marked pixels if you can help it. Also watch for the mine trap near the end of the forest maze.

Once you're out of the twisting forest and at the river, stay on the right and continue down. After you hit the bottom right corner, move toward the left. Behind the plant, you'll find a Missile Boosta. Before you return to the river, move west as much as you can and take out the sniper with a grenade or your heat-seeking missiles. Now, return to the river. Take note that if you decide to divide your squad up, only one will carry the heat-seeking missiles.

Now all you have to do is move down the river cautiously, as a few snipers are in the area. You might be safer on the bottom side of the river. Don't hesitate to use your new found heat-seeking missiles. Once you push your way into the bottom left corner, destroy the buildings and kill off the soldiers.

Phase 4 of 4: Jeep Jump

Briefing: 4 Soldiers must Destroy Enemy Buildings

Move into the crevice below and toss a grenade at the building you see. Now, keep going to the right, but watch out for the enemy jeep. If it speeds toward you, move back so that it will get stuck in the trees. Scrap it with a grenade or a rocket. Continue east, and stay behind the trees in order to avoid rocket fire from below. In the upper right corner, you will see a building and a jeep. Before you detonate the building, move the jeep away. Make sure to use a rocket because you'll need your grenades. At this point, you may want to create a one or two person squad to complete the rest of the level. Don't move the jeep south yet.

Take your troopers to the building in the south, and clear the area of snipers. There is one directly right of the hut, one below and to the left (will most likely kill himself), and another directly below the hut. Don't fall down the cliff, as you will die. Once you've taken the snipers out, go back and retrieve the jeep.

Now it's time for the jeep jump. Take the jeep and drive down the cliff in the area of water, which is directly below the hut. The jeep will sink down below, but before it sinks, quickly move your cursor over the jeep and evacuate your squad. You might want to make sure that no enemies are around in this area as well.

Cross the river and go south toward the other hut. From the hut, go west until you see an enemy building. Throw a grenade at it, and if you have any left, throw another at the sniper up top. Now, return to the river and follow it down to the big gun. Enter and fire away at the three buildings.

----- 5.9 Great Scott Good Shot

You can have a maximum of 135 recruits at this point in the game.

Phase 1 of 2: Round the Garden

Briefing: 1 Soldier must Kill All Enemy and Destroy Enemy Buildings

Throw your grenade at the sniper directly below you (and at the building if you can hit it). Now enter the machinegun-mounted skidoo and quickly take down the sniper to the right. Continue right and make your way to the bottom right corner of the map. While avoiding shells, take out the sniper in the corner. Move toward the right side of the level and park the skidoo.

This part of the level can get very tricky, indeed. Continue on by clearing the immediate area of soldiers and then move west toward the big gun. Knock it out with a rocket and keep moving west. You will see an enemy skidoo here, but it will usually move up and fire at the igloo. Take this opportunity to fire a rocket at it. Now, your last piece of machinery lies in the east. Fire a rocket at the last big gun. Once you've done that, take care of the enemy army and structures. There is a crate of grenades beside the igloo.

Phase 2 of 2: In at the Deep End

Briefing: 1 Soldier must Kill All Enemy and Destroy Enemy Buildings

This level gets REALLY ANNOYING REALLY FAST. You will need a fair amount of luck to knock down all the enemy big guns. Grab the two crates of grenades and ready your rockets. Swim toward the north east. You will see a small piece of land, so send your lone trooper there and keep your cursor north. Once your soldier makes it on the land, fire your rockets at the two big guns as fast as possible. Move north onto the land and collect the rocket pack there. Ready your rockets again, and move to the small island. Keep on the edge of the island and point your cursor west. Fire two more rockets at the big guns you see. Now, head into the big gun and destroy the building. Make sure to take out any soldiers who might be waiting for you to come out of the big gun.

Move south, and get onto the upper edge of the island with the seal. Keep your cursor south and fire at the big gun you see. Move to the lower edge and fire another rocket at the big gun. Hug the left of the map and cautiously move to the right. You will have to take out three more big guns with your grenades. Push into the right landmass ever so slightly, and toss everything you have at the big guns.

5.10 One Gigantic Dust Bowl

You can have a maximum of 150 recruits at this point in the game.

Phase 1 of 5: Square Dance

Briefing: 4 Soldiers must Kill All Enemy and Destroy Enemy Buildings

This is a fairly simple level, regardless of the chopper that you will see for the first time. Ready your rockets and send your guys toward the first building to your right. Fire at the rocket pack, and then take out the bazooka sniper to the right of the building. Now, all that is left is to destroy the chopper, buildings and soldiers. The chopper is of the troop-transport variety, so it shouldn't be much of a threat. It is vulnerable to an explosive when it is on the ground. Also, watch out for another sniper at the bottom of the level.

Phase 2 of 5: Penny for the Guy

Briefing: 4 Soldiers must Kill All Enemy and Destroy Enemy Buildings

Immediately take your troops above the building to the right of you. Destroy this building and the next one to the right of you with grenades, and then ready your rockets. Go back to the starting point and keep your cursor down. Fire at the big gun you see there, and then take out the last couple of buildings to your left. Move your troopers right and cross the bridge, making sure to avoid the holes and the harpoon trap at the other end (it will be in the middle).

Continue going south, firing rockets at the two big guns you approach. Go across both metal fences area and move your troops up. Keeping your cursor to the left, eliminate the sniper that you will see. Now step into the wooden fence area and destroy the building there. Be careful, as a big gun is stationed at the western part of the level. Destroy it, and finish off any remaining soldiers.

Phase 3 of 5: Tanky in the Middle

Briefing: 4 Soldiers must Destroy Enemy Buildings and Protect All Civilians

There are two buildings on each side of the fence that you must destroy. Don't enter the jeep yet, but ready your rockets. Move your troopers right and take out the big gun on the far side. Blow up the buildings, and hop into the jeep. Use the ramp to jump over the fence, then quickly make your way to the ramp on the right while ignoring the enemy artillery. Jump over the fence and get out of the jeep. Use your rockets to destroy the last two buildings and hope that a civilian doesn't get caught in the explosion.

Phase 4 of 5: If It Moves Kill It

Briefing: 4 Soldiers must Destroy Enemy Buildings

You will spot a tank and a sniper directly north of your position. Take cover behind the building by moving your troops to the little green bush. Wait for the tank to charge and blow itself up, and then create a one-man squad. Use this guy to immediately destroy the building in the south west and the north. Keep away from the tank in the north west. You will most likely not need to use the big gun, so don't worry about it getting destroyed. Be careful of the four snipers that guard it though, and watch out for the mine trap near the south end of the map. Hopefully, when you make your move north, game lag will kick in and allow you to kill the snipers easily.

Phase 5 of 5: A Good Hard Tank

Briefing: 6 Soldiers must Destroy Enemy Buildings

Finally, you get to make use of a tank! Unfortunately, this level won't let you walk away with a tank unharmed. You immediately begin next to a big gun. If it fires at you before you can order your troops, quickly restart the level in order to avoid casualties. Destroy the big gun and follow the path up the road, ignoring all the enemy buildings. Ready your rockets, and move until you reach the end. At the north end near the road corner, a big gun will be waiting. Take it out and move left from the road corner. There is yet another big gun to be destroyed here. Once that's done, enter the tank and start smashing all the buildings down. Be careful of the last big gun on the eastern side of the map.

5.11 Jungle More Jungle

You can have a maximum of 165 recruits at this point in the game.

Phase 1 of 3: Lord of the Flies

Briefing: 4 Soldiers must Destroy Enemy Buildings

From your starting position, ready your rockets and move your troops through the south west path. Go west, past the quicksand fields. Keep going west until you hit the edge of the level, then continue south through the narrow path. Push your way toward the south eastern corner, and destroy the buildings there. Watch out for the big gun that is located near the building on the far right side. The chopper should not give you any problems.

Phase 2 of 3: Whopper Chopper

Briefing: 4 Soldiers must Get Civilian Home

If the chopper gets you in its sights before you're in the tank, you might want to restart the level as soon as possible. This chopper is able to bomb you with grenades, and it's hard to shake it off your tail.

Quickly move your soldiers a bit to the right in order to avoid the big gun at the bottom. Cross the river and toss a grenade at the big gun over the trees. Move down the narrow path and keep your cursor down. Destroy the big gun beside the building. Now, you must quickly cross the river and hop into the tank. Immediately take out the big guns on the east side. Cross the bridge and fire at the tank to the north. Now destroy the enemy building if you wish, then wait for the chopper to land. Destroy it, and then head for the barricade. Fire at it and let the civilian escape to the south east hut.

Phase 3 of 3: Donkeytastic

Briefing: 5 Soldiers must Kill All Enemy and Destroy Enemy Buildings

Again, you will face bombers on this level. If one starts to pursue you, consider immediately restarting the level. On this level, I find speed to be of the essence. Take your guys south until you see a big gun on the left side. Toss a grenade, and continue west. Take the top path and enter the chopper you see there. Now, fly toward the north side of the map until you see an X. Don't land yet, but find a suitable position close to it. Wait for the enemy chopper to land, then quickly land your chopper and destroy it. Be careful that you don't accidentally crash into it when it approaches. Once you've finished it off, all you have to do is fly around the map and eliminate the big guns in the area. Make sure to land in safe areas when making your approach. Take out the huts, too.

5.12 Chiller Thriller Killer

You can have a maximum of 180 recruits at this point in the game.

Phase 1 of 6: An Icicle Made for Two

Briefing: 2 Soldiers must Destroy Enemy Buildings

The most frustrating thing about this level are the vehicles that you'll be up against. Select your rockets and move east, keeping your cursor pointed right. Fire at the skidoo you see before it spots you, then quickly continue east, toward the igloo. Avoid the bomber chopper as much as you can. Move south of the igloo and enter the tank you see. Now, take your time and destroy the three buildings on the north side of the map.

Phase 2 of 6: Tank You Very Much

Briefing: 2 Soldiers must Kill All Enemy

The first half of this level is easy. Hop into the tank right next to you, and destroy everything at the southern end of the level. Be careful near the top of the land mass, as three big guns and a tank will be waiting for you. Destroy all the buildings and park the tank near the hole. You might want to keep one guy in the tank because you'll be facing a sniper. If you do this, split your supplies up evenly.

Clear the south side of any soldiers. Now, stay on the left side and move north across the water. You'll spot a sniper near the barricaded ramp. Try to get the sniper to blow up the barricade for you, then move up the ramp and gun down the sniper and any surrounding soldiers. Destroy the building, and clear the top area of soldiers. Hunt down the rest of the resistance if any exist.

Phase 3 of 6: Death and Glory

Briefing: 3 Soldiers must Kill All Enemy and Destroy Enemy Buildings

Move north behind the trees and toss a grenade at the big gun there. Select your rockets and move toward the spot where the big gun was and point your cursor north. Let a rocket loose at the big gun and continue east. Keep your cursor pointed east and fire a rocket at either the big gun itself or one of the mines. Swim to the island and enter the chopper on the right. Ready your grenades and fly toward the barricade in the south west. Land on the top side of the barricade and toss a grenade at the sniper. Re-board the chopper and land near the tank. Now, take the tank and clear the western land mass of any life. Head back into the chopper and land it in the south east corner. Destroy the building, and ready your rockets. Move north and make short work of the big gun.

Phase 4 of 6: North Face of the Tiger

Briefing: 4 Soldiers must Kill All Enemy and Destroy Enemy Buildings

Stay behind the trees and throw grenades at the big guns directly below you and to the left. Select your rockets and move to the right of the trees. Point your cursor down and fire at the big gun. Get to the other side of the trees and stay alert for two more big guns. There is one in the center on the south end of the map and one a bit to the left. Destroy the building in the south east and enter the helicopter. Take the chopper to the upper right corner and make your way to the tank in the west. Enter the tank and quickly fire on the big gun on your left. Now, clear each platform of buildings and enemies. Don't worry about totalling the tank when you fall down the cliffs.

Phase 5 of 6: Rescue El Presidente

Briefing: 4 Soldiers must Rescue Hostages

Because of the obscene amount of big guns in this level, you may want to attempt it with one or two soldiers, and then restart if the going gets bad. At any rate, choose your rockets and fire at the big gun you see on the top left. Continue down while keeping your cursor on the left. Another two big guns for you to destroy will soon appear to the left of the trees. Now, hug the right side of the map and move down toward the unoccupied big gun. Take control of it and fire at the approaching tank. Get out and move left. There will be two big guns near the trees. One is above you, and the other is below the cliff.

Move past the trees and take control of the transport chopper. Land at the area to the right of the hostage. Use a rocket to take care of the big gun, and then throw two grenades - one for the soldier guarding the hostage and the other for the building next to him. Don't worry about killing the hostage, 'cause you can't. Enter the chopper and land right beside the hostage. Clear the area of any soldiers and get the hostage to follow you into the chopper. Escort him to the MASH tent in the south west.

Phase 6 of 6: Chill Out Iceman

Briefing: 6 Soldiers must Kill All Enemy, Destroy Enemy Buildings, and Destroy Enemy Factor

This mission isn't too difficult. You may be wondering about the three lights in this level. Don't worry about them; they're not necessary to complete this level. If you divide your squad and press them down, you will summon the chopper in the center of the level, but it is only a basic troop-transport. I suppose the designers wanted you to use this troop transport to take your troops to the big gun on the center building, but you can simply walk into it from the ground...

Get your rockets out and fire at the big gun on the building due east. Cross the water east and keep on the look out for another big gun above you. Destroy the chopper on the right while it's still on the ground. Ignore the unoccupied big gun and move north. There is a big gun dead ahead, so destroy it. Another big gun lies on a building in the north west, so finish it off and enter the unoccupied big gun in the center. You might want to keep a soldier or two out of the big gun because you won't be able to get out of it.

Destroy the buildings around you, and then kill off any soldiers you see. Once you've done that, fire at the factory door a couple of times until you complete the mission. The door won't fly off, so destroying the factory must be the last portion of the level to complete.

5.13 More Moors

You can have a maximum of 195 recruits at this point in the game.

Phase 1 of 1: Much Much Moor

Briefing: 2 Soldiers must Kill All Enemy and Destroy Enemy Buildings

This is another of those annoying missions that require a bit of luck. You will have your first encounter with big guns that are resistant to grenade and rocket explosions, so your only chance is to make use of the big guns in the level. Quickly fire at the soldiers swimming to you, then swim across and enter

the big gun. Fire at the enemy big gun, and then take out the sniper. Ready your rockets and begin move slowly to the north. You will encounter a jeep speeding in your direction, so fire a rocket at it. Destroy the building there, then move right until you see an unoccupied big gun. Enter it and destroy the enemy big gun and the building to your right side. Now scour the map for any soldiers you may have missed.

5.14 Bomb Alley

You can have a maximum of 210 recruits at this point in the game.

Phase 1 of 3: It's All Mine

Briefing: 1 Soldier must Destroy Enemy Buildings

Take note that the enemy soldiers are aggressive and the enemy big guns are not resistant to grenade/rocket fire in this mission. Get your rockets ready and move east. Get ready to fire at the sniper across the chasm and then a big gun to the north east of the bridge. Now move over the bridge and head to the south west corner. Be careful to sweep the area of mines. Enter the chopper and use its heat-seeking missiles to finish the level.

Phase 2 of 3: Sandy Crack

Briefing: 3 Soldiers must Kill All Enemy and Destroy Enemy Buildings

Ready your rockets and prepare to destroy three big guns. From the starting point on your map, there is one in the north west corner, one to the south and one in the south east. Take care of the chopper once it lands on the ground. Once that's done, destroy the buildings and gun down any enemy soldiers. You can make use of the jeep to speed things up.

Phase 3 of 3: Airlift

Briefing: 4 Soldiers must Rescue Hostages

Ready your rockets and enter the chopper on your right. Scout out the level so you know where the big guns lie. Land in the far upper left corner and quickly take the big gun down. Now all you have to do is move around in a circle; start by moving east and destroy the big gun. Clear the area and get the hostage to follow you, then repeat for the south and western areas. Take the hostages to the chopper, and then escort them to the MASH outpost in the south east.

5.15 Get Orf Moi Land

You can have a maximum of 225 recruits at this point in the game.

Phase 1 of 3: Sheep Dip

Briefing: 3 Soldiers must Kill All Enemy, Destroy Enemy Buildings, and Protect All Civilians

Quickly move to the left side in order to avoid big gun fire. Move up and to

the left. Don't destroy the civilian building you see. Continue to the bottom left corner, then move right and hop into the chopper. Land near the tank in the upper right corner. Take control of the tank and move down, destroying the three big guns stationed near the edge of the river. Destroy the building, and hunt down the remaining enemy soldiers.

Phase 2 of 3: Chocs Away Chappies

Briefing: 4 Soldiers must Destroy Enemy Buildings

Move east onto the small piece of land that is out of range of the sniper you see. Toss a grenade at the sniper, then make your way east. Watch out for the sheep; they are rigged to explode upon contact. Move across the bridge and destroy the building in the north. Toss a grenade over the trees at the sniper above you, then enter the bomber chopper. Take care of the sniper squad in the western area, then take one soldier and attempt to take over the empty big gun. Immediately fire at the enemy big gun below, then destroy the buildings you see.

Phase 3 of 3: A Bridge Too Far

Briefing: 4 Soldiers must Kill All Enemy, Destroy Enemy Buildings, and Protect All Civilians

Take your troopers into the transport chopper in the north. Do some recon work so you know where everything is. Before you take a landing spot, take a visit to the tank in the north end of the map. Fly into it and try to get the tank to destroy itself. Don't worry, you are completely safe unless you accidentally attempt to land. Land near the gray building in the east.

Get into the big gun and destroy the building, and then target the jeep on the northern island. If you don't see it, hop back into your chopper and try to lure it onto the edge. Take the chopper to the civilian buildings in the south west. Send a solitary soldier to the big gun in the north and destroy the enemy artillery. Now, it is all a matter of destroying the building in the south and hunting down the rest of the enemy troopers.

5.16 Going Underground

You can have a maximum of 240 recruits at this point in the game.

Phase 1 of 2: Eton Rifles

Briefing: 2 Soldiers must Kill All Enemy and Destroy Enemy Buildings

Grenades will be useful in the underground levels. Take your troopers south and take out the bazooka sniper on the left. Quickly kill the next sniper in the upper left corner. Wait a while for the sniper behind the wall below you to blow himself up. Move up and toss a grenade in between the sniper and the building door. Continue on left and ready your rockets if you haven't already.

Blow the door above you, then take out the door on the left. Being careful not to shoot the crate of grenades, pick them up and then fire a rocket at the building door. Move on to the next room on the right. Be careful; there are three mine traps and a bazooka sniper in here. Break down the door below and keep your troops moving. Go on through the narrow path and detonate the

building door that you see. Keep going left and kill the sniper there with a grenade or whatnot. Finally, take out the last enemy in the north.

Phase 2 of 2: Sewers Canal

Briefing: 3 Soldiers must Destroy Enemy Buildings

Take your troops to the water in the west. Get to the stairs and toss a grenade at the sniper above you. Continue on left and destroy the enemy building there. Climb up the staircase on the left. If you want a Rank Boosta, head to the platform on the left. It is behind a barrier, which must be detonated 4 times. In any case, just get to the big gun in the upper right corner and complete your mission.

5.17 The Moor The Merrier

You can have a maximum of 255 recruits at this point in the game.

Phase 1 of 1: No Way In

Briefing: 4 Soldiers must Kill All Enemy, Destroy Enemy Buildings, and Rescue Hostages

Destroy the building door directly to your right, then continue right until you can see the hostage. Toss a grenade at the building to stop the flow of enemies, then move south across the river. Don't cross the bridge left, but move on down until you can see a sniper guarding the MASH outpost. Toss a grenade his way, then throw a grenade at the building to the right of him. Follow the path, and take a right when you see the barricade. Take this path down, but stay alert for the sniper in the south east north of the map. Enter the tank on your left, and head to the barricaded area. Take down the enemy building on the north, then head for the hostage. Clear the area of enemy soldiers, then take the hostage inside the tank. Return to the bridge and cross it, being careful of the big gun on the bottom. Get out of the tank and head down the river to the MASH outpost. If you missed any enemy soldiers, take them out.

5.18 Underpants Electric

You can have a maximum of 270 recruits at this point in the game.

Phase 1 of 5: Take Your Partners

Briefing: 3 Soldiers must Rescue Hostages

This simple level is made annoying by the waves and waves of enemy soldiers who prevent the hostages from following you. Start by moving to the left. You'll see a big gun to the left, so wait until it attempts to fire at you and blows itself up in the process. Continue toward the empty big gun and fire at the building door all the way on the left side. Get out and enter the narrow corridor below you. Fire four rockets at the barrier and proceed to the area with the hostage. Take out the sniper with your rifle, and then move south to retrieve a rocket package. Keep the area clear of any enemy soldiers and take the hostage back to the starting point.

When you reach the pool of water, fire four rockets in between both the barriers below you. The hostages will most likely get stuck in the corner after they cross the water, but that's okay. Continue to the right and destroy the door you see. As you enter the room, watch out for the sniper on the top. Enter the big gun and scrap the building door at the top and the metal door on the bottom. Keep going down, and kill the sniper you see there (you might want to throw a grenade because he'll aim for the wall as you walk through). Head into the big gun and destroy the building door. Now return for the hostages and escort them to the MASH outpost.

Phase 2 of 5: The Scroungers

Briefing: 4 Soldiers must Destroy Enemy Buildings and Protect All Civilians

Yet another simple level made difficult. This time around, it's a narrow corridor with a large number of soldiers waiting for you to cross it. You can take the jeep on the left if you wish. It's not essential to reach your destination, but you may get shot by one of the civilians. Make your way to the upper left corner, where you'll have to cross through a tiny space into a big gun. Send your soldiers one at a time until someone can get inside, and clear the area with grenades if you have to. Destroy all the enemy buildings you see.

Phase 3 of 5: Plenty of Room

Briefing: 5 Soldiers must Rescue Hostages

Your key destination is in the north end of the map, where a chopper awaits. Take your squadron to the far east, and toss a grenade at the jeep that is inside the next room. Blast your way into that room with a rocket, and then move a bit to the left. Wait for the jeep to come at you in the upper left corner, and then fire a rocket at the wall while keeping out of range. You will see a big gun above you, so position yourself to make it kill itself. Continue on north into the room with the chopper. Hop in and destroy everything to make escorting the hostages an easier job. Grab the three hostages and send them to the MASH outpost

Phase 4 of 5: Franz Klammer

Briefing: 6 Soldiers must Rescue Hostages

I hope your driving skills are at peak performance, because you'll be doing some driving right through a couple of big guns. Quickly move your squad toward the left to avoid the big gun missiles. Cross the river and get to the jeep on the far side (keep only one man inside the jeep to preserve the other troops). Take the jeep and jump the ramp. Now, navigate your way across no man's land. Make sure that you always keep moving and don't crash into a big gun. Jump the ramp at the end and retrieve the hostage there. Now, head back to the river on the far left side and drop off the hostage.

Phase 5 of 5: The Doors

Briefing: 6 Soldiers must Kill All Enemy and Destroy Enemy Buildings

Are you still having fun up to this point? I sure hope you are, because you'll need that perverted sense of fun in order to get past this level. This level sports two tanks and a hell of a lot of soldiers, and all you've got is a jeep.

What's worse is that if you want to preserve your soldiers, you'll have to get to the top and bomb a door open first. If you keep them in the starting corner, a tank may come and take all of your soldiers out.

Ready your rockets and separate your squad if you wish. Your target is the enemy building door on the far left. To the right of this building door lies a wall door and a barrier right next up close to it. Ready your rockets and take your troops there. If a tank closes on your position, you will have to hop back into the jeep and attempt to lure it away. Park the jeep in front of the enemy building and fire away at the wall door. Fire away at the barrier, making sure that you don't blow yourself up. Quickly head north and into the chopper. Lay waste to everything in sight.

If you have trouble getting into the doorway with the chopper, try going into the doorway to the right of that one. Then, you can throw grenades to clear the area.

5.19 Diablo Downstairs

You can have a maximum of 285 recruits at this point in the game.

Phase 1 of 1: Look Out

Briefing: 6 Soldiers must Kill All Enemy and Destroy Enemy Buildings

This map can be a bit hellbound, but just stick it out and you can succeed. Equip your rockets and head for the north east corner. Keep your cursor ahead, and fire at the jeep before it senses you. Send your guys into the upper right corner. Now you have to spilt your squad up into three. Take one squad and move them to the south west corner. Have them stand on the switch, and then take control of another squad. Move this squad to the switch in the north west. Finally, select the last squad and move them to the switch directly below. Once the switch turns red, pull back a bit to avoid missile fire. When the chopper lands, quickly enter it and destroy the big guns, then hunt down the enemy chopper if it isn't already down. Regroup with your boys on the ground and send the base down a few more feet under.

5.20 Moors the Pity

You can have a maximum of 300 recruits at this point in the game.

Phase 1 of 4: Tank Top

Briefing: 3 Soldiers must Destroy Enemy Buildings

Before you head left, destroy the building on your right side. Go on your way and head to the far left, and then south toward a building. Keep going down until you find the southern most enemy structure. Destroy it, then move to the river. Quickly move into the pathway above you, but stop as soon as you are safe from the big gun. Now, create a one-man squad (you might want to use your lowest ranking soldier for this) and hug the left side. Move up and hold on to the top side. Keep going right until you reach the Trooper Boosta. Savour your newly found powers and destroy the rest of the buildings to complete the level.

Phase 2 of 4: Tanktastic

Briefing: 4 Soldiers must Destroy Enemy Buildings

Send your squad inside the tank and destroy the enemy tank above you. Take out the building close to you (second from the left side of the level) and the building directly above that one. From that top building, head to the east and take down the enemy tank near the barricade. Continue downwards and take the road to the right. Fire at the approaching building and the tank near the east side. Destroy the building in the upper right corner, then move back to the road. Go left until you hit the crossroads. Move straight down, then drive to the western end, where a tank lies. Waste it and the building beside it, then destroy the building below you. Head to the river and get out of the tank. The rest is easy: just move down the river and take out the buildings on each side. Watch out for the sniper to the left of the river, though.

Phase 3 of 4: The Great Escape

Briefing: 3 Soldiers must Kill All Enemy and Get Civilians Home

Enter the chopper above you and head north toward a tank. Try to get the tank to kill itself by flying closely around it. Now move toward the island in the upper right corner and wait for the chopper to land there. Take it out, then fly to the upper left area, where a tank awaits your command. Kill the sniper beside the tank, then descend and take control of it.

Fire at the two barricades, then follow the path toward the cottage near the center of the level. Take care of the big guns that you see - there are four to destroy. Be careful that you don't destroy the cottage. The hostage should be on his way shortly. You can continue hunting down the remaining soldiers. Although destroying enemy buildings isn't a must, it will certainly help.

Phase 4 of 4: Whoopeee

Briefing: 3 Soldiers must Kill All Enemy and Destroy Enemy Buildings

Get your rockets ready and hop into the jeep. Follow the road to the east, then drive down to the building on the left. Get out of the jeep and cross the river below. Move down the river edge and fire two rockets at the snipers you see (one on each side of the river near the east edge of the map). Continue to the south east corner and enter the chopper there. Leave a fiery trail of destruction across the map to finish the mission.

5.21 Explore My Hole

You can have a maximum of 315 recruits at this point in the game.

Phase 1 of 1: Too Many Man

Briefing: 1 Soldier must Kill All Enemy and Destroy Enemy Buildings

This level is straightforward, if not a bit frustrating. Avoid the mine on your left side and just make your way to the big gun. The area around the big gun is usually a gathering point for soldiers, so toss a grenade to clear the area as you pass through the narrow corridor.

5.22 Desert Disaster

You can have a maximum of 330 recruits at this point in the game.

Phase 1 of 4: Rocket Man

Briefing: 1 Soldier must Kill All Enemy, Destroy Enemy Buildings, and Rescue Hostages

Well, you start right next to an enemy big gun and an unoccupied chopper. If you're about to get wasted, remember to quickly restart the level. There isn't too much to this level, really. Just fly around in your chopper and complete the objectives. The only threatening enemy aside from the beginning is another chopper with missiles. Don't worry about it, though - its aim isn't that great.

Phase 2 of 4: Running Out of Ideas

Briefing: 1 Soldier must Kill All Enemy and Destroy Enemy Buildings

Your key destination is the bottom right corner. Move down and kill the sniper. Continue on down and once you see a crate of grenades, sweep the area for a mine. Keep going down until you see a Troop Boosta and a big gun. Fire a rocket at the big gun or the mines surrounding it, then grab the Troop Boosta. Now, it's all a matter of taking down the enemy buildings and shooting the last soldiers.

Phase 3 of 4: And They're Off

Briefing: 1 Soldier must Kill All Enemy and Protect All Civilians

You can do this the 'designed' hard way, or the easy way. First, the easy way. Quickly break down the fence with a rocket and then fire a rocket at the moving jeep.

Now, the way the developers probably wanted you to complete the level: take the jeep and just keep going until you hit the fence. Back off and throw a grenade, and keep breaking through the fence until you reach the big gun at the end. Target the jeep and take it down when it is in range.

Phase 4 of 4: Go For It

Briefing: 1 Soldier must Kill All Enemy and Destroy Enemy Buildings

Another easy map, save for the starting position. Quickly enter the chopper beside you, then destroy everything on sight.

5.23 Moors Et Mortem

You can have a maximum of 345 recruits at this point in the game.

Phase 1 of 5: Sheep Shearer's Delight

Briefing: 2 Soldiers must Kill All Enemy and Destroy Enemy Buildings

Be careful, as all enemy soldiers will now aggressively attack in every level. Make your way to the big gun due south east of the enemy building you see. Take down the enemy building, any soldiers in the area, and the two barricades to the east and south. Enter the southern area and jump into the chopper you find there. Scout out the area so that you can see where two enemy tanks lie, then land the chopper near the empty tank in the north east. Take control of the tank and knock down the barricade. Take care of the two tanks and any remaining soldiers you may have missed.

Phase 2 of 5: Ireland Records

Briefing: 3 Soldiers must Kill All Enemy and Destroy Enemy Buildings

A chopper awaits in the far lower left corner. Immediately cross over to the left island, then toss a grenade at the sniper you see. Take care of any enemy soldiers around you, then swim all the way to the left side of the level. Keep on the left and swim down until you see the chopper. From here, just fly around and blow stuff up. Remember that if an enemy chopper is able to get a lock on with a heat-seeking missile, DON'T STOP MOVING until you have completed the level.

Phase 3 of 5: Gawd Help Me

Briefing: 4 Soldiers must Kill All Enemy

Don't board the chopper, but ready your rockets as quickly as possible. To the left and top are two enemy choppers. Destroy them while they're still on the ground. If you fail to take them out, restart the mission.

Phase 4 of 5: Chopper Crazy

Briefing: 4 Soldiers must Destroy Enemy Buildings

Arm your rockets and send a solitary soldier south. While keeping your cursor down, fire at the sniper below. Regroup your soldiers if you wish, then hop into the chopper near the sniper you killed. Land the chopper near the other chopper you see, but try to land near the top side so that the sniper will blow himself up as soon as you land. Take control of the other chopper, and continue the level by destroying the enemy buildings.

Phase 5 of 5: Stop the Pidgeon

Briefing: 6 Soldiers must Kill All Enemy

Go down a bit and take care of the mine trap. Continue on north and fire at the mine traps, but make sure that you don't hit the mine trap near the chopper (which will destroy the chopper, too). Also, watch out for harpoon traps. To avoid them, approach the island on the left side, and then move to the right when you see the chopper. Enter the chopper carefully, then hunt down the enemy choppers and big guns. If an enemy chopper makes it to your position before you are in the air, restart immediately.

You can have a maximum of 360 recruits at this point in the game.

Phase 1 of 6: Save that Scumbag

Briefing: 4 Soldiers must Kill All Enemy

There's not much to this level. All it requires is some decent tank driving skills. Send your squad (or one soldier if you want) to the tank in the far east. Take control of it and head to the area with the big guns. Move around in a circle and destroy all of them. You may want to consult your map before doing so.

Phase 2 of 6: One Man Three Choppers

Briefing: 4 Soldiers must Destroy Enemy Buildings

It doesn't matter which route you take, 'cause they all lead to choppers. However, the easiest route is toward the transport chopper. Enter the path on the right, making sure to fire over the walls and throw grenades at any snipers you see. Get to the chopper in the bottom right corner, and then fly it to the chopper in the upper right corner. Land safely and take control of the chopper here. Fly around and destroy the enemy buildings to finish the level.

Phase 3 of 6: A Watery Grave

Briefing: 4 Soldiers must Kill All Enemy and Destroy Enemy Buildings

Head into the transport chopper and fly to the north end of the level. Fly over the mines to make them detonate, then return to the south end and land. Send your squad to the small island where the sniper was standing. Quickly toss grenades at the two buildings, and then at the remaining soldiers. You must make your shots count, as you'll only get four grenades to play with.

Phase 4 of 6: System Off

Briefing: 4 Soldiers must Kill All Enemy, Destroy Enemy Buildings, and Destroy Computer

There are two enemy choppers and a bunch of big guns that you will have to deal with. Thankfully, there is an attack chopper due north of your starting position. Send your squadron north and get into that chopper before the enemy air force spots you. Now you have to wreck everything in sight, but only this time you will have to dodge a fair amount of heat-seeking missiles. Even the big guns have heat-seeking missiles here. Just keep your cool and don't rush in too much. If you're wondering, the enemy computer is that brown spherical structure with wires sticking out in all directions. You'll need to fire at it a few times before it's completely destroyed.

Phase 5 of 6: Stick Em Up Cod Breath

Briefing: 5 Soldiers must Kidnap Enemy Leader

Create a one-person squad if you wish, and then move down across the water. Hug the right side of the wall as you move through the narrow hallway. Quickly enter the jeep and make a suicide run past the big guns to the chopper. Hopefully, you'll make it in time. There is also a tank to the south that you

can try to reach, but you have to drive down a narrow corridor with two big guns right next to you.

With the chopper, use it to take out the big guns. Try not to let the big guns fire at you, as they will fire heat-seeking missiles that will swat you like a silly fly. Once all of the big guns are dealt with, eradicate the enemy forces in the small room. Don't worry about hurting the enemy leader, as you can't. Kidnap him and return him to the MASH outpost in the north.

Phase 6 of 6: Deathtasticelastic

Briefing: 5 Soldiers must Destroy Enemy Buildings

This is it...the final level of the game. To make it interesting, you will be unable to look at your map, and instead of the map icon being displayed, a timer will appear in the bottom left corner. I think you should complete this level all by yourself, but if you need the help...

Begin by immediately moving your troops into the water below. Once your squad is in the water, create a one/two person squad and give them all the supplies. Before you take control of that squad, though, order your main squad to move left (watch out for the mine, though). Now take the new squad up the ladder on the left. Break through all of the barriers with a couple of well-placed explosives and place the squad onto the switch. The big gun on your left will most likely kill itself when it spots this squad.

Now, make another squad and move them to the bottom end of the map. Take this new squad up the ladder you see, but watch out for the mine trap at the very top of the ladder. Order the squad to stand on the switch there, then take control of your main squad.

Move the last squad into position by climbing up the ladder on the left side of the map. Get into the big gun and dispatch the enemy artillery as fast as you can. Move onto the switch and await the chopper. Quickly hop onto the chopper, but don't bother regrouping. You must now seek out all the enemy buildings. There are three on the top end of the map and one near the lower left switch. Move quickly because the enemy air force will be gunning down your troops. Finally, take out the enemy computer in the center of the map. Congratulations! You've completed Cannon Fodder!

Well, I've done my part. Now it's up to you, soldier!

Would you attempt a suicidal solitary effort against a bunch of big guns rather than try to understand my writing? Is there a question or comment you'd like to give to me? Whip out your bazooka and launch your e-mail messages to DesertGunstar@hotmail.com

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