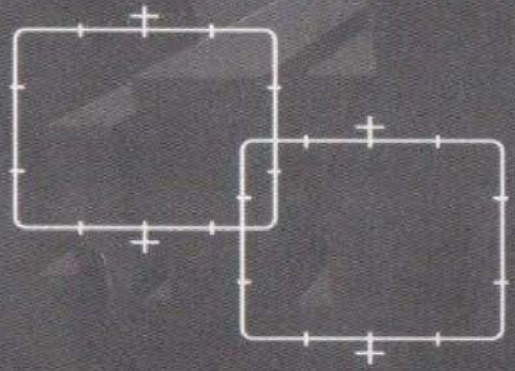

EmuMovies

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Printed in USA

# URBAN STRIKE

## THE SEQUEL TO JUNGLE STRIKE

KIDS TO ADULTS
K-A
AGES 6+

› INSTRUCTION BOOKLET

SUPER NINTENDO

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# >GETTING STARTED

1. Turn OFF the power switch on your Nintendo Super Nintendo Game System. Never insert or remove a Game Pak when the power is on.

2. Insert the game cartridge into the slot on the Super NES. To lock the Game Pak in place, press firmly.

3. Turn ON the power switch.

The Electronic Arts logo appears (if you don't see it, begin again at step 1).

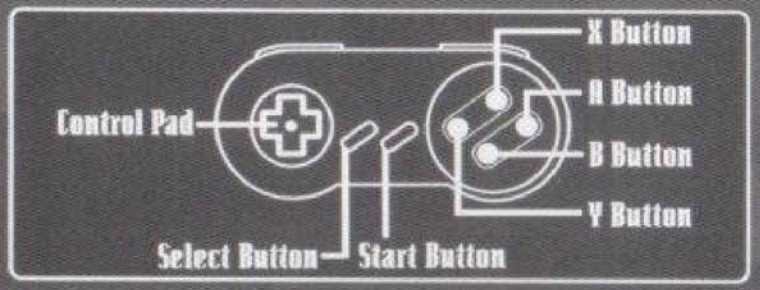
- If you want to watch a brief demo, wait until the introduction is finished. The demo then runs. Press the Start Button anytime during the demo to reset the game.

# >HOME FIELD ADVANTAGE

**First the Desert Madman, then the Jungle Drug Lord... now a new evil challenges the Strike C.O.R.E.™ right here in America! Ruthless media mogul and political maverick H.R. Malone secretly plans to destabilize the U.S. government. Crush this rebellion at all cost!**

- **Over 40 missions in 10 power-packed levels across the U.S.**
- **3 all-new vehicles for your arsenal**
- **Ability to attack on foot**
- **New massive in-game objects and dense cityscapes**
- **Eradication bombs and special power-ups**
- **New timed levels and interactive panels**
- **All-new digitized explosions and reactive chopper sounds**
- **New high-tech enemy weaponry and beefed up AI**

# >CONTROLS




**Start Button:** Pause game and go to Map screen.
**X Button:** Fire Hydras
**Y Button:** Fire Hellfires
**A Button:** Fire Guns
**B Button:** Jink Function

## Weapons

### In Mohican

**X Button:** Fire Hydra Rocket
**Y Button:** Fire Hellfire
**A Button:** Fire Chain Gun

### In Blackhawke

**X Button:** Fire Hydra Rocket
**A or Y Button:** Fire Chain Gun

### In Ground Assault Vehicle (GAV)

**X Button:** Fire Hydra Rocket
**A Button:** Fire Chain Gun



### On Foot

**X Button:** Fire Hydra Rocket
**A Button:** Fire MK9

## Flying

**Control Pad Up:** Forward
**Control Pad Down:** Reverse
**Control Pad Left:** Rotate Left
**Control Pad Right:** Rotate Right
**Press and hold the B Button + Control Pad Left/Right:** Jink

To take off from a helipad, press the Control Pad in any direction. Your Mohican will also take off automatically after you drop off passengers.

To land on a helipad, hover near it to automatically touch down. Note that you can land only on friendly or captured and secured helipads.

## Ground Travel

### On Foot

**Control Pad Up:** Forward
**Control Pad Down:** Turn Around
**Control Pad Left:** Turn Left
**Control Pad Right:** Turn Right
**Press and hold the B Button + Control Pad Left/Right:** Rotate In Place

### In Ground Assault Vehicle (GAV)

**Control Pad Up:** Forward
**Control Pad Down:** Reverse
**Control Pad Left:** Turn Left
**Control Pad Right:** Turn Right

### Pausing

**Start Button:** Pause Game

# >THE MAIN MENU

## Choose Your Campaign

If this is your first campaign or if you do not have a password you must start with Campaign 1.

Press the Start Button when you're ready to begin a campaign.

### Restoring A Saved Game

1. From the Main menu, press the Y Button to go to the Campaign Menu.
2. Press the Control Pad Up/Down to select the correct letter or number.
3. Press the Control Pad Left/Right to move the cursor.
4. Press the Start Button to return to the Main Menu.

### Choose Your Co-Pilot

Your Strike C.O.R.E. co-pilot is responsible for aiming your guns and operating the winch that pulls up equipment and people from the ground.

1. Press the X Button to go to the co-pilot Selection Screen from the Main Menu.
2. Press the Control Pad Left/Right to page through co-pilots' dossiers.
3. When you find the co-pilot you want, press the Start Button to return to the Main Menu.

**Note:** Some co-pilots are MIA and cannot be selected until they are found in later campaigns.

## Choose Your Options

1. At the Main menu, press the A Button to go to the Options screen.
2. Press the Control Pad Up/Down to use the white dash to select a feature: **Buttons**, **Control**, or **Joystick**.
3. Press the Control Pad Left/Right to toggle through the available options in a feature.

### Buttons

The X, Y and A Buttons control your weaponfire during a mission. Press the Control Pad Left/Right to select the button configuration you want.

### Control

There are two Control options: With Momentum and No Momentum.

With Momentum is the default control setting. Your helicopter carries momentum – that is, its forward motion is so fast it cannot stop "on a dime" at the instant you let up on the controls – and you have to compensate for it while flying.

When you use No Momentum controls, the Mohican stops immediately when you let up on the Control Pad.

### Leave Options Screen

When you're satisfied with the Options you've chosen press the Start Button to return to the Main menu. Press the Start Button again to begin the game.



# ›HOME BASE & LANDING ZONES

Each campaign begins at Home Base. Your Mohican doesn't burn fuel while in its immediate vicinity. When you have completed all the missions in a campaign, return to Home Base to end the campaign.

**Note:** Home Base is not the same as Landing Zones. You cannot drop off passengers at Home Base. And you cannot return to Home Base in any vehicle other than your Mohican.

# ›CO-PILOTS

Different co-pilots have different skill levels; skill ratings accompany co-pilot descriptions.

### Co-pilot skills are:

**Winch Control** – Winch Control determines the area in which a copilot can pick something or someone up using the winch. The best winch operators have a wider "grab" radius with the hook and ladder.

**Range Rim** – Range Rim is the distance at which a gunner can effectively aim at target. Top gunners have a longer Range Rim.

**Rate** – Rate is the rate of fire a co-pilot can achieve in his role as your gunner.

Better gunners can shoot the chain guns faster when you press and hold the A Button Down.

# >VITAL STATISTICS

## Lives

You get only three lives per campaign. This applies to both air and ground missions. If you lose your third life before you accomplish the final mission of a campaign, you have to restart that campaign and finish it before you can advance to the next campaign.

## Fuel

You begin each campaign with 100 units of fuel. You can find more fuel scattered around campaign operation areas, sometimes out in the open, sometimes concealed in structures or vehicles. When your fuel level reaches 14, a message appears warning that you're low on fuel. When you run out completely, you crash.

If you crash, from lack of fuel, your fuel level is restored to a full 100 units if you begin another life.

If you crash because your armor has been destroyed (see Armor, immediately following), your Fuel is restored to its pre-crash level if you begin another life. However, if you had less than 25 units of fuel when you crashed, you will start with 25 units of fuel if you begin another life.

You don't use up fuel on ground missions

## Armor

Armor is your protection against attack. Your Mohican has 1,000 armor points; the Blackhawke has 2000 armor points; and your flak jacket gives you 200 armor points when you're on foot. Your armor is reduced when you are hit by weapon fire. It is also reduced by 15 points every time your helicopter runs into a structure. An Armor repair toolbox can sometimes be picked up during missions. It is usually concealed inside a structure or a vehicle. Picking up an Armor repair toolbox can never increase your armor above the maximum.

If you crash or run out of fuel, but you come back for another chance, your Armor is automatically restored to maximum.

## Weapons

### Mohican

| Press | Type | Number | Power Points |
|---|---|---|---|
| X Button | Hydra rocket | 60 | 25 |
| Y Button | Hellfire missiles | 9 | 100 |
| A Button | Chain Gun | 1000 round | 5 per round |

### Blackhawke

| Press | Type | Number | Power Points |
|---|---|---|---|
| X Button | Rocket | 60 | 25 |
| Y Button | Chain Gun 2 | 1000 rounds | 5 per round |
| A Button | Chain Gun 1 | 1000 round | 5 per round |

### On Foot

| Press | Type | Number | Power Points |
|---|---|---|---|
| X Button | Hydra missiles | 9 | 25 |
| A Button | MR9 | 200 rounds | 5 per round |

You can pick up more rockets and ammo during a campaign, but you can never have more rockets or ammo than you began with.

If you crash but come back for another life, your weapons and ammo remain the same as they were before you went down.

## Passengers

Some missions require you to pick up passengers (captives, infiltrators, civilians trapped in battle zones, etc.) and take them to safe landing zones. To pick up Passengers, hover above them; your co-pilot will automatically lower the winch to pick them up. The Mohican holds a maximum load of 6 passengers; the Blackhawke holds a maximum of 20 passengers.

Every time you drop off a passenger at a landing zone, your mechanics have time to partially repair your armor. Armor repair ranges from 100 to 150 points per passenger. You can't take off again until all your passengers exit.

If you crash before you are able to unload passengers, but you have another life left, your passengers are still with you when your new life begins.



# >DROPPING OBJECTS

You will sometimes need to drop objects you've picked up with the Mohican's or Blackhawke's winch. Some objects are lowered automatically when you position yourself over a target area. You have to drop other equipment manually.

To drop cargo, press the Y Button.

**Hint:** After picking up cargo, proceed toward your destination as quickly as possible.

# >JINKING

When you "jink," you move your helicopter horizontally left or right, which can help you increase your weapons' accuracy.

To jink, press and hold the B Button and Control Pad Left/Right to steer.

## Extra Lives

Boxes marked with a red cross contain Extra Lives. There are a few hidden throughout the campaigns. Extra Lives do not carry over into subsequent campaigns.

# >WATCHCOM INFORMATION CONSOLE

To pause the game and view the WATCHCOM Information Console, press the Start Button.

The following critical information appears on the Information Console at all times:

**Score** Your current score
**Armor** Protection against attack
**Fuel** Fuel remaining
**Load** Number of passengers aboard
**Lives** Number of lives remaining
**Time** The amount of time remaining
**Guns** Rounds remaining in the chain gun
**MR9** Rounds remaining in assault rifle (ground missions only)
**RKT** Hydra missiles remaining
**MSL** Hellfire missiles remaining

Most critical information categories are color coded. When your Ammo Armor and Fuel are near maximum, they appear in green; when they are in the medium range, they're yellow; when they are almost gone, they're red.

From the WATCHCOM console, you can access three special information screens: the Map Screen, Mission Screen, and Status Screen.

To call up the Map Screen, press the Y Button.

To call up the Mission Data Log, press the X Button.

To call up Campaign Status, press the A Button.



## The Map Screen

The Map Screen displays the entire operations area of a campaign as well as important structures and objects.

Refer to the Map Screen to explore operation areas to locate objectives and targets and to locate your own position on the Map.

**Note:** The Map Screen will display areas where you cannot go. These areas are outside your area of operations.

## The Selection Display

To locate objects, targets, and missions on the Map Screen, press the Control Pad Left/Right. Objects such as Ammo Crates, Armor Repair, and Fuel Drums show up as flashing dots unless they're concealed.

**Note:** Missions are numbered and it's advisable (and easier) to complete missions in order. Mission targets and objectives flash on and off in order; that is targets for Mission 1 flash when a campaign begins, but targets for Mission 2 may not begin to flash until Mission 1 has been completed. Randomly placed question marks flash around the map instead.

### Mission DATA LOG (Mission Screen)

Check your Mission Data Log for detailed info about current targets and objectives.

To page through the data log screen, press the Control Pad Left/Right.

Every important item on the Map has a corresponding file in the Mission Data Log. These description screens show a picture of each item, its name, and pertinent information about it. Every mission in a campaign is also listed in order on the Mission Data Log.

## Campaign Status Screen

Campaign Status gives you an up-to-the-minute report on your progress in the campaign. Each mission is listed in order; missions that have been completed appear in green and missions still to be completed appear in red. When all the missions appear in green the campaign is over – return to HOME BASE.



# ›SPECIAL STATUS CHECKS

Occasionally, the following special Status Check request will appear at the bottom of the Screen during a campaign.

### Intelligence Info, Check Status

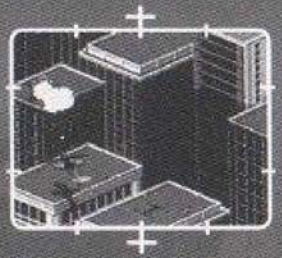
It is important to the success of your campaign that you check this information immediately.

Press the Start Button to check the intelligence report; these reports are available for only a few seconds. Press the Start Button again to leave the intelligence report.

# ›MISSION FAILURE

If you commit an important error during a mission, or if you don't complete a mission before an enemy performs an act of terror you were assigned to prevent, a "Return to Base!" message appears at the bottom of the screen. If you return to your base, you are briefed about what you did wrong and the campaign automatically restarts.

# >POINTS & SCORING



You are awarded points on several bases: Enemies killed, weapons destroyed, equipment recovered and missions completed. Keep in mind that points can also be deducted for killing innocent civilians.

Your points are tabulated at the end of each campaign on the Win Screen. Points are a measure of your success. You don't need a minimum number of points to win the game; you win the game by completing every mission in every campaign.



# >CAMPAIGN BRIEFINGS

Read Campaign Briefings carefully and thoroughly. Try to complete the missions in order. If you perform any mission incorrectly, the "Return To Base" message will appear, and you will have to begin that campaign over from the beginning.

## Note On Danger Zones

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

## Note On Landing Zones

In the course of some campaigns you are called upon to clear and secure enemy landing zones (LZs). Some LZs become secure at the successful completion of an earlier mission. Enemy landing zones are red; once they have been secured, they become green.

# >NOTES



## 90-DAY LIMITED WARRANTY

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To receive this warranty service:

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2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Dept. at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (UPC code) within the 90-day warranty period to:

   Majesco Sales, Inc.
   244 Fernwood Avenue
   Edison, NJ 08837

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

- Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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