

# Urban Strike Game Script

by KawaiiNeko332

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Urban Strike Script

By Paul Pike (KawaiiNeko333@aol.com)

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Version history

1.00--First and hopefully last update. This includes everything in the game.

INTRODUCTION

[USA: 2001]

[A handheld TV has a man talking to an audience]

Man: Friends...it is time to take back America!

Man: With our volunteer angel patrols, we'll rid the streets of criminal scum!

Man: Together, we will channel our energies into showing our so-called leaders how America ought to be run!

[The audience is pumping their fists]

Audience: Malone... Malone... Malone...!

[The next scene takes place in Malone's room with him looking evil as an elevator rises up. the doors open, revealing a black man in a knee-long trenchcoat]

Man: Great show tonight, Mr. Malone. You sent for me?

Malone: We're running into some static at our Hawaii station and I want you to check it out.

Man: What seems to be the problem?

Malone: The United Special Forces Team has discovered our plan.

Malone: I suspect someone in our organization is broadcasting information to the Strike C.O.R.E.

Man: What do you need me to do?

Malone: I want you to fly to Hawaii and oversee the operation.

Malone: We must deal with this Strike Force or our plans for the Super Weapon may fail.

Man: I'll handle it. I know how these guys operate.

Malone: So I've learned... My son will drive you to the airport in my private limousine.

[The elevator doors close]

Malone: Enjoy your flight...

[Inside the tower, the man talking on the phone is Agent Ego]

Ego: Ivory Tower... Come in Ivory Tower... This is agent Ego...

Voice: We read you, Ego...

Ego: I've infiltrated Malone's lair... But I think he's on to me.

Ego: He's building a deadly Super Weapon, and the first component is in Hawaii.

Ego: I've seen blueprints, and this thing could take out a skyscraper in a single blast!

Ego: It's powered by a huge... I've got to go... I'll tell you the rest from the limo... Ego out...

[A birds-eye view is shown of the car outside the building]

[The ignition goes on...]

[And the car explodes!]

[Malone is shown in his room once again]

Malone: There's our lead story on tonight's news: 'Crime bosses assassinate son of crusading media leader'...

Malone: Real story is: Switch channels on Malone and you'll get cancelled.

[On the beach, you're shown watching the handheld TV as you pick up your cell phone]

You: Hello?

Voice: Commander, it looks like your vacation is going to be cut short.

You: I knew I shouldn't have brought this phone.

Voice: Our friend H.R. Malone is up to his old tricks again.

You: So what's the plan?

Voice: Lucky for you the disturbance is right there in Hawaii.

Voice: Meet us at our mobile command post on Oahu in 30 minutes.

You: Aloha. Fruit drinks away!

#### CHOOSING YOUR COPILOT

Willy Agguillar: Bravo

Origin: Nicaragua

A freedom fighter, he can put a clip of bullets into the air & sign his name with them.

Jill Fishbein: Legal

Origin: Israel

Aircraft weapons are her life. Makes good pilots look great & leaves bad guys full of holes.

Peter Demitri: Cossack  
Origin: Russia

Too many action films for him. Fast on the draw & strong as an ox, but lacks concentration.

Mark Douglas: Long-Haul  
Origin: United States

When the going gets tough, the smart look up Mark. Jack of all trades, he's great.

Erich Newhauser: Newguy  
Origin: Germany

New to the team & untested. Partnered with an experienced pilot, I think he'll do fine.

Jim Flaherty: Outback  
Origin: Australia

Gambles on horses, never with his pal's lives. I know who I would want at the winch.

Simon Freeman: Freeperson  
Origin: United Kingdom

An eagle-eyed sharpshooter & loves his craft. Everything else takes 2nd place to him.

Atsuko Matsumoto: Stinger  
Origin: Japan

An ex-smuggler with a 6th sense. She can winch and shoot bad guys at the same time.

## HAWAII

[You're shown in the briefing room with the General. On your wrist is a computer where you get all your info from]

General: Welcome back, Commander. Our target this time is H.R. Malone.  
General: Not only is Malone one of the richest men in the world, but he's recruited...

General: Millions of fanatical followers ever since he lost that Presidential election a few years ago.

You: Yeah, the dude could sell invisible ink to a counterfeiter.

General: He's been buying up choice real estate in all 50 states and Mexico to use as training camps...

General: For his paramilitary organization. And he's hired renegade weapons experts and foreign generals...

General: Who became mercenaries in the wake of military cutbacks.

You: Did we send someone to get his plans?

General: Yes. Agent Ego. But he won't be coming back...

You: That makes it personal. Ego was my buddy. We flew together in the Jungle campaigns.

You: What happened?

General: Malone penetrated his cover and shut him up with a car bomb...

General: But not before Ego uncovered Malone's plan to build some sort

of Super Weapon.

General: Malone has an attack squad right here in Hawaii implementing Phase One.

General: That's where you come in.

You: I was wondering why you pay me the big bucks.

General: We need to investigate his attacks on four observatories.

General: He's stealing their 30-foot mirrors, but we don't have a clue what he wants them for.

You: Sounds like he's got a personal hygiene problem...

General: We also think he's not the real H.R. Malone. We got a tip from a plastic surgeon who says...

General: He can tell us the true identity of our madman.

General: The surgeon fears for his life and is hiding on the islands.

General: Locate the surgeon and we'll know who this evil genius is.

You: Great, another evil genius.

You: Why can't I ever fight an evil idiot?

General: We've got the new Mohican Attack Chopper waiting for you outside.

General: Download the missions to your wrist communicator and prepare for flight. Good luck, Commander.

Mission/enemy/item info:

#### 1. Visitors Center

Two radar sites mounted on visitors center buildings

1. Malone's men have taken over 2 of the visitors center buildings and are covering the north side of the island with an alert zone. Knock out the radar sites.

#### 2. Telescope Mirrors

Recover four telescope mirrors. Take to barge in north-east corner.

Don't drop 'em

2. Track down the enemy armored trucks stealing the mirrors and blast them. Airlift the cargo to the barge and hover over the landing pad to auto-unload.

#### 3. Stealth Ships

Stealth ships codename: Shadow

3. Eliminate the enemy stealth ships. Stop them before they escape with the stolen mirrors.

#### 4. Plastic Surgeon

Rescue the plastic surgeon

4. Rescue the plastic surgeon in the jungle.

He can tell us the true  
identity of Malone.  
Get him out alive!

#### 5. Enemy Bridge

Blow up enemy bridge  
5. Transfer into the  
Blackhawke chopper &  
destroy the bridge &  
vehicles protecting the  
small island. This will  
secure the island from  
further attacks.

#### 6. Green Berets

Green Berets hiding in the jungle: Look for purple smoke signal. Bomb  
on south island.

6. Hover & auto-unload an  
eradication bomb onto  
the smoke flare in the  
SW jungle to blast a  
clearing. Then get our  
troops out. Snipers may  
fire on the clearing.

#### Barge

Strike C.O.R.E. barge Ready for drop-off of mirrors  
Our barge is in the  
north-east corner of the  
area. Landing personnel  
will assist you in  
unloading the cargo.

#### Gator

ZX4 Gator Gunboat Armor: 150 Power: 5  
Computer designed  
for optimum aquatic  
camouflage. They  
seem to form from  
the surface scum &  
vanish back into it.

#### XP3

XP3 Bulldog HUMV Armor: 100 Power: 5  
This tracked, highly  
maneuverable ground  
vehicle takes  
perimeter patrol  
duties in difficult  
terrain situations.

#### AAA Bunker

Anti-aircraft bunker Armor: 75 Power: 2  
Just a noisemaker.

Might hurt your ears but not your fuselage. The last thin to take out in a firefight.

#### Fuel Drums

Fuel drum contains: 100 units of fuel

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

#### Ammo Crates

Ammo crate contains a full reload of firearms  
Pick up ammo crates to reload your weapons. You cannot carry more than a full load.

#### Armor Repair

Armor repair toolbox  
When you pick up an armor repair box your armor is restored to full strength.

#### Landing Zone

Landing zone  
These pads are safe drop off points for MIA's and POW's. Your vehicle's armor is increased for each person you drop off here.

#### Mission completions:

Mission 1: Nothing

Mission 2: Nothing

Mission 3: Nothing

Mission 4: Nothing

Mission 5: Nothing

Mission 6: Nothing

#### Legal:

[You're shown talking to someone]

You: Hey, 'Legal!' Beach party get a little out of hand? Wanna give them something to remember you by?

Mission failures:

Landing Zone--

General: Smart thinking! Without a landing zone you can have a full load of passengers and no place to go!

Mirrors--

General: You broke the mirrors! That's some serious bad luck! This will reflect badly on your record!

Blackhawke--

General: Well, that threw a wrench in it! You destroyed your own chopper!

Plastic surgeon--

General: You took out the doctor! Your career is going to need some reconstructive surgery!

Eradication bomb--

General: Bad delivery! Maybe you should be working for the postal service!

BAJA OIL RIGS

[Debriefing]

[The wall monitor shows two pictures. On the left is a bearded man. The one on the right is Malone]

Surgeon: When I met Malone, he wasn't Malone. I met a man who had no recognizable features.

Surgeon: Fire had destroyed him and I needed to rebuild his face.

Surgeon: I asked him for a photo and he gave me the photo on the left. Later...

Surgeon: Right before surgery, he showed up with the photo of Malone on the right and insisted I use it.

Surgeon: It was not until years later that I realized this guy was actually Drug Lord Carlos Ortega!

You: So that's what happened to the other half of the Ugly Club!

You: I wondered why Ortega's body was never found in the bus after the Jungle campaign.

You: Then again, there wasn't much bus left either...

Surgeon: Ortega fully assumed Malone's identity and sent assassins to eliminate me!

Surgeon: I have been hiding on the islands ever since.

[Briefing]

General: The Green Berets you rescued have learned that Malone's plans include launching the stolen mirrors...

General: Into space on a satellite reflecting device to use with his laser weapon.

General: We are still searching for the location of the laser.

General: Our own satellites have spotted a Destroyer visiting 3 retrofitted oil rigs off the Baja Coast.

General: We believe Malone is stockpiling jets. Your mission is to

clear the rigs of enemy weapons and personnel.

General: Be prepared for enemy contacts and for possible rescue missions at sea.

General: We have not cleared the area of civilians yet to avoid alerting them to our presence.

General: If needed for rescues, recapture our stolen transport chopper.

General: Finally, deny enemy fighters air space and destroy them before they launch a strike on the coast.

General: Prepare the largest rig for a ground attack. Your new MR9 assault rifle will aid you once inside.

General: The MR9 is a combination weapon, accepting both 200 rounds of caseless ammo and 9 rockets.

Mission/enemy/item info:

#### 1. Radar Station

Radar at pumping station and oil fields

1. Destroy the pumping station and emergency oil fields on the coastal cliffs. Blasting these monitoring stations will keep them from tracking your location.

#### 2. Small Oilrigs

Secure smaller oil rigs Protected by phalanx weapons

2. Destroy the two smaller oil drilling platforms. Take out the enemy weapons guarding the rigs to reclaim the transport chopper and landing zone

#### 3. Passengers

Sinking cruise ship attacked by enemy warships

3. Save the 20 known survivors of a cruise ship blasted by the enemy. Fly them to safety at the small rig nearby before their ship sinks or explodes.

#### 4. Destroyer

Intercept enemy Destroyer Covers large oil rig with alert zone

4. Intercept Malone's Destroyer. It has already disabled one of our friendly Russian Boomers & could attack the coast if not stopped.

#### 5. Russian Sub



Russian nuclear submarine disabled by Malone's Destroyer

5. Airlift the crew of the Russian Boomer to safety. Then skyhook a repair cargo from the awaiting tugboat to their engineers before the reactor melts down.

6. Jet Fighters

Blast enemy fighters before take-off

6. Destroy enemy planes on the large oil rig. Blast the jets before they take off. Watch for jets on the aircraft elevators.

7. Main Oilrig

Eliminate all enemy weapons then blast ops building to secure large oil rig

7. Secure the large rig then land your chopper nearby and go inside. We believe that copilot 'Stinger' is being held captive in one of the outside rig buildings.

Scorpion

Scorpion Attack Chopper Armor: 300 Power: 50

Your evil 'twin'.

An anti-helicopter chopper with a dual cockpit and 2 chin turrets.

Phalanx MX

Phalanx MX Armor: 150 Power: 30

Gyroscopic tracking & auto motion-targeting systems. Capable of creating a literal wall of projectiles. Deadly.

X9 Sea Snake

X9 Sea Snake Gunboat Armor: 150 Power: 30

Highly maneuverable gunboat with speed & ultra-quiet engines. Silent as a serpent, with a deadly bite.

AAAMXL Flack Cannon

AAA MXL Flak Cannon Armor: 150 Power: 20

Large, firestanding  
rapid-fire weapon.  
Big bark, big bite,  
big funeral if you  
aren't careful.

Armored AA Bunker

Armored Antiaircraft Bunker Armor: 150 Power: 25

Steel walls make this  
snug little boom box  
hard to damage.  
Rapid fire gun can  
swiss cheese you  
if you're a step  
too slow.

GUI Pitbull

Pitbull Antiaircraft Cannons Armor: 200 Power: 25

Sharpshooting ship-  
mounted antiaircraft  
gun. Short range but  
accurate & aggressive.  
Lives up to its name.

Transfer Zone

Transfer Zone  
This pad is used to  
transfer to an  
alternate vehicle.

Landing Zone

Landing zone  
These pads are safe drop  
off points for MIA's and  
POW's. Your vehicle's  
armor is increased for  
each person you drop off  
here.

Fuel Drums

Fuel drum contains: 100 units of fuel

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

Ammo Crates

Ammo crate contains a full reload of firearms  
Pick up ammo crates to  
reload your weapons.

You cannot carry more  
than a full load.

#### Armor Repair

Armor repair toolbox  
When you pick up an  
armor repair box  
your armor is restored  
to full strength.

#### Mission completions:

Mission 1: Nothing

Mission 2:

[You're briefed about the latest mission]

Copilot: A cruise ship was just attacked and is sinking! You have less  
than 3 minutes to save the passengers!

Mission 3: Nothing

Mission 4: Nothing

Mission 5: Nothing

Mission 6: Nothing

Mission 7: Nothing

Stinger:

[You're talking once again]

You: Hey, 'Stinger!' I'll bet when you used to smuggle cargo, you never  
thought you'd never thought you'd get to 'be' cargo. Glad to have you  
aboard!

#### Mission failures:

Blackhawke--

General: Well, that threw a wrench in it! You destroyed your own  
chopper!

Cruise ship--

General: That mission is a wash! There goes your guest appearance on  
Love Boat!

Repair crate--

General: Bad delivery! Maybe you should be working for the postal  
service!

#### INSIDE OIL RIG

[No briefing this time]

Mission/enemy/item info:

## 1. Gun Cams

Surveillance gun-cams

1. Knock out the 4 machine gun surveillance camera installations. These cameras not only alert the area of your presence, but they are also deadly!

## 2. Enemy F29

Destroy enemy jet fighters

2. Destroy the planes getting ready for take-off. They must be stopped before they can begin an off-shore attack run.

## 3. Agent

Keith Michaels Codename: Maverick

3. Find Agent Maverick. He was wounded setting the air strike beacon & is lost somewhere in the rig. Locate him to get the code to arm the beacon.

## 4. Beacon

Set air strike beacon

4. Reach the far corner of the rig & activate the air strike beacon. Enter the correct activation code to begin broadcasting the signal. Then escape!

## Ammo Crates

Ammo crate contains a full reload of firearms

Pick up ammo crates to reload your weapons. You cannot carry more than a full load.

## Armor Repair

Armor repair toolbox

When you pick up an armor repair box your armor is restored to full strength.

Mission completions:

Mission 1: Nothing

Mission 2: Nothing

Mission 3:

[The agent begins talking to you]

Agent: I'm sure glad you showed up! Set the A-button on the airstrike beacon and then get out! Don't worry about me. I know my way out.

Mission 4: Nothing

Mission failure:

Setting the wrong button on the beacon--

General: You didn't finish all of the missions! Try again.

MEXICO

[Your chopper is seen taking off from the oil rig as planes come to bomb the hell out of it!]

[Briefing]

General: Malone has been manufacturing powerful ground assault vehicles in an old auto plant in Mexico.

General: He has hired out-of-work weapons & game designers & they have been designing prototype G.A.V.s.

General: We believe the blueprints for these are housed in the modern business buildings. They're easy to spot.

General: He is also holding Strike C.O.R.E. pilots prisoner in a P.O.W. camp nearby.

General: Get our people out of there! You know what to do. Good luck!

Mission/enemy/item info:

1. Scout Team

Rescue our scout team Knock out towers first

1. Shut down early warning towers protecting the area around the POW camp. Then bust our Strike scout team out of their prisons.

2. Enemy Camp

Destroy enemy battle camp

2. Destroy the enemy's battle camp. This will keep reinforcements from attacking our landing zone.

3. Contractors

Rescue defense contractors

3. Rescue the imprisoned  
defense contractors.

Paratroopers are  
dropping in to execute  
them at any moment.

4. GAV Plans

Steal GAV plans

4. The plans for Malone's  
ground assault vehicle  
are being held in his  
design & drafting  
buildings. Steal the  
Super Weapon plans  
from these buildings.

5. GAVs

Destroy GAVs Armor: 5000

5. Knock out the GAV guard  
then take command of an  
enemy GAV to destroy  
the other GAVs. The  
thick skin of a GAV  
is too heavily armored for  
the Mohican's guns.

6. Factory

Blast TNT shack & expose smart bomb

6. Blast open the shack  
containing the smart  
bomb powerful enough to  
close Malone's factory  
for good! Carry it to  
the factory and drop it  
on his front doorstep!

Wolverine

X-Raid Wolverine tank Armor: 250 Power: 25

Incredibly accurate  
sonic triangulation  
sighting & targeting  
weapons system. It  
shoots faster than  
your rotor can beat.

AAAM Flak Cannon

AAA M flak cannon Armor: 100 Power: 25

Low powered popgun.  
Barks like a guard  
dog, bites like a  
flea. You have bigger  
worries.

## Landing Zone

### Landing zone

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

### Fuel Drums

Fuel drum contains: 100 units of fuel

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

### Ammo Crates

Ammo crate contains a full reload of firearms  
Pick up ammo crates to reload your weapons. You cannot carry more than a full load.

### Mission completions:

#### Mission 1:

[You're talking to one of the people you rescued]

Scout: My buddy's inside the armored barrack! He's been tortured! You'll have to land and get him out before it blows!

Mission 2: Nothing

Mission 3: Nothing

#### Mission 4:

[Your copilot is speaking to you]

Copilot: We have the plans! At 5000 points of armor, it looks like the GAVs are best destroyed by another GAV! To hot wire it, blow fuse C.

Mission 5: Nothing

Mission 6: Nothing

### Mission failures:

#### Blueprints--

General: We needed those blueprints! Without them we don't know how to hot wire the new GAVs!

#### Contractors--

General: The contractors perished! That wasn't in their contract! Good

thing that Legal wasn't flying with you!

Copilot--

General: You sizzled your copilot! Without him, how are you going to bring your troops home?

Scout team--

General: This isn't a game, Commander! You've been playing too much 'Shockwave' and it's cost us some very good men!

Smart bomb--

General: Oops! You managed to destroy the only bomb big enough to destroy the factory!

Landing zone--

General: Did you get your brains by mail? Where do you expect to place our wounded men?

SAN FRANCISCO

[Malone is in his penthouse looking evil again]

Malone: Idiots!

Malone: If one pilot could take those troops out, I didn't want them anyway!

Malone: That well designed weaponry is the only thing I will miss. Of course, I still have more...

[Briefing]

General: Malone's purchase of Alcatraz and the Presidio Military in the late 90's...

General: Put his army in a prime position to take out San Francisco.

General: Strategy tells us he plans to cut off the city by destroying the Bay & Golden Gate Bridges.

General: Check them for bombs and neutralize ASAP.

General: Informants have told us he is completing work on a new laser weapon in his hi-tech labs.

General: Blast these labs in Golden Gate Park and destroy the laser weapon prototypes inside.

General: Then destroy Malone's communication center, west coast corporate offices and tank depot.

General: Intelligence notes that one of Malone's generals is on site. Neutralize him before going on.

General: Finally, secure a landing zone on Alcatraz, land and enter the prison.

General: One of our top pilots, 'Long-Haul', has been captured and is being held prisoner in a maximum security cell.

General: Get past Malone's prison guards and security system and break 'Long-Haul' out of there!

You: Boy, with a laundry list like this...

You: Am I glad you got me this Watchcom!

Mission/enemy/item info:

1. GGate & Baybridge

Destroy bombs on Bay & Golden Gate Bridges

1. Protect the Bay &



Golden Gate bridges  
from time bombs.  
Shoot the bombs to  
dislodge them.

## 2. Radio Tower

Destroy Malone's radio tower  
2. Destroy Malone's radio  
tower to stop the  
transmission of your  
location.

## 3. Corp HQ West

Destroy Malone's west coast corporate HQ  
3. Destroy Malone's five  
corporate HQ buildings.  
This will affect his  
ability to command his  
armies in the city.

## 4. Army Base

Wipe out Presidio tank depot  
4. Destroy the Presidio  
tank depot. Blast all  
of the tanks and  
buildings. Be on the  
lookout for advanced  
smart bomb weapons  
you can use.

## 5. Micron Labs

Micronics high-tech research center in Golden Gate Park  
5. Destroy Malone's  
research center where  
he is completing work  
on his laser weapon.  
Blast the labs and  
destroy any weapon  
prototypes inside.

## 6. Homebase

Home base being attacked  
6. Your landing zone is  
under attack!! Secure  
the LZ building by  
clearing it of all  
enemy forces.

## 7. Henchman

Stop Malone's right-hand man from escaping  
7. Silence Malone's  
henchman: he will try  
to run for it. Take  
him out before he can

escape to warn the  
other cult leaders.

## 8. Alcatraz

Take over Alcatraz

8. Secure the landing zone  
& land at Alcatraz.

Clear the guard towers  
then enter the prison.

### AF487 Hover Chopper

AF 487 Hover Chopper Armor: 200 Power: 100

Uses a transom-mounted  
propeller & steers  
like a dream. An ideal  
sub-sonic urban air  
vehicle recently  
designed by a little  
old terrorist.

### Land Shark Arm V

Land Shark Arm V tank Armor: 300 Power: 40

Street smart urban  
assault tank. Low-  
slung and well-  
armored. Hard to  
hit. Harder to hurt.

### HMF Armadillo

HMF Armadillo tank Armor: 250 Power: 50

Armored like a manhole  
cover so bring your  
can opener. Carries  
surface-to-air  
missiles.

### AAAM Flack Cannon

AAA M flak cannon Armor: 100 Power: 20

Low power popgun.  
Barks like a guard  
dog, bites like a  
flea. You have bigger  
worries.

### Smart Bomb

Smart Bomb Power: 1000

Pick this up and then  
drop it off in the middle  
of a group of enemies.  
Then get out of the way.

### Fuel Drums

Fuel drum contains: 100 units of fuel

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

#### Ammo Crates

Ammo crate contains a full reload of firearms  
Pick up ammo crates to reload your weapons. You cannot carry more than a full load.

#### Mission completions:

Mission 1: Nothing

Mission 2: Nothing

Mission 3: Nothing

Mission 4: Nothing

Mission 5: Nothing

Mission 6: Nothing

Mission 7: Nothing

Mission 8: Nothing

#### Mission failures:

##### Bridges--

General: The good news is: the traffic on the bridge is all cleared up.  
The bad news: so is everything else!

##### Henchman--

General: Hey slowpoke! You let the enemy commander escape to Alcatraz!

#### ALCATRAZ

[No briefing again]

#### Mission/enemy/item info:

##### 1. Sensors

Blast motion sensors  
1. These motion sensors alert the region ahead to your presence. They also unlock locked gates. Destroy them to proceed.

##### 2. Blueprints

Weapon blueprints

2. Take out the 6  
commanders guarding  
the blueprints of  
Malone's secret weapon  
& grab the plans.

3. Weapons

Destroy weapons stockpile

3. Locate & destroy the  
M-16X weapons that  
Malone is stockpiling  
for his army.

Blast open the crates  
and grab the contents.

4. Long Haul

Find Agent Long-Haul

4. Locate the jail cell  
holding Long-Haul and  
blast it open to free  
him. He'll show you  
the way to the exit.

Ammo Crates

Ammo crate contains a full reload of firearms

Pick up ammo crates to  
reload your weapons.  
You cannot carry more  
than a full load.

Armor Repair

Armor repair toolbox

When you pick up an  
armor repair box  
your armor is restored  
to full strength.

Mission completions:

Mission 1: Nothing

Mission 2: Nothing

Mission 3: Nothing

Mission 4:

[Long-Haul speaks to you]

Long-Haul: Thanks for busting me out of there. If you can cover me,  
I'll lead you out!

NEW YORK

[The Super Weapon is shown powering up, then shooting a laser off a satellite and hitting the World Trade Center] (Ironic, isn't it?)

[Briefing]

General: Malone has changed his tactics.

General: He is using a full force air strike and attacking civilian targets in New York City.

General: This has caused widespread panic on the ground. Fleeing civilians have pinned down our ground troops.

General: We need you to airlift in there and take out the Malone Building command center.

General: Civilians are trapped in upper stories of burning skyscrapers. His troops are keeping rescue away.

General: Take out as many of the enemy aircraft as you can find. This will slow the attack.

General: Then figure out what you can do to rescue those civilians & move them to a secure area. Special info...

General: Just arrived states that the NAFTA leaders are meeting in the World Trade Center which has been in...

General: The center of this confusion. We believe they are being held hostage.

General: Be on your toes. Good luck.

Mission/enemy/item info:

#### 1. Financial HQ

Malone's financial headquarters Alerted by two radar buildings

1. Take out Malone's HQ to blind his monitoring of the attack on NYC. Take out the two buildings south of his HQ first to shut down the alert zone on the area.

#### 2. Civilians

Rescue civilians from burning buildings

2. Save the 27 civilians from the burning buildings. Get them to safety before the roofs begin to collapse.

#### 3. Choppers

Dispose of enemy choppers on rooftops protected by one radar building

3. Dispose of Malone's enemy choppers located in a rooftop depot on the east side of town.

#### 4. NAFTA Members

Rescue NAFTA leaders from damaged World Trade Center

4. Fly to the Trade Center  
and save the 20 NAFTA  
business leaders before  
the Trade Center  
suffers further damage.  
Hit the radar building  
east of the WTC first.

#### 5. Trade Center

Time bomb in WTC C4 plastique explosives  
5. Disarm the time bomb in  
the World Trade Center.  
Land on the pad next to  
the buildings and send  
your copilot inside to  
cut the correct wire.

#### Scorpion

Scorpion Attack Chopper Armor: 300 Power: 50  
Your evil 'twin'.  
An anti-helicopter  
chopper with a dual  
cockpit and 2 chin  
turrets.

#### AAAMXL Flack Cannon

AAA MXL Flak Cannon Armor: 150 Power: 20  
Large, firestanding  
rapid-fire weapon.  
Big bark, big bite,  
big funeral if you  
aren't careful.

#### Unload Civilians

Landing zone  
These pads are safe drop  
off points for MIA's and  
POW's. Your vehicle's  
armor is increased for  
each person you drop off  
here.

#### Ammo Crates

Ammo crate contains a full reload of firearms  
Pick up ammo crates to  
reload your weapons.  
You cannot carry more  
than a full load.

#### Fuel Drums

Fuel drum contains: 100 units of fuel

Pick up fuel drums when  
you are low on fuel.

Your vehicle cannot hold more than a full tank of fuel.

Mission completions:

Mission 1: Nothing

Mission 2: Nothing

Mission 3: Nothing

Mission 4:

[You're talking to one of the people you rescued]

Hostage: I heard those guys inside say that you should not cut the green wire on the bomb.

Mission failures:

Civilians--

General: You blew it! There were too many civilian casualties!

WTC--

General: The idea was to save the World Trade Center! Don't get so wired next time.

LAS VEGAS

[Malone in his room looking evil again]

Malone: My best plans lie in ruins! I can't believe he tore through my airforce!

Malone: Who is this pilot anyway?!

Malone: Blasting New York City was just a test of my laser's true powers.

Malone: Let's see how well he operates when I take our their top military and political leaders!

[Briefing]

General: Las Vegas is under siege!

General: Malone's forces have sealed off the city and are patrolling the main Vegas Strip.

General: Malone's headquarters are heavily defended.

General: You will need to take back the city before attempting an assault on his fortress.

General: Further attacks of Malone's laser on Norad & Airforce One have allowed us to zero in on its location.

You: Yes! Now I can hurt him where it counts...

You: And pay him back for Ego!

General: Triangulating the beams indicates that Malone has the Super Weapon in a hidden base near Las Vegas.

General: In order to secure the city, neutralize all enemy radar and weaponry.

General: Once the city is secured, clear a landing zone at Malone's casino and land for a ground assault.

You: Tell Intelligence they outdid...

You: Themselves on this one...

You: Maybe I will finally get to...

You: Meet this scumbag face to fist!

Mission/enemy/item info:

#### 1. Commander

Capture radar Commander

1. Find the radar command vehicle & capture the Commander. He will tell you the locations of the hidden radar sites.

#### 2. Radar

Destroy hidden radar units

2. Find & destroy the early warning radar units hidden on civilian structures & landmarks around the city. Look for the rotating dishes.

#### 3. Roadblocks

Clear road blocks

3. Malone's henchmen have put up roadblocks & are attacking civilians fleeing the area. Open the roads with a few rockets before any vacationers are lost.

#### 4. Strip

Clear strip of enemy weapons

4. Destroy the enemy weapons that have the city under siege. Clear the famous strip of enemy SAMs & ground assault vehicles.

#### 5. Powergrid

Knock out power grid

5. Knock out the power relay station on the edge of town. When it is destroyed the enemy defenses will weaken & their targeting systems will fail.

#### 6. Casino



Capture Malone's casino  
6. Clear Malone's casino  
HQ of hostiles. Blast  
the AAA guns protecting  
the landing zone on the  
lighted cement parking  
lot in front.

#### 7. Casino

Land and enter casino  
7. Set your attack  
chopper down on the  
landing zone &  
enter Malone's casino  
on foot.

#### Land Shark Arm V

Land Shark Arm V tank Armor: 300 Power: 40  
Street smart urban  
assault tank. Low-  
slung and well-  
armored. Hard to  
hit. Harder to hurt.

#### XP3 Bulldog HUMV

XP3 Bulldog HUMV Armor: 100 Power: 5  
This tracked, highly  
maneuverable ground  
vehicle takes  
perimeter patrol  
duties in difficult  
terrain situations.

#### Wolverine

X-Raid Wolverine tank Armor: 250 Power: 25  
Incredibly accurate  
sonic triangulation  
sighting & targeting  
weapons system. It  
shoots faster than  
your rotor can beat.

#### Fuel Drums

Fuel drum contains: 100 units of fuel

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

#### Ammo Crates

Ammo crate contains a full reload of firearms  
Pick up ammo crates to

reload your weapons.  
You cannot carry more  
than a full load.

#### Armor Repair

Armor repair toolbox  
When you pick up an  
armor repair box  
your armor is restored  
to full strength.

#### Mission completions:

##### Mission 1:

[Your copilot speaks to you]

Copilot: With some 'urging' I think we can get him to tell us where the  
radar units are located.

Mission 2: Nothing

Mission 3: Nothing

Mission 4: Nothing

Mission 5: Nothing

Mission 6: Nothing

Mission 7: Nothing

#### Mission failures:

Commander--

General: Nice shooting Tex! Now the radar commander is dancing with  
Elvis!

#### CASINO

[No briefing]

#### Mission/enemy/item info:

##### 1. Pit Bosses

Casino pit bosses: they alert casino guards to your location.

1. Take out Malone's pit  
bosses and roving  
spies stationed near  
the back of the casino.  
Eliminating them will  
make it safer to move  
around the area.

##### 2. Cashier Booth

Cashier booth: hostages trapped inside

2. Blast the casino booth and rescue the hostages held inside. Warning: the booth is invincible when it has a red light on top. Bust it open when the light is gone.

3. V.I.P.

V.I.P. high roller: she knows location of Malone's hideout

3. Malone has a high-roller locked in a back room. Free her from captivity: it is believed that she knows the secret entrance to Malone's hideout.

4. Machine Guns

Destroy change booth gun sites

4. Knock off the machine gun sites in the change booths around the casino. Warning: these booths are invincible when they have a red light on top.

5. Shuttle

Ride the shuttle to Malone's underground hideout

5. Move to the transfer zone at the secret entrance & climb into the shuttle car. This will take you to Malone's secret underground hideout.

Ammo Crates

Ammo crate contains a full reload of firearms

Pick up ammo crates to reload your weapons. You cannot carry more than a full load.

Mission completions:

Mission 1: Nothing

Mission 2: Nothing

Mission 3:

[The VIP talks to you]

VIP: Malone's hide out is a warroom built under a crater in the Nevada Desert. There's a shuttle car under one of these change booths.

Mission 4: Nothing

Mission 5: Nothing

## UNDERGROUND

[The shuttle car is shown zooming down a tunnel]

Mission/enemy/item info:

### 1. Enemy Weaponry

Clear enemy weapons

1. Clear the area of enemy weaponry to make your assault easier. Look for fixed AAA weapons and mobile tank weapons currently on the move.

### 2. Enemy Barracks

Blow up enemy barracks

2. Neutralize the enemy troops by blowing up their barracks.

### 3. Central Control

Take out Central Control

3. Blow away the laser control center. Clear the area of enemy weapons & take out the banks of controls before another blast can be fired.

### 4. Laser Control

Destroy laser control unit

4. Destroy the laser control box attached to the base of the laser weapon. Without it, the laser won't be able to target its blasts.

### 5. Expose Laser

Destroy laser housing

5. Blast open the steel-reinforced room that houses the laser weapon.

## 6. Malone's Quarters

Destroy Malone's quarters

6. Knock a hole in  
Malone's fortified  
private ready room. It  
is heavily defended  
outside & Malone may  
have armed bodyguards  
inside with him.

## 7. Capture Malone

Capture Malone

7. Capture Malone as he  
tries to make a break  
from his command post.  
Pick him up with your  
skyhook: he must not be  
allowed to escape!

## 8. Destroy Laser

Destroy laser weapon

8. Transport Malone to the  
laser weapon & drop  
him on the gun before  
his explosive vest  
detonates.

Fuel Drums

Fuel drum contains: 100 units of fuel

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

Ammo Crates

Ammo crate contains a full reload of firearms

Pick up ammo crates to  
reload your weapons.  
You cannot carry more  
than a full load.

Mission completions:

Mission 1: Nothing

Mission 2: Nothing

Mission 3: Nothing

Mission 4: Nothing

Mission 5: Nothing

Mission 6: Nothing

Mission 7:

[Malone is caught on your hook while hanging over the Super Weapon]

Malone: You may have won the battle! But I intend to win the war!  
Explosively!

Mission 8:

[Malone meets his demise as he is blown up with the Super Weapon]

Mission failures:

Malone--

General: You dope on a rope! You should have dropped Malone on the  
laser to destroy them both!

ENDING (if you can call it that)

[The picture shows silhouettes of you and a few other people relaxing  
after saving the world on a tropical beach with a phone flashing red as  
the credits roll across the screen]

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