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GP Publications, Inc.

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DESTROY, DESTROY, DESTROY!

Go OVER THE TOP WITH OUR RETURN FIRE STRATEGY!



Even though he thinks he's still in Saigon, Jeff Lundrigan came out of his flashbacks long enough to pen this paean to the art of war!

Reviewed: 8#4, Score 88%

Yo, let's rock! You wanna know how to totally rip your enemy to shreds, am I right? You wanna know how to rock the walls and blast the hapless troops within, doncha? You wanna know how to grab that flag and head home with the great military geniuses of the century, am I correct? I can't hear you!

Yes, troops, it's one of the most kickin' games of the year, and I'm gonna show you how it's done! Gas up that tank, get your rotors turnin', and get your jeeps in gear! I can't HEAR you! I said I STILL can't hear you! Are you listenin' to me, or are you thinkin' about callin' home to Mama? Now drop and give me twenty! **GP**

DEATH FROM ABOVE! YOUR CHOPPER IS YOUR BEST FRIEND



At the start of the game, take a minute to check the map, get the lay of the land, and note of the locations of the enemy HQs.



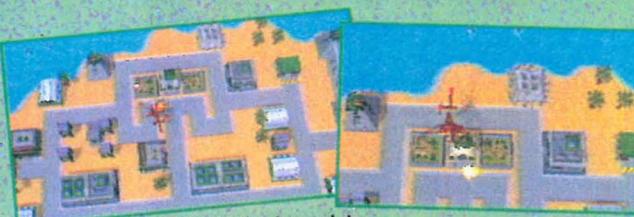
Now send in the chopper!



The chopper is the toughest craft in your arsenal to maneuver. It can't take much punishment, and it runs out of gas in no time, but it can move faster than anything you've got. If you use it right, it can make your job a whole lot easier.



First off, ignore everything and head straight for the nearest HQ.



The trick with the chopper is to never sit in one place and slug it out toe-to-toe — you're gonna lose. Learn to strafe. Switch to rockets (which do a lot more damage), and keep making passes over the HQ until it's cracked open and you find out whether there's a flag in there or not.



And for heaven's sake, keep an eye on the gas gauge. When you're down to a quarter tank, it's time to head home!



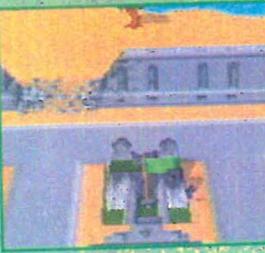
On the way back, you can use the chopper to cut bridges. It's a tactic that can backfire, but it can give your enemy fits.



Take out the rocket towers only when you have to or when they're in your direct line of attack — the idea here is speed. Remember, the other guy is searching as hard as you are.



When the HQ crumbles, if there's no flag, head for the next one.



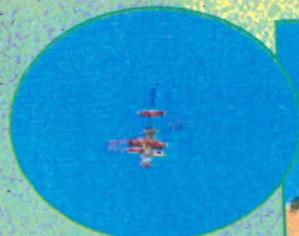
Repeat as necessary. Woo-hoo! You found the flag!

SHATTER THE DEFENSE!

SMASH THE ENEMY ARSENAL AND DIG IN AT HOME



Once you've found the flag, you have to begin destroying the defenses that lead to it (remember, that jeep is made of tin foil — one hit and it's gone!).



Now you can use the chopper to break down the rocket towers. The easiest way to do this is fly off (preferably over water, where you know it's safe), then turn and line up with one of the fortress walls. Fly along the wall, firing rockets as you go.



Neatness doesn't exactly count here — just hit what you can and keep moving. After enough passes, you should have knocked out the towers. Hey, running low on fuel? Go home!



The towers you need to worry about most are in places where the jeep has to slow down — turns, gates, bridges, and any large clusters of buildings. Destroy 'em all! Blow 'em up good!

JEEP ME!

GETTING THERE IS HALF THE FUN



There's no way to be subtle with the jeep, it's all just a mad dash for the flag. Get there, grab the flag and get back.



If you've done a good job knocking out the towers, it's a walk in the park, but whatever happens, keep moving — speed is your only defense. You can even outrun the enemy attack chopper drones!



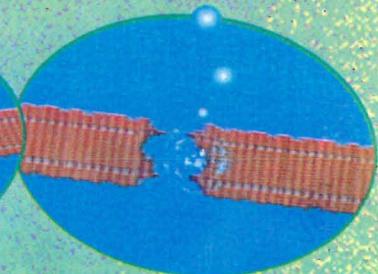
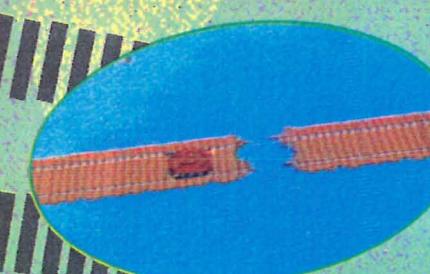
Victory!

GET TANKED

DON'T TREAD ON ME!

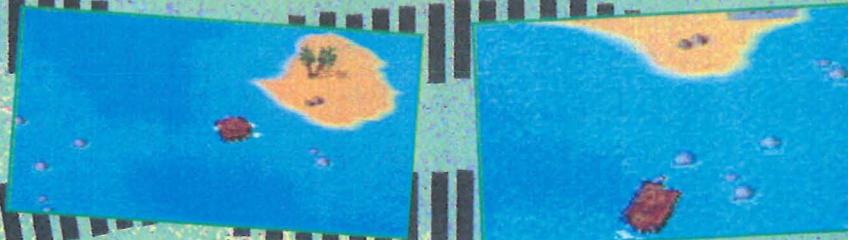


If all your choppers are lost, depend on the tanks. With a tank, you've got to blow up everything on your way to where you're going. Slow, steady destruction is the way to go.



Of course, tanks can't fly over gaps in bridges — they sink to the bottom if there's any gap at all. Blub, blub, blub.

However, they can survive under water for very short stretches if you move from shallow to shallow. The rule of thumb is never try to cross any deep water that's longer than the tank itself.



So, even when your bridges have all been destroyed, you can still get around. Every area has some spot that lets you cross to each continent without a bridge — they're usually out of the way and tough to traverse, but they exist.

ASV BLUES

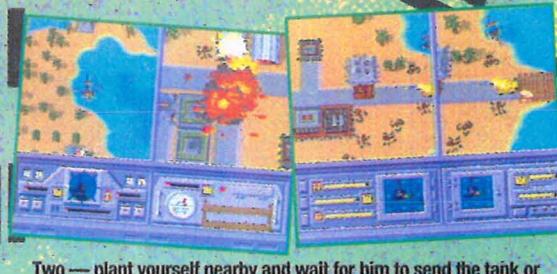
OH, THE LOWLY HAPLESS ARMORED SUPPORT VEHICLE



Ok, let's assume that the other guy has found your flag and it's not too far away. If you're still a long way from winning, send the ASV to your own HQ.



Number one — mine everything in sight around the HQ, especially gates and narrow stretches of road. Those mines pack a wallop, and a fast-moving jeep isn't likely to spot 'em. Sneaky, huh?



Two — plant yourself nearby and wait for him to send the tank or chopper to clear your defenses. The ASV is slow, but it can take a lot of punishment, and it's ideal for slugging it out with anything.



After you've put a big dent in his arsenal by blowing up some of his tanks and choppers, park the ASV and go back to business-as-usual.

Squashing tents and blasting buildings doesn't help grabbing the flag, so they can be (mostly) ignored.



But hey, who are we trying to kid? When all else fails, DESTROY, DESTROY, DESTROY!