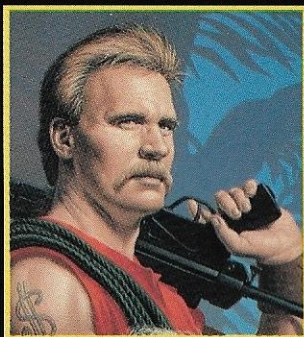




JAGGED ALLIANCE STRATEGY GUIDE

Whether you're a seasoned Metavira veteran or you're just arriving on the island, the Jagged Alliance Strategy Guide is a must for every player.

- Strategies, Hints & Tips for every sector
 - Complete sector maps
 - Complete item listings
 - *Completely everything!*

— Plus —

- An interview with the traitorous Lucas Santino
- And more!

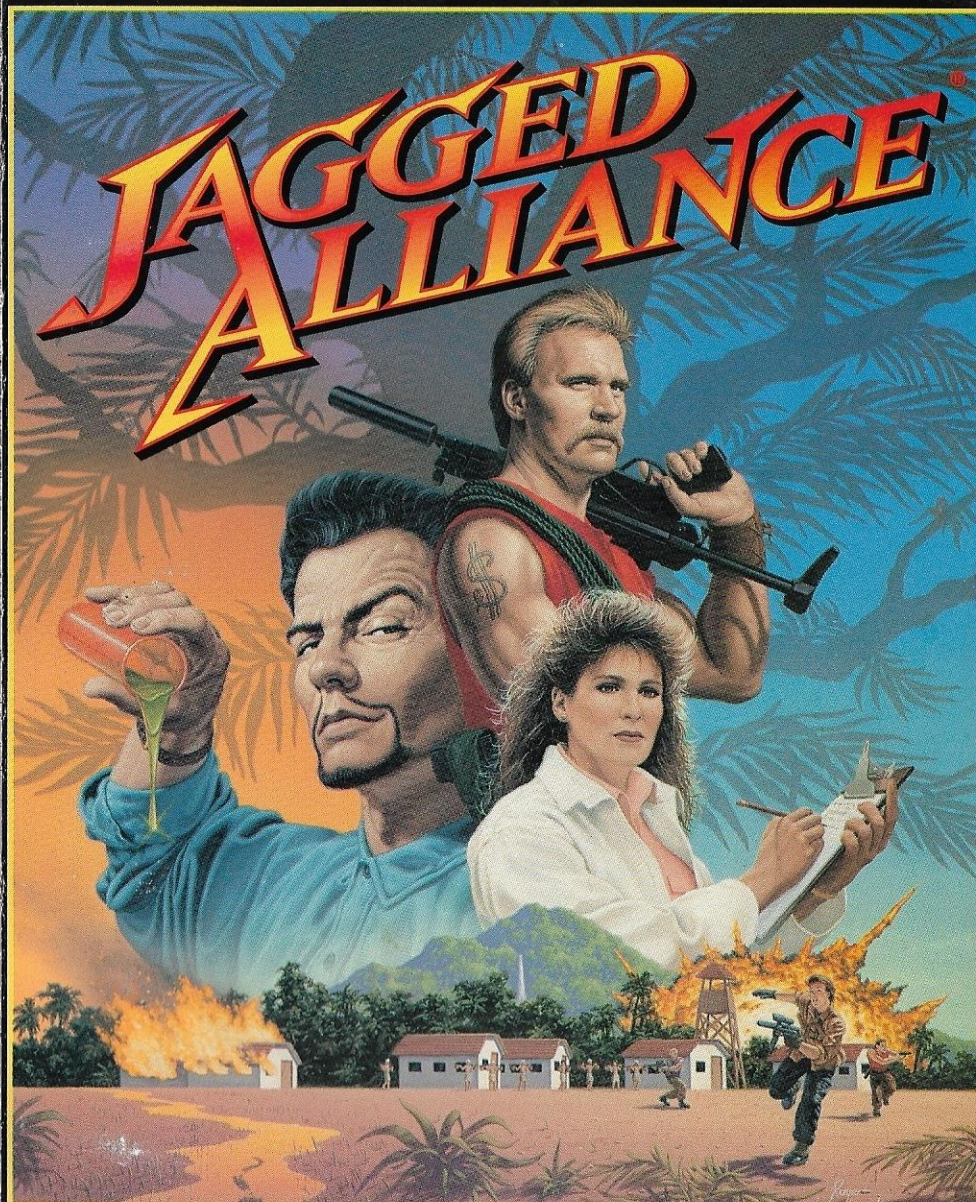
SIR-TECH

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STRATEGY GUIDE

A Strategy Role-Playing Simulation

SIR-TECH

ABOUT THIS HINT GUIDE

Jagged Alliance is a game of intense mental agility and military know-how. Even the best players often find themselves on the unfriendly end of one of Santino's guns. So, on this far-from-paradise island of Metavira, it's no wonder that a little look behind the scenes could be very beneficial to discriminating mercenaries.

And, that's just what this book is - a complete roundup of Metavira, A.I.M.'s mercenaries, Santino and his secrets, and a complete topographical analysis of every facet of the island. In short, everything you need to make Santino wish he'd picked on Hawaii instead.

While you'll find everything you need to know right here in these pages, it's best to use this information sparingly - only when you're stuck or things just don't seem to be going right. Half the fun and challenge of Jagged Alliance is uncovering Santino's plans yourself and developing strategies to get around them and to get Metavira back.

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How did you enjoy your tour on Metavira? What did you like? What didn't sit so well with you? Do you have any new ideas? Maybe you've an idea for a great mercenary? As players of Jagged Alliance, your opinions count! After all, who would know better? With your help, Sir-tech and MadLab can continue to create top-notch software! Send your comments and suggestions to:

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STILL HAVE QUESTIONS?

If you're stuck in Jagged Alliance, and can't find the answers to your questions in this guide, we have someone waiting to help you.

In the United States & Canada
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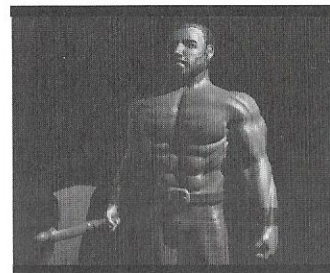
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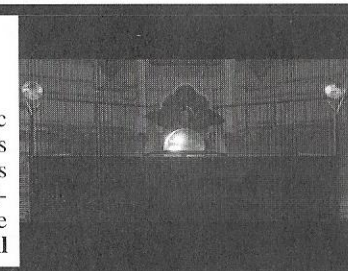
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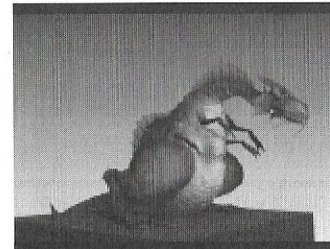
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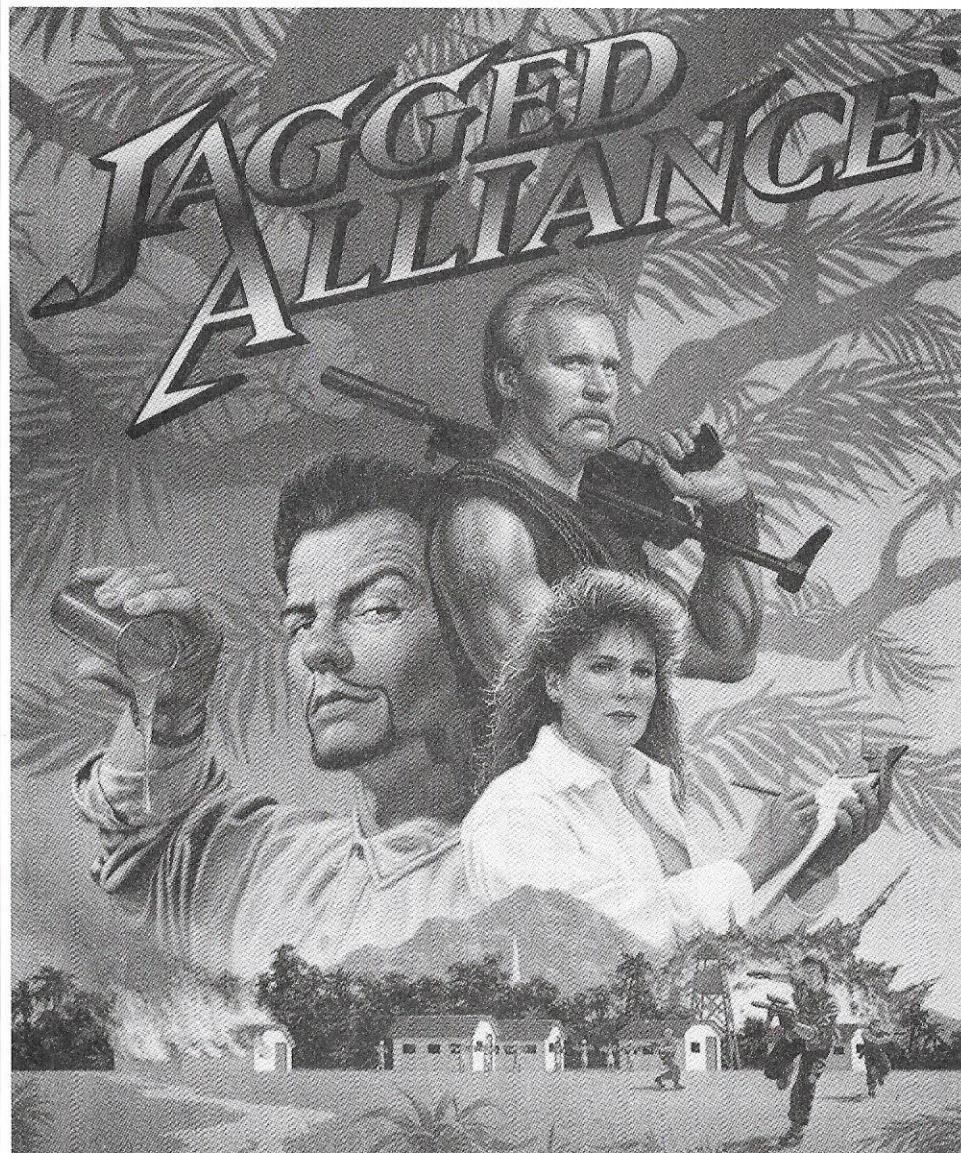
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STRATEGY GUIDE

(A.K.A. HOW TO KICK SANTINO'S BUTT)

WRITTEN BY BRENDA "NOT RICHARDS" GARNO

Assisted by Dan "Petty" Sherry, Nathan "Mana Boy" Koch,
 Alex "Pilgrim" Meduna, Shaun "Comma King" Lyng, Linda and Ian Currie
 and, of course, Numerous Commas

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TAKING A BREAK

You and your team kick back, and enjoy the shade that gives you temporary rest from Metavira's blazing noon heat.

You hear the familiar creak of the headquarters' door, and turn as Jack yells, "Mail call!" He drops several items on a bench outside his office, mostly envelopes from husbands, wives and friends of your teammates. However, there is one package for you.

"It's here," you say, and you can hardly believe your eyes — because you never really expected you'd get it. No one ever told you that A.I.M. had this kind of power! Nonetheless, here it is — everything you need to know to get Santino off the island for good.

You thumb through the report, and see the satellite photos of every single sector on the island. "They even show inside the buildings, man. Must have been some kind of science behind this."

But, there's more . . . stuff even your teammates shouldn't see. After all, it's about them, and sometimes people tend to be a little picky when they're under the scope (and these are picky people with big guns).

It's everything A.I.M. knows.

You retreat to your quarters and begin reading, "You and your team kick back, and enjoy the shade . . ."

STARTING OUT

When you first arrive in Metavira, things couldn't be worse. Santino is in control of every sector but one, and Jack's back is to the sea in sector 60 . . . somehow, though, you're expected to change all that.

Once you get some experience in the ways of mercenaries and a bit of military training under your belt, you just might. However, when you're first starting out, it's certainly a daunting task.

The Big Picture

Jack's operation, to say the least, is strapped for cash. The starting funds he's given you are expected to last and to grow. How? Well, for the most part, through wise investments. And, that is the big picture.

- **Hiring:** Go easy. At first, you may be able to afford only a few choice mercenaries, if they'll work for you, or a team composed of slightly trained (but wonderfully cheap) mercenaries.
- **Cash Flow:** Give relentless attention to your financial panels, and make certain that you're setting yourself up for long-term financial stability. Right now, when you're first starting, that's not such an issue - you really can't bring any money in until you find that micro-dohickey that Jack needs. However, as the game progresses, it's critical that you tap every tree you can and hire loads of guards to maintain and keep your sectors clear of Santino's men.
- **Sectors:** Be aggressive. Look for sectors rich in fallow trees and take them. Then, try to take surrounding sectors to increase the tappable trees in the rich sector.
- **Santino:** The objective of your quest. As you attempt to regain the island, be watchful of his thugs and the traps they've planted for you. Of course, you'll be able to be exceptionally watchful since it's all laid out in this strategy guide for you . . .

Throughout this hint guide, you'll read about every inch of the big picture, from hiring a great team to handling the sway of mercenaries' opinions. As you read, you'll become a better player, and, implementing your own strategies, one hell of a team.

THE POLITIC MERCENARY

In any organization, any team, anywhere, politics lives and breathes (sometimes suffocating things around it, but, hey). A.I.M. is clearly no different. This world-wide organization has its own tide of politics — who likes who, who thinks who is an idiot, who remembers the moronic stunt who pulled at a Christmas party — and so on.

When you contact A.I.M., you become part of this picture, and even begin to gather your own reputation . . . but, you've just arrived on the island, so, at least for the time being, you're rather innocent in the eyes of A.I.M.'s members (some of whom view this innocence as brute stupidity, but that's their problem).

When you first approach A.I.M., you'll find a good majority of the mercs ready for work. Of course, not all of them may work for you, and of those that will, the ones you actually hire on are critical. You need a good mix - mechanical, explosives, medical and marksmanship (heavy on the last if possible). By knowing everything there is to know about a merc beforehand, you'll certainly tip the odds in your favor.

And that's just what you'll get from the chart on the following four pages (stolen from A.I.M.'s headquarters by Fox Guzman in an effort to get back at her former boyfriend). It shows you every last detail of every last merc. Those mercs that will work for starting players have their names capitalized and bolded.

The following two pages explain the charts. After that, the first chart shows you the beginning stats, likes and dislikes of A.I.M.'s members. The second chart gives you an in-depth look at the mercs' secondary skills.

Keep in mind that all these charts are based on the perfect merc: top health and breath and just as he or she entered A.I.M. Some things may improve, and others, like health, may deteriorate (especially if you shoot like Elio).

From these charts, you'll be able to get a world of information that will help you to create a killer team - just starting or 20 days into your mission.

Hiring Mercs

LEGEND OF CHART #1

Hirable:	Shows you how many days you must work before the merc will join on with your team. If it shows points, it's the total of your daily "ratings": 1 = good, 2 = excellent and 3 = outstanding.
Level/Statistics:	Lvl, Hea, Agi, Dex, Wis, Mrk, Med, Mch, Exp.
APs:	Shows how many action points the merc has at full breath and full health. This beginning score doesn't take into account possible statistic and level advancements, though.
Traits:	Shows tendencies a mercenary has.
Forgets:	Forgets orders.
Bad Shot:	Marksmanship improvement is a great challenge.
Non Swim:	Can't swim and breath runs out quickly.
OverEnth:	Merc refuses to move once he has fired at a target until that target is dead. He may also threaten to kill another merc or attempt to during the night if they remain on the same team.
Snitch:	Reports on other mercs who are close to quitting or are unhappy for other reasons.
HeatRst:	Used to the heat of the day and suffers less from it.
Nervous:	Merc tends to whine if not accompanied at all times.
WimpCon:	Merc has wimpy conscience and will quit the team after he kills his first enemy.
Imps:	"Yes" means they may improve in their skills or stats, "No" means they won't improve and "Rvrs" means they can only go downhill.
Hates:	The merc can't stand the guy in this column and will probably quit if he's on his team . . . <i>or will kill him if a "*" follows the hated merc's name.</i>
To Hate:	Though he doesn't mind the guy listed in "to hate" at first, their personalities are such that it probably won't be long before they do hate each other. <i>A merc may even try to kill the listed merc if a "*" follows the hated merc's name.</i> If not already on the team, they will not hire on.
Death:	If your merc death rate reaches or exceeds this number, the merc won't hire on or will quit. Natives don't count.
T/O:	If your turnover rate (people leaving/coming on) reaches or exceeds this number, the merc will not join or will quit. Natives don't count.
Stiff:	If you don't pay this number of mercs and this particular merc hears about it, he'll refuse to hire on or will quit.
Fails:	If you receive less than a "Fair" rating for this number of days in a row, the merc will quit or won't hire on (figures you're a loser). Of course, if you go too far, Jack will fire you, too.
Bribe%:	If the merc decides to quit for one reason or another, he might be willing to stay for this percentage increase in his salary. Of course, some mercs can't be bribed.
Steal:	Hey, anyone who kills for a living probably isn't that ethical. Multiply this number by the merc's salary. If you leave cash equal to that number on the merc, he, ah, might just decide that Hawaii's a better island for him and your money.

LEGEND OF CHART #2

Shot:	The higher the number, the less the action points the merc will use to shoot a gun.
Toss:	The higher the number, the less the action points required to toss an object like a grenade.
Stab:	The higher the number, the less the action points required to attack with a knife.
ThrAcc:	The base accuracy when throwing objects at a specific spot.
KnfAtt:	The base ability to hit an opponent with a stabbing attack.
KnfDef:	The base ability to defend against an opponent's stab attack.
DetBmb:	The level of the bomb trap that the merc is capable of detecting.
DisBmb:	The chance of the merc successfully disarming a known bomb trap.
1stAid:	The number of points of health a merc can bandage per turn that he spends fully attending wounds with complete medical supplies.
Doctor:	The base number of points a merc can heal per day when assigned to heal patients and doctor their wounds.
Repair:	The base number of condition percentage points a merc can repair when assigned to repair for the day.
Merge:	The chance of successfully performing a mechanical skill-dependent item merge.
UnjGun:	The chance of a merc successfully unjamming a weapon by trying to fire it.
Stealth:	The base ability to move quietly. It affects how far away the merc's movements can be heard by opponent and how successful any attempts to sneak are likely to be.
LckPck:	The base ability to pick locked doors.
Doors:	The base strength to open doors with a crowbar.
Crates:	The base strength to open boxes by force. A crowbar increases this ability.
RK:	The chance of automatically readying a knife while encountering a snake while moving through water.
KS:	The base chance of defeating a snake when attacked. The knife, naturally, improves this chance greatly.

CHART 1

Name	Salary	Hirable	Lvl	Hea	Ag	Dex	Wis	Mrk	Med	Mch	Exp	APs
Mike	\$12,000	40 Pts	8	97	95	94	96	99	67	98	97	23
Scully	\$7,500	25 Pts	5	90	90	96	93	91	36	61	58	21
Len	\$6,500	20 Pts	5	96	83	89	83	83	35	54	47	20
Spike	\$6,000	24 Pts	5	77	69	86	85	92	11	76	53	18
Magic	\$5,600	12 Pts	4	90	99	98	80	93	14	91	22	21
Kelly	\$4,700	30 Pts	4	95	87	91	81	94	13	67	0	20
Sidney	\$4,000	11 Days	4	80	70	91	78	91	39	0	14	18
Mitch	\$3,800	15 Days	3	83	71	88	97	56	96	13	24	17
Stella	\$3,500	8 Days	3	85	24	75	88	69	89	21	0	12
Lynx	\$3,300	19 Pts	3	81	79	86	71	99	23	19	50	18
Static	\$3,100	13 Pts	3	79	66	95	60	84	10	98	24	17
Cliff	\$3,000	8 Days	3	73	60	53	87	83	79	0	10	14
Boss	\$2,950	16 Pts	3	80	76	84	71	84	9	99	53	17
Vicki	\$2,850	15 Days	3	79	85	72	85	80	16	90	28	18
Pops	\$2,800	11 Pts	9	38	14	4	88	85	18	9	6	8
Sam	\$2,750	12 Days	4	75	58	55	91	86	11	65	22	14
Bernie	\$2,650	1 Days	3	69	39	48	85	75	94	4	0	11
Needle	\$1,900	10 Pts	2	92	80	81	88	62	98	34	6	18
Moses	\$1,900	16 Pts	5	49	39	29	89	84	29	88	31	10
WOLF	\$1,850		2	87	73	84	74	74	44	48	32	17
Hitman	\$1,800	16 Pts	3	80	81	40	74	93	3	11	34	16
Doc	\$1,750	1 Days	2	74	77	61	83	66	83	3	0	15
Rusty	\$1,650	7 Days	3	74	71	89	68	64	0	30	71	17
FIDEL	\$1,550		2	88	83	64	71	85	3	6	97	17
Screw	\$1,500	17 Pts	3	82	66	71	68	64	4	82	24	16
IVAN	\$1,500		2	94	90	95	83	91	5	10	40	19
ELI	\$1,400		2	81	73	58	77	49	70	65	0	15
ICE	\$1,300		2	90	88	87	71	86	0	35	0	19
Bob	\$1,200	4 Days	2	81	68	66	97	72	37	26	33	15
SNAKE	\$1,150		2	65	89	86	57	80	0	12	22	17
Leech	\$1,150	2 Days	2	63	58	70	54	98	9	10	17	13
BUD	\$1,100		2	73	79	75	69	78	19	18	8	16
JIMMY	\$800		2	84	82	73	47	56	0	92	16	17
Rev	\$740	7 Days	2	74	46	41	54	64	15	15	41	11
WALLY	\$650		2	82	55	62	83	24	24	95	48	14
CARP	\$575		2	55	54	52	77	67	2	15	5	12
Smoke	\$560	5 Pts	1	78	87	80	44	69	7	20	90	17
Fox	\$515	5 Pts	1	77	85	100	76	54	60	15	8	18
GRUNTY	\$490		1	82	79	76	72	69	14	40	25	16
HECTOR	\$410		1	79	84	88	72	61	6	38	17	17
HURL	\$400		1	100	81	71	55	60	44	0	0	17
VINNY	\$385		1	73	75	74	65	65	0	87	4	15
EARS	\$375		1	72	67	58	79	54	22	26	18	14
SPECK	\$365		1	69	51	77	86	49	11	99	8	13
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REUBAN	\$35		1	57	45	39	28	32	0	0	1	10
ELIO	\$0	Special	1	83	84	81	58	23	0	0	0	17
HAMOUS	\$0	Special	1	66	68	66	35	74	0	2	0	14
JUAN	\$0	Special	1	74	62	88	74	24	0	70	0	15
WAHAN	\$0	Special	1	68	55	88	82	11	46	0	0	14

CHART 1

Trait	Imps	Hates	To Hate	Death	T/O	Stiff	Fails	Bribe%	Steal
	Yes			51	29	4	2	200%	7
	Yes	Kaboom		N/A	45	10	3	Can't	6
	Yes	Reuban		24	18	6	3	Can't	6
	Yes	Bernie		N/A	N/A	9	4	100%	5
	Yes	Kaboom		37	N/A	8	2	27%	5
	Yes	Reuban		N/A	N/A	6	3	Can't	4
	Yes	Skitz		N/A	34	12	2	95%	7
	Yes	Raffi		35	15	5	5	64%	5
	Yes		Hurl	N/A	23	N/A	2	Can't	6
	Yes		Smoke	48	61	11	4	135%	5
	Yes			N/A	24	N/A	4	26%	5
	Yes	Raffi		65	43	3	5	250%	4
	Yes	Bernie		23	28	17	5	70%	4
	Yes		Lance	22	51	10	5	105%	5
Forgets	Rvrs			29	34	6	3	100%	7
	No	Ivan		33	64	12	3	60%	6
Forgets	No	Reuban		67	74	9	4	55%	5
BadShot	Yes			34	27	7	2	54%	5
Forgets	Rvrs	Gary		49	53	N/A	3	69%	6
	Yes		Pops	25	25	6	3	32%	6
NonSwim	Yes	Jimmy		N/A	33	13	4	47%	4
	Yes			N/A	48	9	5	36%	5
	Yes		Weasel	10	30	8	2	86%	6
OverEnth	Yes	Hurl*		N/A	N/A	N/A	5	40%	3
OverEnth	Yes	Bob*		N/A	N/A	13	2	Can't	3
	Yes	Reuban		37	89	21	4	51%	4
BadShot	Yes	Skitz		N/A	N/A	4	5	30%	7
	Yes			35	25	7	5	41%	5
	Yes	Sam		90	N/A	N/A	2	Can't	6
	Yes			N/A	N/A	N/A	3	76%	4
OverEnth	Yes	Skitz*		N/A	N/A	N/A	5	40%	5
Snitch	Yes	Mitch		N/A	N/A	N/A	5	5%	No
	Yes	Lynx		39	58	10	3	101%	3
	Yes	Reuban		29	35	14	4	36%	5
BadShot	Yes		Fox	35	N/A	N/A	4	100%	7
Snitch	No			N/A	N/A	N/A	5	52%	No
	Yes		Pops	42	44	19	4	26%	4
	Yes			12	45	4	5	69%	5
	Yes			39	61	15	4	19%	6
HeatRst	Yes	Smoke		44	42	39	4	32%	No
Snitch	Yes			N/A	N/A	N/A	5	12%	No
	Yes			N/A	39	18	5	100%	3
Snitch	Yes			N/A	N/A	N/A	5	42%	No
Nervous	Yes			27	33	N/A	5	29%	7
	Yes	It		32	45	26	5	17%	5
Snitch	Yes		Pops	N/A	N/A	N/A	5	20%	No
Snitch	Yes	Larry		N/A	N/A	N/A	5	12%	No
	Yes			38	N/A	N/A	4	24%	5
NonSwim	Yes			26	61	N/A	5	60%	8
	Yes			61	38	N/A	4	56%	3
Snitch	Yes			N/A	N/A	N/A	5	22%	No
Forgets	No			N/A	N/A	N/A	5	1%	4
NonSwim	Yes	Gary		N/A	39	12	5	14%	5
Snitch	Yes	Ears		N/A	N/A	N/A	5	110%	No
NonSwim	No	Moses		N/A	49	N/A	5	1%	4
Forgets	Rvrs	Reuban		30	72	14	3	33%	2
	Yes	Doc		76	N/A	31	4	25%	3
WimpCon	Yes	Turtle		10	60	2	5	Can't	6
OverEnth	No		Sparky*	N/A	N/A	N/A	3	1%	2
OverEnth	No	Ivan*		N/A	N/A	N/A	5	1%	2
HeatRst	No			N/A	N/A	N/A	5	Can't	No
HeatRst	No			N/A	N/A	N/A	5	Can't	No
HeatRst	No			N/A	N/A	N/A	5	Can't	No
HeatRst	No			N/A	N/A	N/A	5	Can't	No

CHART 2

Name	Salary	Shot	Toss	Stab	ThrAcc	KnfAtt	KnfDef	DetBomb	DisBomb
Mike	\$12,000	99	97	94	96	92	92	11	93
Scully	\$7,500	95	98	93	93	86	84	6	63
Len	\$6,500	91	94	86	86	82	80	6	51
Spike	\$6,000	96	93	77	89	75	70	6	56
Magic	\$5,600	96	99	98	95	87	87	4	34
Kelly	\$4,700	97	95	89	92	82	81	4	19
Sidney	\$4,000	95	95	80	91	77	70	4	27
Mitch	\$3,800	78	94	79	72	74	69	3	36
Stella	\$3,500	84	87	49	72	60	43	3	16
Lynx	\$3,300	99	93	82	92	74	72	4	50
Static	\$3,100	92	97	80	89	76	67	3	30
Cliff	\$3,000	91	76	56	68	53	56	3	18
Boss	\$2,950	92	92	80	84	73	70	4	51
Vicki	\$2,850	90	86	78	76	68	72	3	33
Pops	\$2,800	92	52	9	44	25	29	9	11
Sam	\$2,750	93	77	56	70	56	57	4	29
Bernie	\$2,650	87	74	43	61	47	44	3	9
Needle	\$1,900	81	90	80	71	72	72	2	20
Moses	\$1,900	92	64	34	56	37	40	6	29
Wolf	\$1,850	87	92	78	79	72	68	3	35
Hitman	\$1,800	96	70	60	66	51	65	4	29
Doc	\$1,750	83	80	69	63	59	64	2	11
Rusty	\$1,650	82	94	80	76	73	67	5	63
Fidel	\$1,550	92	82	73	74	63	70	5	76
Screw	\$1,500	82	85	68	67	65	63	3	27
Ivan	\$1,500	95	97	92	93	81	79	3	46
Eli	\$1,400	74	79	65	53	58	63	2	9
Ice	\$1,300	93	93	87	86	76	76	2	14
Bob	\$1,200	86	83	67	69	61	61	3	38
Snake	\$1,150	90	93	87	83	72	73	2	26
Leech	\$1,150	99	85	64	84	58	54	2	18
Bud	\$1,100	89	87	77	76	66	67	2	16
Jimmy	\$800	78	86	77	64	67	70	2	17
Rev	\$740	82	70	43	52	43	45	3	29
Wally	\$650	62	81	58	43	57	54	3	44
Carp	\$575	83	76	53	59	47	48	2	11
Smoke	\$560	84	90	83	74	69	71	4	69
Fox	\$515	77	100	92	77	78	73	1	22
Grunty	\$490	84	88	77	72	66	67	1	28
Hector	\$410	80	94	86	74	72	71	1	24
Hurl	\$400	80	85	76	65	67	70	1	6
Vinny	\$385	82	87	74	69	63	63	1	10
Ears	\$375	77	79	62	56	53	56	1	20
Speck	\$365	74	88	64	63	60	51	1	19
Elroy	\$345	77	94	71	71	65	53	1	12
Beth	\$330	77	68	63	45	47	65	1	4
Gary	\$315	83	79	63	63	56	59	1	13
Tex	\$275	82	78	64	61	53	58	1	4
Turtle	\$250	87	60	14	48	24	19	2	6
Wink	\$240	69	84	74	53	64	68	1	6
Lance	\$230	72	80	65	52	56	59	1	5
Kaboom	\$210	79	95	92	74	74	75	3	60
Sparky	\$205	73	94	78	67	65	59	1	28
Weasel	\$180	77	68	40	45	36	39	2	28
It	\$155	80	87	64	67	63	57	1	1
Larry	\$140	75	77	63	52	48	54	3	60
Raffi	\$100	72	57	53	29	35	62	1	-10
Biff	\$95	73	85	72	59	61	62	1	7
Skitz	\$90	73	75	55	49	45	48	3	46
Reuban	\$35	66	69	42	35	38	40	1	-6
Elio	\$0	61	90	82	52	70	71	1	9
Hamous	\$0	87	83	67	70	57	57	1	1
Juan	\$0	62	94	75	56	68	59	1	13
Wahan	\$0	55	94	71	49	66	55	1	15

CHART 2

1stAid	Doctor	Repair	Merge	UnjGun	Stealth	LckPck	Doors	Crates	RK	KS
37	127	138	92	69	87	128	24	48	88	96
26	66	88	58	50	73	78	22	45	92	89
25	56	72	48	47	69	64	24	48	79	94
18	18	98	65	58	68	80	19	38	73	74
23	22	133	89	65	69	90	22	45	96	90
20	20	91	60	53	65	69	23	47	82	93
22	60	0	0	20	65	20	20	40	82	78
29	182	17	11	26	59	25	20	41	77	80
19	147	23	15	30	52	28	21	42	56	79
19	31	24	16	29	58	26	20	40	73	78
16	11	139	93	69	62	70	19	39	90	78
20	123	0	0	20	41	15	18	36	28	62
16	12	124	83	69	57	73	20	40	70	76
17	25	97	64	65	51	69	19	39	51	72
7	24	1	0	24	47	45	9	19	0	14
13	18	53	35	52	47	52	18	37	30	64
18	141	3	1	22	39	16	17	34	23	56
30	166	41	27	37	50	33	23	46	65	88
10	43	38	25	64	39	47	12	24	8	32
20	62	60	40	44	52	39	21	43	70	83
12	3	6	4	25	35	18	20	40	16	65
23	126	2	1	21	40	11	18	37	37	65
15	0	40	26	35	59	32	18	37	79	72
13	3	5	3	23	42	12	22	44	40	79
13	5	87	58	61	50	54	20	41	50	75
18	8	14	9	25	57	17	23	47	90	93
21	96	56	37	52	39	39	20	40	33	71
16	0	45	30	37	53	30	22	45	75	87
16	67	25	17	33	43	26	20	40	43	73
15	0	15	10	26	53	15	16	32	73	62
12	8	10	7	25	45	13	15	31	49	56
16	24	20	13	29	47	19	18	36	56	67
13	0	100	67	66	46	41	21	42	53	78
9	12	9	6	27	30	13	18	37	16	60
13	36	88	58	67	41	58	20	41	38	73
9	2	11	7	27	36	15	13	27	27	43
15	5	24	16	30	45	11	19	39	64	73
24	91	22	15	27	55	16	19	38	100	77
14	19	45	30	40	43	26	20	41	57	76
15	8	50	33	39	49	28	19	39	77	76
20	44	0	0	20	40	5	25	50	50	93
12	0	96	64	63	42	46	18	36	54	67
12	31	22	15	33	34	16	18	36	33	62
11	18	114	76	69	43	70	17	34	59	64
12	11	106	71	60	49	40	15	31	77	60
16	59	11	7	31	23	11	19	38	12	61
12	11	19	12	31	34	12	20	41	34	73
10	0	27	18	36	33	14	17	35	32	61
5	2	3	2	26	20	12	13	26	4	34
13	2	2	1	21	39	5	23	46	46	84
13	20	0	0	20	35	5	19	38	37	67
15	0	36	24	33	50	7	17	35	82	69
12	0	113	75	63	49	42	13	26	77	49
6	0	2	1	22	23	6	14	28	12	40
11	0	3	2	21	42	5	23	47	54	89
14	48	5	3	23	32	7	11	23	29	35
9	0	0	0	21	12	5	17	35	1	49
12	0	0	0	20	40	5	18	36	50	66
8	0	0	0	20	30	5	12	24	26	36
6	0	0	0	20	24	5	14	28	15	42
14	0	0	0	20	45	5	20	41	100	111
10	0	1	1	21	38	5	16	33	100	81
12	0	92	61	55	49	49	18	37	100	99
17	73	0	0	20	49	5	17	34	100	91

THE POLITIC MERCENARY

Getting A Team Together

So, what to do? Before you hire on a soul try, to design a practical team using these guidelines:

1. In the starting team picture, try to stay within the \$2000 - \$2600 *total* salary range for five to seven mercs (you don't need to bring them to the island right away). Once you're able to secure some trees, you'll be able earn some cash, and, eventually, your surplus cash can yield better mercs. Right now, though, you can't afford \$2000 super guns. Also, by hiring on a maximum of seven mercs, you'll leave a team spot available for Jack's freebie guide.
2. In this total starting team, include at least three good marksmen, a medic, a mechanic and an explosives expert.
3. Give consideration to action points. You need at least one really fast guy for the very effective "bait 'em, radio and shoot 'til they die" combat strategy (see Attack Strategy).
4. Look for a snitch, a tattletale . . . someone who will give you the inside line on your teammates' talk and help you preserve your mission. Having a snitch around is very important to your ultimate success. Many playtesters recommend Hurl for this task. Not only is he a snitch, he's also tough and a medic.
5. As you scroll through A.I.M., check out items. Early on, vests, grenades and .45's are useful. Also, a locksmith's kit will help you to get behind those doors and into Santino's goods.

Good Starters

Of course, for every player, there's a different "perfect" team combination. However, time and time again, these mercs are recommended as part of the starting team:

Ivan..... Can't speak a word of English, but has great marksmanship
Hurl..... Fairly fast, a snitch and a medic, he's also tough and a whiner
Vinny..... Good mechanical skill
Hector..... (or Grunty) Good shots

These four are more expensive, but can replace others:

Ice..... Great health, marksmanship and owns a knife
Wolf..... Is a good shot, heals himself, healthy and has a knife
Eli..... Great doctor
Fidel..... Good shooter and terrific with explosives

Later on, try to get:

Needle..... Amazing doctor, fast enough to fight well, too
Lynx..... Terrific marksman
Magic..... All-round amazing guy, opens everything

THE POLITIC MERCENARY

Every time you airlift some mercs to Metavira, it costs you \$600 (easy), \$800 (normal) or \$1000 (hard). So, unless you're bringing in a bundle early on, it's just not worth it . . . unless you save money doing so.

For your first lift, consider bringing only the marksmen, your explosives expert and a "field medic," someone with basic medical skill and a kit. Later on, you'll need a mechanic and perhaps a better doctor. It may be cheaper to fly these mercs in later . . . when their services are *needed*. For instance, if you decide you want Eli, it's between \$400-\$800 cheaper (with the airlift included) to wait a day for his hire. If you attach a mechanic to that, you'll save even more.

Whenever you consider bringing in a new merc or bringing your team in on more than one day, take a look at what you'll be saving or spending. As the game progresses, it might not be worth it to fire someone for a higher priced merc, especially if cash is tight and the 'copter pilot's looking for a share, too. On the other hand, waiting a day for someone like Eli will save you some dough.

Even if you want a particular guy on your team, he may not join. A check of the charts will tell you how long it takes before they change their minds. They tend to refuse based on certain things:

- **Inexperience:** When you first start out, some mercenaries won't be willing to take a chance on your military or leadership skills. Even if their salaries would more than make up for the inconvenience, some simply aren't willing to risk their lives for your incompetence. Once you've proved you're field-ready, they'll entertain an offer of employment again.
- **Another Member:** The mercenaries in A.I.M. are a wildly political bunch, and often won't work for you if they've had a run-in with anyone currently on your team. Sometimes, they'll sort of beg off the job. Other times, a fist fight seems ready to ensue. Until the "offending" member leaves or is fired, the mercenary won't likely join your team.
- **Fired a Friend:** Mercs are likely to tell their buddies when they've been given a pink slip. Usually, they will complain if you fire them before they get a chance to prove themselves to you (about 5 days). After that, though, they won't be too upset. They made a good buck, are ready to go home and won't complain to their friends.

Financial Thoughts

Being Rejected

THE POLITIC MERCENARY

Aside from your inexperience or a mercenary's problems with another member, there's really very little to stop a mercenary from joining or staying on your team . . . unless, of course, you give them reasons.

- **Death/Rate:** How well you care for your team and see to it they return with their lives at day's end affects a mercenary's willingness to join you. "So let's see, that'll be four guns, two vests and four body bags?" If you're returning with one live mercenary a day, but leaving four in the field, you won't be winning any medals and certainly no new, good recruits.
- **Death/Treatment of Deceased:** While a mercenary may think nothing of deep sixing one of Santino's men, it's quite different when a friend of theirs dies. Many of A.I.M.'s mercenaries have fought together, side by side, in heavy combat. And to lose one of their own? Well, it's a sudden, painful reminder of the grim realities of their business. While dying is part of this business, it's your handling of it that makes all the difference in the world. When you dump a body into snake infested waters, it doesn't take long for word to reach other A.I.M. members.
- **Mercenary Turnover (a killer pastry):** As you're hiring, firing and shuffling your team, other mercenaries are taking note. Like a new hire at IBM, mercs fear that this assignment is perhaps a bit too temporary for their liking, and so, will probably decline your offer for employment. As you show them that you are able to provide steady employment, they may change their minds.
- **Performance:** Mercenaries have pride—intense pride—and won't subject themselves to the hackles of a loser leader. If you've been causing Jack all kinds of problems, and consistently getting poor reviews of your performance (Rating: You Totally Suck), you may find yourself with a declining pool of willing mercenaries. Like turnover, mercenaries may be inclined to change their mind if you, in turn, change your performance.
- **Payment:** Like other rumors and bits of gossip, your willingness to open your wallet is a well-known and well-traveled A.I.M. bulletin. If you stiff a mercenary, he'll likely relate news of it to his friends so that they can avoid a similar problem in the future. As in any business deal, you enter into a contract with a mercenary when you hire him or her. Failing to meet your obligations, you break that contract and their faith in you as an employer. Mercenaries might refuse to work for you, or may demand back pay or double their usual asking price. Some mercenaries have even been known to take the money - and then stiff you!
- **Other Random, Juicy Things:** As news of your accomplishments, blunders and downright disasters winds its way through the A.I.M. grapevine, some mercenaries might be influenced by it. News of your great leadership and a proven track record might attract some heavy duty talent. Other tidbits, like your glorious expedition that resulted in the surrender of two of Santino's cleaning ladies, probably won't attract any good talent at all.

THE POLITIC MERCENARY

Dealing with the politics of your team is a critical part of your job as its captain. When a mercenary is ticked off at another mercenary, he or she will generally tell you. Most times, it's because:

- After working with another mercenary for the first time, the complainer developed a distaste for that mercenary's company (the "To Hate" column and provided the other actually does something to tick him or her off).
- The complainer has pretty much always disliked another mercenary, but was already on the island when you brought the new mercenary on to the team (the "Hate" column . . . something has already happened before they even arrived on Metavira).

In either case, the mercenary will make you aware of the problem and demand that you fire the offending mercenary. Sometimes, a mercenary will even include not-so-idle threats ("I'll be out of here in the morning!" Yeah, what are you, my boyfriend?). Nonetheless, if you don't fire the offending mercenary that evening, it's possible he or she won't be on your team come morning. Of course, if the "offending mercenary" is more important to you than the one doing the complaining, you can always fire the complainer instead.

Above all, though, take these threats seriously. It is very possible that a certain psycho merc might axe another while you sleep peacefully in camp. Also, it's possible that arguments in the field might escalate to murder at night. What's not shown in the charts may develop later on; don't take them as gospel from day 1 to day 30. If someone complains, try to address it right away.

As the grapevine winds its way around A.I.M. and your team, a regular boat load of information might be available to you. Who's thinking about leaving the team? Who dislikes who? Who might decide to head back for the mainland without so much as a word to you? If you have a snitch on your team, you just might know. Most times, a snitch will warn you of any team members thinking about quitting and the reasons why.

The member's biographies should help you locate the right snitch for the job. Through their loose tongues snitches give you:

- A direct pipeline to the camp chat that can go a long way in helping your decision making. For instance, suppose you find out the mercenary you've built-up over time is considering leaving because he thinks you're stiffing too many members. That just might make you reconsider how tightly you plan tomorrow's budget.
- An advance warning. You might want to reconsider giving primo equipment to someone who might be leaving you . . . and heading back to the mainland with your goods!

Handling
Politics

The Hack &
Slash of A.I.M.

Running the
Rumor Mill

THE POLITIC MERCENARY

Evolving Teams

One of the major benefits to good leadership is an evolving team — one that grows and benefits from the rigors of battle and the savoir faire of fruitful field time. When you first begin Jagged Alliance, let's say you hired on three mercenaries who were relatively untrained, untried and cheap. As they get experience under their belts, however, and gain in rank and skill, you'll get more mercenary for the buck, even if A.I.M. ups their salaries. (Keep in mind that not all mercs get better . . . some don't improve and others can get worse.)

When they require that extra dollar, see if you can't find someone equally skilled that will cost you less. Before you hire that person on, though, consider the possible turnover risk you have . . . a merc who's only been on your team a few days may consider you an unstable employer and pass word on to his friends. Be careful and smart financially. Sometimes, being ruthless doesn't hurt either.

Attracting the Perfect Team

So, once you've entered into the world of A.I.M., how do you go about attracting and *keeping* good talent? Follow some basic ground rules . . .

1. For starters, hire who you can afford while getting yourself a well-rounded group.
2. Treat mercenaries well and heed the comments of your team's snitch. Try to keep everyone happy.
3. Fire a mercenary only if you really need to . . . word travels, especially if the guy you fired was recently added to the team.
4. If a mercenary dies, don't dump them in the water. While the extra expense may set you back a bit, it'll be well worth it in the long run. Mercenaries appreciate employers who respect them, their last wishes and their families' right to grieve the deceased.
5. Watch your finances—closely. Try to build up cash early on, and don't run a mission close to the edge (what you bring in nearly equals what you spend) or you may be forced to stiff a mercenary if things don't go exactly as planned.
6. Provide your mercenaries payment for their work; if you can't afford to pay someone at the end of the day, don't hire them in the first place.
7. Try to keep a skilled, full-time repairman on staff at all times and use him to keep your equipment in top condition, especially vital items such as guns, vests and helmets. Most items are far less effective when in bad shape.
8. Most importantly, be patient. Hire better mercenaries when you can afford them, not just because they'll work for you.

Paying attention to your finances, your mission and your mercenaries concerns, you should be able to run a tight ship that will eventually drive Santino off the island. Naturally, things may not go great every single day. However, if you're above average, your performance, your finances and your team will certainly show it.

STRATEGY

Much of the strategy in Jagged Alliance is a matter of personal preference; mercs you like and those you don't. Other times, it's how you enter a sector . . . looking for that perfect pocket of trees to set up your ambush.

While a scroll through A.I.M. or a look at a map can give you that information, there are certain things, certain strategies, that only testers, hard-core players and the designers of the product would know. That's what you'll find in this section—straight from the designers, Ian Currie, Shaun Lyng, Linda Currie and Alex Meduna, the testers listed in the Jagged Alliance manual and the faithful players in CompuServe's Gamers' Forum and The Internet's comp.sys.ibm.pc.games.strategic newsgroup.

It's recommended that you read through this entire section since some things mentioned in one section may have an effect on another section (exploring areas, you might find a rock . . . it seems totally useless 'til you're in combat). That way, you'll get the whole picture.

Before you even take over a sector, money is the name of the game. You won't find mercs accepting charity jobs, and Jack's wallet is much too thin to finance an ineffective operation for long. So, it's critical you understand the nature of the Fallow trees, the business overall and the ultimate effect that Santino's tricks and this island's civil war might have on the sap price suppliers are willing to pay you. If you're not careful and run your operation on a shoestring without reserves, you may find yourself hiring level one mercs again. Generally, you'll notice these fluctuations at pretty specific points in the game.

Early on, obviously, much of the world's processed sap is coming from Santino. As you and Jack begin to muscle into the market with your own supplier, you'll easily garner \$500 per processed tree (hey they're eager to get into this money game, too). However, your forays into Santino's territory will eventually upset the supply he is able to give and his income. Needless to say, he's not one to hold back and will use just about every dirty trick to put you out of business.

Usually, it just begins as a minor irritation—your not-so-streamlined operation isn't great at getting lots of sap out consistently, and the interruptions in supply are causing your buyers to lose money. Then, typically when you've succeeded in taking over a second processing plant, things start to hit the fan.

You're tapping approximately 22 or more trees (enough to make a serious dent in Santino's income) or own 42 or more. While you're out on the battlefield, Santino's PR men are off discussing a deal with YOUR supplier. The next day, Jack gets the call: a new supplier (obviously Santino) is attempting to replace him as the company's exclusive sap supplier, and all prior agreements are now in jeopardy.

Straight
From the
Grunts

Money Does
Grow on
Trees

Supply
Interruption

Stage 1

Stage 2

STRATEGY

Stage 3 As Santino's PR boys try to get you out, Jack will burn up the phone lines trying to keep you in. Unfortunately, he has to accept a major concession: they're willing to deal with you and Santino, too, but the price for processed sap drops to \$400 per tree. If you're not prepared for such a drastic loss in income (upwards of \$2100 per day), you may find yourself in a tight bind. Plan ahead, and don't overspend so you can keep your operation in the black and your mercenaries on your team.

Stage 4 Once the Fallow's price drops, your skill in the field to secure your supply and to return your income to its former levels is critical. You'll need to tap more trees and obviously take more sectors to do it. Of course, Jack will be on hand to remind you of the urgency. The faster you are able to increase the number of tapped trees, the faster the market's price will stabilize and hopefully rise. If you take too long, though, the price may continue to drop - into the lower \$300 range . . . potentially killing your chances of success on the island. Generally, the price will continue to drop for the first couple of days. If you're on track, though, and heading into heavy tree sectors and those surrounding them, you'll eventually be able to get yourself back on track.

Stage 5 If you manage to get yourself back to \$500 per tree, the suppliers will be pleased with your progress, and your obvious initiative, and will continue to pay you this price.

Managing Your Workforce

As critical as the Fallow's price is, without a workforce, someone to tap the Fallow trees and others to guard the tappers, you, your team and your efforts will be dead in the water. Of course, you can happily roam all over the place until you wear yourself out, but once your money dries up, you're done. Only Metaviran tappers can provide you the necessary income to keep your objectives on target and only guards can protect them and your other sectors while you're off getting more.

Like your mercenaries, the natives of Metavira are living, breathing people with their own concerns (not the least of which is making money from war hungry mercenaries like you). And, since tourism and most exports have been cut off due to Santino's efforts, much of the native workforce relies on Jack and Santino for employment. They're not desperate, though, and do have limits of just how much they'll put up with before they pack it in and head for the beach. The better you and your team perform and act as employers, the more Metavirans you'll attract to your payroll.

When you first hit the island, you'll find 20 (easy), 15 (normal) or 10 (hard) natives willing to work for you.

- For every sector you win, the natives' confidence in you will increase, and additional natives will join, as high as 15 natives for every sector you win. Of course, you may lose a few sectors, so it's possible to "win" a single sector twice and get additional natives. Eventually, though, winning additional sectors only recovers a small number of natives.

Winning Sectors

STRATEGY

- When the tables are turned and you lose a sector to the enemy, you'll also lose available workers who aren't too happy with your incompetent abilities. Each time you lose a sector, 15 (easy), 20 (normal), or 25 (hard) natives are LOST from the native pool. They're afraid for their lives and lose faith in your ability to keep them safe.

- The natives also tend to get ticked off if you're not making enough of an effort to rescue their island from Santino's greedy grasp. Word gets around when you waste a day without trying to gain new territory, and their confidence in you goes to the dumps. You may find yourself losing workers just as if you had lost a sector.

- Having been on the island since the beginning of time, the natives are very concerned about their culture and the effects of the war upon it. Should Santino disturb their burial ground or steal an object from it, the natives will become quite alarmed and demand immediate action. If you don't heed the call, you'll find fewer and fewer natives knocking at your door for employment. (See the "Quests" section for more information.)

- If, while tapping a tree, two out of the three tappers are blown to little tapper bits, it's going to leave one heck of an impression on tapper number three - namely, he'll think you're not doing the best you can to protect him and his co-workers and will likely high-tail it out of there. As word gets around about your devil-may-care attitude, fewer and fewer natives will be willing to work for you. Eventually, you might be forced to leave some trees untapped or some tappers unguarded because no one will sign on! For every tapper or guard that heads to the big island in the sky, you lose a worker (sometimes more for particularly disastrous forays). Worse yet, guards tend to quit before the tappers do.

- Money makes the world go round, and that man-made wood pulp certainly has its place on Metavira. The native fee, the amount that you're paying each native to be in your employ, is a wonderful, influential amount. The higher the native fee, the more workers you'll attract. If you find yourself in a worker shortage, try giving the native fee a boost. Remember, though, once the native fee is raised, you may not lower it again. So, don't put yourself in the poor house. Generally, so long as the natives aren't afraid to work for you, the standard native fee is plenty.

Losing Sectors

Slow Action

Local Concerns

Random Acts of Violence

Upping the Salary

STRATEGY

Native Guides

The natives of Metavira provide you with more than a workforce—in fact, if you attract a native guide to your team, you'll get an inside line to the island's secrets and a free merc as well.

After your first venture on the island, and if you have fewer than eight mercs on your team, there's a good chance that Jack will offer a native guide. There are four skilled guides available, though only one will join your team at a time. Keep in mind that no guide is better than another; it all depends on your needs.

- Elio: He's generally unskilled but athletic
- Hamous: He's an accomplished marksman
- Juan: He's quite mechanically inclined
- Wahan: He's a native healer with modest medical skills

All of Jack's guides are level 1 and won't increase in their skills, but are fiercely loyal to the cause. The guides can be dismissed at any time, and won't be upset since they typically have other chores to do for Jack. Also, since they don't communicate with or affect A.I.M. members in any way, a death of a native doesn't affect your merc death rate, and if they're fired, no one at A.I.M.'s likely to hear about it. Of course, native deaths do affect the native death rate.

Aside from being free, the native guides have 4 additional special advantages:

1. They know Metavira very well and will pass their knowledge onto you when you enter a sector they're familiar with.
2. They know how to avoid (and if need be, deal with) the ever present Metaviran water snake, a hazard to all swimmers and waders. Since they're familiar with the pesky and lethal creatures, they generally know how to move through the water without alerting any nearby snakes, and if attacked, they are very skilled in escaping or killing the snake if armed with a knife.
3. They are used to the climate of Metavira and cope with the day's heat far better than outsiders. Therefore, they tend to be happily roaming all over the place at high noon while your mercs are working up a sweat standing still.
4. They are very literate, and besides speaking English, they can read their native Spanish. This enables them to translate important notes and signs that your mercs might otherwise miss.

Other Pre-Field Factors

Aside from the price of the Fallow trees and your workforce, other pre-field factors and considerations may drastically affect your success.

- Occasionally, you'll get a warning from a snitch on your team that a merc might be planning to quit. If you suspect a merc might be leaving at day's end, take as many items from him as possible and place them on other mercs. While you may lose this merc, at least you'll be able to keep his goods and he won't take off with anything critical to your mission. If you fire him first, everything he owns will automatically be added to the inventory pool.

"See Ya" Mercs

STRATEGY

- If a merc warns you that he wants another member off the team, take him seriously. Decide which of the two means the most to you and fire one. Otherwise, you may find yourself with a missing or deceased merc in the morning.
- You may want to consider keeping a doctor and mechanic full time at the base camp to heal your incoming wounded (weapons or mercs). Keeping a good doctor on staff and away from harm's trigger, you'll be able to get your troops back into the action in good health quickly. When no one requires healing, the doctor can rest, earning half salary. On the other hand, mechanics at base can keep your items in great condition and occasionally contribute to field maneuvers as well.
- Where you start the next morning can be used to your advantage. If you brought in new mercs, maybe a stronger one can open a crate that you couldn't force your way into before. Also, keep note of the things that you left behind - doors you weren't able to open, items you weren't able to pick up.
- Try to take sectors with trees early, and plan your route to them. It's the key to your money making potential and your future success. After taking the main tree sectors, work the sectors around them to get more tappable trees to increase your overall production.

It's not the Paris fashion circuit, but what your mercs wear on Metavira makes a great difference in their ultimate survival.

- If possible, make sure every merc has a weapon, sufficient ammo and a knife. When you first begin, they may not, but make this "base" equipment list a goal.
- At first, don't leave any guns or ammo at the home base (eventually, you may have lots there). Also, if you have room, consider carrying a spare weapon with ammo, so you won't be left on the field with a trashed gun.
- Acquiring important sectors, like those that contain processing plants and other high value items, requires caution and silence. If the enemies know you're there, they'll probably damage or destroy things rather than turn them over to you. So, stock up on knives and silencers, use stealth movement and keep the grenades and other big bang items at home.
- If a couple of mercs die or if you have to leave some stuff behind, you might want to consider leaving a few empty pockets when you equip for that day and then make that sector your starting sector.

Militant Mercs

Staff Mercs

Bookkeeping

Early Money

Outfitting Mercs

Basic Equipment

Take Everything

Preparing for Stealth Missions

Going Back For Items

STRATEGY

Added
Protection

Saving
Space

- If you have Compound 17, use it to firm up the mercs' "armor." Consider saving camo kits, unless you have a bundle, until you're embarking on a stealth mission.
- Though it would be nice to give every merc a canteen, inventory space is limited. One merc can carry five canteens in the same pocket and pass them out as needed.
- Group everything that can be grouped. (See the Items List.)
- If you have chunks of steel or other mergable items sitting separately in a merc's inventory, merge them or put them in your inventory pool until you need to. There's no sense taking up extra spaces for no reason (see the Items List for details on mergable goods).
- Whenever you find a chunk of steel, give it and the best gun you have to the merc with the highest mechanical ability. Put the gun in his primary hand and the chunk of steel in the attachment position.
- Don't bother bringing the mechanic's kit out into the field. You won't need it there, and it'll just take up room.

Checking
Things
Out and
Exploring

Once you're out in the field, the operative and time-tested code of conduct is: Don't be stupid. Rushing into a sector to get the goods will only do you so much good if you blow half your team away whilst tripping over a dozen land mines. Go slow and be careful.

- Clear out the sector of enemies *before* you go exploring so that you can take your time and have the advantage of a quicksave.
- Use metal detectors to save yourself from mines by putting one in your main hand, right clicking, and then selecting a spot to move to. Nearby mines will be revealed.
- Use wall probes to find out whether enemies are on the other side and to listen in on their conversations. Extended ears heighten your hearing and warn you of nearby noise normally inaudible to humans.
- When you approach a building, look for a door. If the door's locked, try to open it with a key. If that doesn't work, give your best mechanic a locksmith's kit and attempt to pick it. If you still have no luck, and you really want in, shoot the wooden doors, pry your way in with a crowbar or blow your way through with a grenade. Keep in mind, though, that some open and close with "triggers," special buttons or weight sensors.
- Most importantly, pay attention to merc's warnings about suspicious stuff. Usually, there's a bomb or a mine nearby. Searching it out and getting that lifesaving blue flag in place is well worth the extra effort.

ATTACK STRATEGY

Your success in Jagged Alliance is based almost entirely upon your ability to clear sectors of Santino's men. As such, how you handle combat is a make or break issue.

There are no hard and fast rules for where Santino's grunts will be when you enter a sector. Depending on their daily orders, they might be strolling the perimeter or guarding a crate full of ammo. However, based on your level of play, you will typically encounter a specific number of enemies. While it doesn't make the fighting any easier, knowing what you're up against can help.

- On easy mode, there are initially 2 enemies in sectors 49, 50, and 59; 6 enemies in sectors 29 and 38, and 4 enemies in every other sector.
- On normal mode, there are initially 4 enemies in sectors 49, 50, and 59, 8 enemies in sectors 29 and 38, and 6 enemies in every other sector.
- On hard mode, there are initially 6 enemies in sectors 49, 50, and 59, and 8 enemies in every other sector.

Of course, it would be nice if these enemies just stood their ground oblivious to the screams of their comrades in adjacent sectors... but they don't. They're on the move to reinforce their buddies and to attack sectors you don't happen to be in. Keep this mind when you're adding an enemy to the sector's killed list—the numbers above are always changing as enemies strive to wreck your battle plans.

Having already taken the island from Jack, the enemies are quite sophisticated in the ways of war. Their general tendencies are:

- To move into, reinforce, and counter-attack important sectors like those with trees, plants, or "quest" items, or otherwise considered unusually significant (like sectors that would allow you to get to something they don't want you to get to).
- To move toward your home sector. They tend to attack to the east and south (the opposite of your typical attack pattern).
- To avoid attacking across water unless the target sector is undefended, very lightly defended, or incredibly important. Of course, enemies attacking across water can be killed by snakes during their swim. Also, if they arrive safely, they'll be much weaker than they normally would be... they'll be easy targets as they wade up on the shore exhausted from their swim.

To help prevent enemy takeovers of "mercless" sectors, lots of guards are critical, especially if the sector a likely candidate for attack.

- It's your best bet to load up on guards so you'll have "extras" to move into sectors that you take during the day.
- Before you leave a sector, it's a good idea to wait for your guards to arrive and to plant it with mines. Enemies attacking sectors with your mines can be killed by these mines during a "mercless" battle.

Placement
and
Movement

Beginning
Forces

... On
the Move

Enemy
Intelligence

"Mercless
Sectors"

ATTACK STRATEGY

*"Hey!
What was
that?!"*

Just like your mercs, enemies react to sounds and other strange events. If an enemy hears a suspicious noise (unidentified footsteps or movement noises, the thud of a thrown rock, etc.) he will go on something of a "yellow alert." Then, he'll generally begin an investigation to determine the cause of the disturbance. First, he'll turn to face the sound's source and then he may walk toward it if something else doesn't catch his attention in the meantime (like your merc that's not hidden as well as he should be). He may also decide to radio and report this disturbance and its location to all his colleagues.

Although noises can give away your location, they can also lure the enemy into a deadly trap. By hiding well (crouching and using camo) and baiting the enemy with something like a rock, you can draw him into your nest, blow him away with a silenced gun and, if the enemy radioed the location, wait for his friends to show up.

*Full
Red Alert*

Unlike sounds that make an enemy merely suspicious, clear evidence of your mercs' activity (visual contact, gunshots, bullet ricochets, explosions, etc.) will send an enemy into full "red alert." If not killed, he will also seek to radio all his colleagues in the sector to notify them of the disturbance and the "red alert" status. Needless to say, if the enemy knows where you are, you may find yourself surrounded and unable to get good cover. Also, if the sector's home to a processing plant or another item (or person) they don't want you to have, they may blow it (or her) up as soon as radio contact is achieved (see below).

So, as the game progresses and you're able to acquire silencers, camo and the like, use them often and wisely—especially if the mission requires stealth. Don't waste shots and risk the chance of being spotted or heard. Lure them in and then hope that you can blow them away with a single volley of shots . . . before they can radio other enemies in the sector.

*Stealth
Missions*

"Stealth missions" are attempts to win a sector (or at least accomplish a specific task in a sector) quietly and covertly. You can't raise general alarm by being seen or heard, or the enemy will radio your presence to all other enemies in the sector.

Battles involving mercenaries invading the following sectors are considered "Stealth Missions":

- Sector 27 (when North Processing Plant is operational)
- Sector 54 (when South Processing Plant is operational)
- Sector 31 (when West Processing Plant is operational)
- Sector 24, 33, 53, 7 or 55 (when Brenda is held hostage there)
- Sector 12 (Santino's Lab, when safe contains Brenda's Journal)

ATTACK STRATEGY

If a general "red alert" is successfully radioed by enemies prior to the successful completion of the stealth mission, they will seek to wreck processing plants, blow up the journal or kill Brenda, depending on the nature of the stealth mission.

In "processing plant" stealth missions, the enemies always have a system rigged up to set off a series of explosions to badly damage the operational plant. They can wreck the plant one of two ways. Some enemies may carry personal detonators, and, in case of red alert, the enemy simply activates his detonator and the plant is sabotaged. On the other hand, enemies without detonators are all aware of and have means of reaching a so called "panic trigger," a special switch hidden somewhere in the sector. The enemy closest to the switch will try to reach it and activate it to sabotage the plant. Naturally, if you kill him, the next enemy in line will try to flip the switch.

Note: A mercenary can also activate this "panic trigger" if he happens to stumble upon it by searching its secret location.

If a plant is sabotaged before the sector is captured, it will take anywhere from one to three days before Jack's workers are able to get it operational again, and it must remain linked during that time. If the enemies remain in control of the plant, it'll take them a while to fix it, too.

In the stealth mission to retrieve Brenda's scientific journal, the safe that holds it is wired with explosives, and just like a plant capture mission, a panic trigger exists in the sector to set off those explosives and destroy the journal as well as the safe.

In the stealth mission to rescue Brenda, a "red alert" will cause the enemy located closest to her to move toward her at maximum speed. If he manages to reach her, he will stab or shoot her dead. *One attack is enough to accomplish this.* The mission then fails, and Brenda will be found dead. If the enemy trying to reach her is somehow stopped, another will immediately attempt the same thing.

Some additional sectors have panic triggers and similar devices which set off explosions, open or close doors or otherwise cause general mayhem. Although they're not related directly to any quests, setting them off can sometimes hinder your progress.

*Processing
Plants*

*Brenda's
Journal*

*Saving
Brenda*

ATTACK STRATEGY

Your Attack

Once you enter a sector, certain rules of war apply . . . namely, quicksave. Of course, there are things you can do to tip the odds in your favor.

Take cover!

Take cover! Shoot! Take cover! Before you enter a sector, study a map of it. Then, decide where you should traverse from. If you waltz into an open field, you're not exactly coming in under the best of circumstances. Taking cover, facing in the right direction and crouching are your best (and obvious) defenses. Always use trees and buildings to block your mercs and have covering fire.

Protecting Yourself

Of course, some times you'll need to blow your cover to reach buildings or flush enemies out of their territory. In this case, nothing but good protection and luck will be on your side. A merc equipped with a treated vest (add Compound 17) and helmet, might be hit but might not take any damage from it the shells.

Don't Waste Bullets

Do not waste bullets. Use the F9 key to make sure you have an accurate line of sight. Then, don't shoot through branches or through a fellow mercenary (if you accidentally shoot another merc, he'll probably shoot right back!). If you're right next to a downed enemy, stab him; don't waste a bullet shooting something that can't defend itself. Be careful not to reveal your position in stealth missions, though. In this case, a silenced gun might be better.

Using Line Of Sight

Taking advantage of your line of sight (F9), you can turn away and look for a place to hide and still maintain "visual contact." Until the next turn, that merc still knows where the enemy is. Of course, if you stay turned away, you will lose visual contact next turn. This can be very useful if you're trying to find cover and break contact with a bad guy breathing down your neck. Obviously, though, you'll remember where the enemy is, and when your merc breaks the contact, everyone else can try to flank the shooter as the enemy moves in to find him.

Rocks!!!!

Throw one, be "camo'ed" and crouch behind a tree. Sometimes, by throwing rocks, you can get the enemy to walk right by and save ammo by stabbing him. They may also look in another direction or move toward the point of impact.

Using Medics

Keep your mercs with medical skills in the middle of the platoon, accessible to everybody. Also, remember that a merc with medical ability can heal himself. If someone has to take damage, perhaps he might be the best bet since it doesn't require tying up two mercs. However, be careful . . . you could find yourself looking for another medic if he takes too much damage.

Reloading

When in combat, have each merc carry sufficient reloads or have the fastest merc carry extra ammo and guns so that he can get to people quickly.

Intercepting

Intercept Santino's shipments to get lots of good stuff (see the "Notes . . ." section for details).

ATTACK STRATEGY

Aside from rocks, you can use a fast merc to "spot" enemies. Send him out into the open, and if he sees something, he'll radio it back to everyone else. Make certain you have enough points to get him back to cover, though. By "baiting," you can set up an ambush. Make sure your gunners are prepared and lure the enemy in. Naturally, doing this also serves to pull them out of their ambush for you (if they've set one up).

When moving from one spot to another, move the non-gunners first. That way, if they spot anything good, the marksmen will have plenty of points to fire (Raffi makes excellent bait as does Elio) and flank the faster guys.

Keep your mercs relatively close to one another. Spreading the platoon out is dangerous. However, don't stay *too* close together, or you'll be grenade bait.

If you want to pick up stuff that enemies drop, don't kill them in water.

If a merc goes "psycho" on you, and refuses to move from his ground until he kills the enemy he's seen, take the gun from his main hand to take his mind off it for a while. He'll calm down then and you can move him where you like. For mercs with this tendency, you'll need to learn how to work around it so you don't lose the action points. Don't let them fire unless they have some kind of cover.

Checking buildings for enemies should be done by at least three mercs, preferably well armed and qualified with plenty of action points. Don't open the door until you have enough points to shoot up the room, and be careful where you place them before entering—enemies also know how to open doors.

Extended ears save lives and so do metal detectors. Keep them on your team.

Don't go crazy collecting stuff in sectors. Leave some stuff that you may need behind in a sector adjacent to the one you're entering. That way, you can always go back to get it if you find the fire's especially heavy (drop off a bunch of .38 ammo and grab a few grenades . . .).

Go slow unless matters dictate otherwise (if you need to rescue Brenda, for instance). Let the enemy make the first move . . . you may just gain the upper hand. If at all possible, hang back, wait 'til your mercs regain their action points in a turn or two and then strike. Fire a shot to get their attention, and they'll head your way. With your gunners at full action points, you can shoot at your best with the enemy in the open.

Do Guard Management the moment you gain a sector (unless there are lots of mines that you won't be able to get to quickly). While you're searching your newly acquired territory, the guards will be in transit. You may not want to leave until they get there since enemies are less prone to attack well-guarded sectors.

Baiting

Preserve Marksmen

Don't Drift

Water Kills

Psycho Mercs

Entering Buildings

Anti-Death

Leave Stockpiles

Go Slow

Guard Management

ATTACK STRATEGY

In the Morning

If you want to respect yourself that night, it's recommend you take some precautions in the morning:

- Do inventory management. Group or merge the stuff you found the day before, and make certain you're not taking along unnecessary items.
- If certain mercs are in need of medical treatment, let them stay behind with a doctor so you don't get down to eight action points for your formerly fast merc. Don't bother doctoring minor cuts and bruises, though. These heal naturally over time.
- Repair items that need to be repaired by leaving your mechanic behind with his toolbox unless you really need the body in the field.
- Plan your strategy for the day. Think of the objects you want to accomplish so that eventually, you'll be alive, well and in good financial shape . . . good enough to take over . . .

Santino's Compound

Santino's beloved compound, the home to the man who's pretty much made your life hell for the last month or so. It's no surprise that this sector is very, very well guarded . . . so well guarded, in fact, that it almost defies the rules of war. After all, he has a lot to lose.

Throughout the game, Santino, anticipating your bothersome, nettling attack, has been flying in reserves. Many of these reserves have already made their way into other sectors to back up their fallen comrades, but many may remain and will virtually pop out of the woodwork if you don't make quick haste and waste in this sector.

Your best bet is to first and foremost be heathly and loaded with bullets. Bring all the grenades you can get your hands on and gas masks to avoid the numerous gas attacks. Lastly, load up with canteens so you'll recover your energy quickly. Enter Santino's sector from sector 11 (others favor sector 2) and head for the main building as quickly as possible; unless you get there quick, you'll find everyone and their brother showing up from other sectors and the ocean itself to kill you. There's no time to shoot trees and burn action points. If you have a clean shot, take it; if not, make your way toward the building as quickly as possible.

Finally, approaching his office, a stir goes through the air. Maybe it's that Santino radioed his final call. His morale broken and his men's morale, too. You stand there face to face . . . and then he's gone. Perhaps killed, perhaps not.

But there's one thing he's left behind . . . the sapling, the one thing that makes this death march worth it. To save the sapling, someone must brave the two land mines planted in the office and the seemingly random bomb explosions happening all around in order to reach, grab, and carry it to safety. If it's not done within three turns, you'll find yourself with sapling juice instead.

QUESTS

You've found the micro-purifier, taken two sectors, and for the first time, things really seem to be going your way. Then, the water supply goes bad. On Metavira, in the midst of its pseudo-civil war, if it's not one thing, it's another. In this section, point for point, you'll see the inner workings of Santino's plans allowing you to stop them at their sources before they go too far.

All quests in this section are listed in the order they typically would happen during your game. However, since you might take over sectors before Santino's men can get in to do their dirty work, you may not encounter all of them.

The micro-purifier quest starts off the game - you can't get money rolling in if you can't process the sap that the trees generate. To finish the quest, you must bring the micro-purifier back to Jack at the end of the day. In general, the micro-purifier is carried by a randomly selected enemy in a sector near the home sector (60). Naturally, that enemy must be killed to retrieve this item. ("Oh, is this what yer looking for? Here you go. Sorry, didn't mean to take it. I, ah, just found it. Yeah, that's it.") The sector where you'll find this guy and his loot depends on the difficulty level selected:

- On the "easy" or "normal" setting, it's in the first sector the mercenaries traverse to (either sector 50 or sector 59).
- On the "hard" setting, it's in one of three sectors, 50, 59 or 49 and is randomly selected.

Also, if the micro-purifier is brought back within 3 (easy), 2 (normal), or 1 (hard) day(s), Jack immediately pays out a \$1000 bonus for speedy recovery. On the other hand, if you take too long, the processing plant remains out of commission, and you'll have no income.

Discouraged that you actually got your plant into operation, Santino's grunts mobilize to poison your water supply. Your mercs and your workers begin to suffer from fatigue, and even the Richards' are affected. Before the slow poison kills all of you off, you need to stop the problem at its source, the river reservoir which encompasses sectors 29, 30, 39, 49, 50 and, of course, your home sector 60. From the overhead map, you can easily see these sectors; each one also has signs reading "Reservoir."

While this quest is in progress, all mercs, guards and tappers are more susceptible to fatigue: every action they take costs extra breath, and that breath takes longer to recover. Though the poison's effect is not huge, it is noticeable as it adds up. The severity of this "breath penalty" varies by difficulty.

To secure the water supply (and end the Montezuma nightmare), you must regain control of the reservoir sectors and still have them in control by day's end. Since the poison's still in everyone's system, though, the effects of the bad water tend to linger around for a day or two.

Quest #1 The Micro- Purifier

Quest #2 Secure the Water Supply

QUESTS

Quest #3 Secure Brenda's Lab Sector

For the time being, everything seems cool. The water supply's being addressed, the plant is processing sap as fast as you can bring it in and you have at least seven sectors back in your control. So, Brenda's hoping you'll be able to regain access to her lab in sector 28, where important work still remains.

Should you get the sector back into your control and linked by day 12(easy), day 10(normal) or day 8(hard), then Jack will reward you with a \$5000 bonus ... if he remembers (the chap has so much on his mind, doncha know). If you don't get the money right off, don't worry. He'll come around sooner or later.

Quest #4 Resecure the Water Supply

Santino's grunts can be pesky buggers. Although it doesn't happen often (hopefully you've placed enough guards to ward off an attack), there's a chance that the water supply might be poisoned *again* if his troops manage to regain control of one of the five reservoir sectors (29, 30, 39, 49 and 50). Naturally, the chance that they break through to get at the water supply, thus trashing your strategy to take over new sectors, varies with the difficulty level you've selected. Should they succeed in retaking the water supply, your mercs and workers will begin to feel ill again ... and the feelings will hang on just like they did the first time you were poisoned. Note: The poisoning of the water supply can happen anytime the enemies manage to break the reservoir's barrier.

Quest #5 Brenda Disappears

Of course, and as if the poison's not bad enough, there's always a chance that Brenda may just disappear ... Sitting in the sun re-reading her lab notes in sector 28, Brenda disappears, putting the entire operation in jeopardy. You're off God-knows-where exploring new territory while the enemy is taking an important facility and one of your scientists, too! Her whereabouts are unknown, and Jack begs you to rescue her. Meanwhile, Santino's forces are hauling her off to one of their compounds. Most times, they make a fast break for it and head for sector 24 (almost 95% of the time, in fact). However, other strongholds in sectors 33, 53, 7 and 55 may also contain the missing Ms. Richards.

From the morning of her disappearance, you'll have a limited amount of time to save her before Santino's morons make mincemeat of her. After 10 days (easy), 8 days (normal) or 6 days (hard) her lifeless body will be dumped in the sector where she was held. You'll get four clues to help you find her quickly.

- In her lab sector (28), her lab coat will be found when you retake it.
- Hidden inside the Lab Coat, there is a lipstick-scrawled note hurriedly written by Brenda as she saw the enemies coming for her. It says they're taking her to "a small island."
- Just before they reached the "holding sector", they dropped Brenda's bloodied blouse on the ground.
- Brenda's bra is found near the beginning of the sector where she is actually being kept.

See special notes on this sector on the next page.

QUESTS

For Santino's men, kidnapping Brenda is quest #1 - they want her, her information and the effect her disappearance will have on your troops and your employer, Jack. Santino assigns his top men to the attack and gives them all the firepower they need. Worse yet, they'll stop at almost nothing to get to her. So, while you're on the prowl to get to her, keep these things in mind:

- As soon as the enemy *realizes* you're in the sector, they will try to kill Brenda. If possible, use silenced weapons and be as sneaky as possible. Kill enemies *before* they can radio your presence and get to her quick.
- She will request your best merc to escort her back to the home base if she's found alive.
- If you do get her back alive, you'll get a \$15,000 bonus from Jack (cool!).

The natives' burial ground in sector 6, like any cemetery anywhere, is sacred to them. To Santino, however, it's just another battleground in his efforts to take the island over. He hasn't responded to their pleading requests to bury their dead, and they have turned to Jack for assistance. Although you could blow them off ("Hey, man, I got sectors to take over. Chuck 'em in the ocean like I do."), you'll lose part of your workforce in the process.

To complete this quest, player must take over sector 6 and secure a linked route to it. For every day this quest remains incomplete, you'll lose 10 (easy), 15 (normal) or 20 (hard) natives from the native pool. There is no upper limit to these losses as natives become more and more upset. Eventually, your Fallow trees won't have tappers but will provide great shade to the ticked off workers who are no longer on your side and will never work for you again.

Every fallow tree that's infected means less income for you. As the virus spreads, your income lessens and eventually the trees in your possession may die. Santino, of course, has stolen the formula for the antidote. However, before the takeover of the island, Brenda had noted the sector numbers of the trees that were weak and susceptible to infection: 55, 25, 19, 42 and 40. You'll find the infected tree in one of these, and then it's up to you to stop the virus before it can spread. You may:

- Find the antidote to the virus which Santino surely has in his possession. Where he has hidden it, though, is random. It may be in one of five sectors: 7, 42, 56, 5 or 52. The antidote must be returned to Jack or Brenda at the end of the day. The following morning, the virus will be cured.
- Find the Pomillia flower which grows wildly in sector 8. If at least one is brought back at the end of a day, then Brenda will start working on the antidote, *unless of course, she's dead*. However, it will take her 3 days. If she has her journal, though, she'll already have the notes in hand to make the antidote in a single day.
- Bomb the trees. Although it results in a loss of future income for you, blasting the trees with live explosives before the virus can spread will put a quick, if painful, end to it.

Quest #6 Secure the Natives' Burial Ground

Quest #7 Virus Infects Fallow Trees

QUESTS

Quest #8 Headstone Stolen from Native Burial Ground

You've recovered the natives' burial ground in sector 6, and all's well . . . until one of your tappers notices that the headstone of Senor Los Makiwahan is missing. Although you immediately say, "Who's he?", your workers are clearly upset about it. Apparently, Jack figures, he's someone very important to them and unless his headstone is recovered, you'll risk losing your workforce again.

With headstone in hand, the enemies take off to a sector they own to prepare transport to Santino. If they own sector 23, they'll head there first. If not, they'll head to the first sector they own on Santino's Island in this list: 13, 21 or 22. All you need to do is find it, take it and bring it back to Jack so he can get it to its rightful owners. Naturally, while the natives wait, they get ticked off. For every day this quest remains incomplete, you'll lose 20 (easy), 25 (normal) or 30 (hard) natives from the native pool. There is no upper limit on these losses and those natives lost will be lost permanently, though others may join once it's returned.

Note: Should you retake the native burial ground early on and have the headstone stolen early on, you may be a long way off from Santino's island and have difficulty recovering the headstone. After quite a few days, obviously, you'll have a difficult time getting enough natives to work for you to keep the cash coming in. However, it is quite possible to recover the headstone by swimming out towards sector 23 from sector 24, traversing west, locating the headstone, and swimming back! This is very tricky, very dangerous, and very difficult, but it is possible.

Quest #9 Expected Attack on South Processing Plant

Cool. The processing plant in sector 54 is humming along at more than half its capacity, and Jack's sitting by watching the dollars (and the sectors) going up. Little do you know that the enemies are mounting an attack from an adjoining sector (which one, like so much in Jagged Alliance, is random). Jack, however, hears about it and is quick to tell you.

Obviously, the major attack is something you want to prevent especially since the sector contains a processing plant. Your best bet is to remain in the sector, wait for the attack and kill (hopefully) those who try to overtake the plant. Of course, enemies might try to take over the sector later, but it's probably nothing like the attack they currently have in store.

Quest #10 Retrieving Brenda's Scientific Journal

Well before you arrived on the island, Brenda's original research facility was destroyed by a fire, and her journals burned within it . . . so they thought. Santino's actually had those precious pages all along. By recovering the journal, you can speed Brenda's experiments along—especially if the Fallow trees become infected. He now keeps it securely hidden and heavily guarded within a safe in his laboratory building in sector 12. Regretably, this safe also has a lock. There are two ways to get into the safe:

- Apply the right combination by combining all three pieces of note #14 and "using" it in the merc's main hand (see "Notes" section).
- Defeat the lock with a locksmith's kit used by a mercenary with extraordinarily high lockpicking skills.

QUESTS

Of course, not all mercs will be able to lockpick this safe. Depending on your difficulty setting, the lock's inner workings will vary. In any case, you'll need a kit at nearly 100%.

- Easy: Lockpicking skill must be 80. Mike, Magic and Spike can do it. Scully is just one point away, so if he should gain a point while in your employ, he's able as well.
- Normal: Lockpicking skill must be 90. Mike or Magic may pick the lock.
- Hard: Lockpicking skill must be 100. Only Mike is capable of picking the lock.

Even if you have the combination or a merc who can pick the lock, there's still another problem: Santino's employees in sector 12 have instructions to blow the safe sky high if they see even one of your bodies in the sector. As soon as they see you, they'll send a grunt to pull the trigger at #16 (see sector 12's map). To retrieve it safely, you'll need to approach and kill with stealth. Use silencers, move slowly, and kill quickly before radio contact is made.

Should your mercs be lucky enough to retrieve the journal, they'll head back to home base right away to report their find (and will also gain points at the game's end). Before long, they'll hear about Santino's notations on his sapling, a treasured find.

There it is. On the table. The precious and nearly unthought of Fallow sapling. Somehow, it makes this quest all worthwhile. You know he's been secretly following Brenda's research, the same research she recorded in her journal months ago . . . before it was stolen. With this knowledge, he has reproduced this infertile tree. If only Jack and Brenda could see this, they'd know it is possible. You'll find the sapling in sector 1, location 1 (see sector maps). With it, you'll be able to increase the production beyond that which Metavira's limited trees can supply.

Yet, Santino runs through his merciless minefield, hoping to blow the sapling sky-high . . . only the best of mercs will make their way through—quickly. If it's not grabbed within three turns, an explosion underneath the sapling will destroy it. Even if it does, though, at least the island has been recovered, Santino's gone and Brenda can begin work on the sapling . . . until something goes wrong again.

Quest #11 Saving Santino's Fallow Sapling

LETTERS, NOTES, ETC.

The scrap of paper falls from the dead enemy's hand. It glides across the ground, moving with the afternoon wind blowing in from Metavira's eastern coast. Your merc spots it there and leans over to pick it up. Unfortunately, he has no idea what on earth it's supposed to mean.

Not a problem—every last one of them, including their translations, are listed below. While you may not find every note in every game, the vast majority of them will likely come to you from one source or another. The note numbers correspond to the numbers listed in the map section of this hint guide.

Note #1 First Resupply Shipment Note

- Text: "S36-D9: STORK A.M. DISTRIBUTE ITEMS AS NEEDED L.S."
- Translation: "On the morning of Day 9, in sector 36, a "stork" (low-flying small airplane) is to drop off supplies, which are to be distributed as needed. Signed Lucas Santino"
- Significance: If you plan your overall strategy so that you enter the enemy-held sector 36 on day 9 (any time), you will be able to intercept this shipment before the equipment is received by Santino's men. If you already own the sector on the morning of Day 9, the shipment will get canceled, and no one will receive it. If the sector is entered after Day 9, the enemies will have received the shipment, and only empty crates will be found. If Santino's grunts get the shipment, they will be better equipped. If you get it, though, your guards will have more chance defending sectors and your guys will be better equipped.
- Locations of note: Dropped by killed enemy in sector 10, 58 or 59. Found only once.

Note #2 Second Resupply Shipment Note - Part I

- Text: "S.FRANZ AWAIT REPLACEMENT S18 E.T.A. D16 L.S."
- Translation: "An enemy mercenary named S. Franz is to await replacement in sector 18. The replacement will arrive on Day 16. Signed Lucas Santino"
- Significance: By itself, the note appears to be irrelevant. However, along with Note #3, it makes sense. From Note 3, W.Pravdo is to relieve S.Franz the day before a shipment, and from Note 2, S.Franz is to get relieved on Day 16. Therefore, there must be a shipment on Day 17. Where? Since sector 18 is the only one mentioned, it's the likely choice. So, plan your strategy so that you enter the sector sometime during day 17. If you already own the sector on the morning of Day 17, the shipment will get canceled, and no one will receive it. If the sector is entered after Day 17, the enemies will have received the shipment, and only empty crates will be found. If Santino's grunts get the shipment, they will be better equipped. If you get it, though, your guards will have more chance defending sectors and your guys will be better equipped.
- Locations: Dropped by killed enemy in sector 26, 28 or 38. Found only once.

LETTERS, NOTES, ETC.

Second Resupply Shipment - Part II

- Text: "W.PRAVDO RELIEVE S.F. - A.M. DAY BEFORE SHP. L.S."
- Translation: "An enemy mercenary named W. Pravdo is to relieve another mercenary whose initials are S.F. in the morning one day before a shipment arrives. Signed, Lucas Santino."
- Significance: The note mentions a shipment, but doesn't say when or where. However, when paired with Note #2, part I, it makes sense. See Note #2's significance for details.
- Locations: Dropped by killed enemy in sector 16, 20 or 47. Found only once.

Third Resupply Shipment Note

- Text: "SL - ALPHA RDVU - QUAD C5 STORK - A.M. - 26 CO-ALPHA"
- Translation: "Squad Leader Alpha [company name is "Alpha"], Rendezvous Quad C5. Signed, Commanding Officer Alpha". "QUAD C5" refers to a sector using an alternate sector-labeling system: there are 10 vertical columns labeled A-J and 6 horizontal rows numbered 1-6. So, "C5" is the third column, 5th row, or sector #43. The "Stork" is arriving the morning of day 26.
- Significance: This alerts to player to the chance to intercept an enemy resupply shipment on day 26 in sector 43. So, plan your strategy so that you enter the sector sometime during day 26. If you already own the sector on the morning of Day 26, the shipment will get canceled, and no one will receive it. If the sector is entered after Day 26, the enemies will have received the shipment, and only empty crates will be found.
- Locations: Dropped by a dead enemy in sector 5 or 45. Found once.

Fourth Resupply Shipment Note - Part 1

- Text: "RDVU - S4 - D31 STORK - A.M.: ARS/EX/ETC L.S."
- Translation: Another rendezvous. The note advertises a shipment to be delivered in sector 4 on day 31 by the usual morning "Stork." The shipment promises to have ARs (Arsenal?, Arms?, Armor?) and EX (Explosives?), etc. Signed by Lucas Santino."
- Significance: This is a very special shipment, as evidenced by Note 6. Unlike "normal" shipments, this one will be left alone even beyond day 31, because all enemies have been warned not to touch it. So, the mercs can "intercept" it in sector 4 on any day starting with day 31. You'll be sorry you did . . .
- Locations: Dropped by a killed enemy in sectors 34,35 and 52. Also found on the ground in sector 45. Multiples of this note CAN be found, since Santino wants you to intercept this trapped shipment.

Note #3

Note #4

Note #5

LETTERS, NOTES, ETC.

Note #6 Fourth Resupply Shipment Note - Part II

- Text: "SJJ GNVQYEENJ, QXSZ AJNSV Q4 YE U31. QXYVL OQ S HYYHZXVSG. J.Q."
- Translation: "ALL PERSONNEL, STAY CLEAR S4 ON D31. STORK IS A BOOBYTRAP. L.S."
- Significance: The fourth shipment is in fact a "fake" and consists only of crates trapped with all sorts of heavy explosives. Santino is hoping your mercs will try to intercept it, and take heavy losses in their greedy attempt. This notes instructs (using the secret alphabet, letter-substitution code that Santino has invented) all enemies to stay away from the shipment—it's boobytrapped! The enemies will follow these orders, so the crates will remain closed and "full" past Day 31. Owning sector 4 on morning of Day 31 will cancel the shipment.
- Locations: Dropped by killed enemy in sector 15, 24 or 25. Found only once.

Note #7 Replacement Orders for H. Ward

- Text: "H.WARD, AWAIT REPLACEMENT E.T.A. D23 L.S."
- Translation: "An enemy mercenary named H. Ward is to await replacement on Day 23. Signed Lucas Santino"
- Significance: None. Although it is similar to note #2, there is no companion note to this one, and no associated shipments. This is a "red herring."
- Location: Dropped by killed enemy in sector 56.

Note #8 Replacement Orders for P. Rompart

- Text: "P.ROMPART, AWAIT REPLACEMENT E.T.A. D33 L.S."
- Translation: "An enemy mercenary named P. Rompart is to await replacement on Day 33. Signed Lucas Santino"
- Significance: None. Although the note is similar to note #2, there is no companion note to this one, and no associated shipments. This is another "red herring."
- Location: Dropped by killed enemy in sector 51.

Note #9 Orders to Steal Natives' Headstone

- Text: "THANK/WE ME/ASKS/IN/WHAT/HEAR/NO/S HI/-/AS/ITS/ONCE FOR/DOOM CREAM/PEST/BETRAY STEP/CHUG/ROE OWN OUNCE OFF TAHOE SOME/ALL/ ILL/EAR INSULT/A/SNIDES NO/E/EXIT/TWO ME/I/ONCE LOUD/CLAPS SLAIN/AT/PIT/NEO"
- Translation: Read only every 2nd letter. Every space or blank line is a word separator: "Take Makiwahan's h-stone from cemetery. Secure on one of the smaller islands next to mine. Lucas Santino."

LETTERS, NOTES, ETC.

- Significance: Confirms that Santino is behind the theft of the native headstone, and gives you a clue to its location. See the "Quest" section for further information.
- Locations: Dropped by killed enemy in sector 4, 27, 17, 43 or 54. Found only once.

Brenda's Kidnapping Note

- Text: "NEED HELP LUCAS MEN. THEY PLAN TO TAKE ME TO A SMALL ISLAND, BRENDA"
- Translation: Santino's men have taken Brenda to an island.
- Significance: Confirms that Brenda's mysterious disappearance is due to a kidnapping by Santino's men. Gives a clue as to where to look for her - on a small island. There are quite a few of these around Metavira, but it does focus the rescue search somewhat. See the "Quests" section for details on her disappearance and rescue.
- Location: Hidden inside Brenda's Lab Coat in sector 28 after Brenda's disappearance. The Lab Coat must be put into a merc's hand position to reveal that it contains the note.

Partially Legible Letter Substitution Code Table

- Text: ?????????????????RSTUVWXYZ
?????????????????VQXWCFIZT
- Translation: None required
- Significance: This is a coding table used to translate enemy messages from ordinary English into Santino's letter-substitution coded notes. Most of it is unreadable, but 9 letters still remain legible. The trick, though, is that this is the table for *coding* the messages, not *decoding* them. So, to translate, you look up the letters you *have* in the second line, and its code letter appears in the first line. With what remains of the table plus the obvious J.Q. = L.S. substitution, you're able to get enough of the code to translate the two coded notes, 6 and 12.
- Location: Dropped by killed enemy in sector 53.

Here's the full letter-substitution translation for decoding Santino's messages:

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
C	F	V	H	N	W	P	B	X	L	Q	K	M	E	I	J	S	G	A	Z	D	R	U	T	O	Y

Note #10

Note #11

LETTERS, NOTES, ETC.

Note #12 Orders to Destroy the Journal if Necessary

- Text: "SJJ GNVQYEENJ, QAONEXOBOA PYWVESJ OQ EYX XY BSJJ OEXY NENMZ DSEUQ. BOVQX QORE YB NENMZ GVNQNEAN ENSV MZ JSH - PYWVESJ OQ XY HN UNQXVYZNU OMMNUOSXNJZ. J.Q."
- Translation: "All personnel, scientific journal is not to fall into enemy hands. First sign of enemy presence near my lab - journal is to be destroyed immediately. L.S."
- Significance: The message is coded using Santino's letter-substitution scheme. Barring exceptional cleverness, you'll need the partial alphabet table (Note #11) to descramble it. The note alerts the player to the existence and importance of a scientific journal, its location (near Santino's lab), and that it is to be destroyed rather than fall into enemy hands. See the "Quests" section for more information.
- Locations: Dropped by killed enemy in sector 14, 22, 32, or 41. Found only once.

Note #13 Orders to Hide the Antidote

- Text: "G. STOGART, SECURE THE CURE IN AGREED LOCATION. FEEL A COLD COMING ON. L.S."
- Translation: "Instructions to enemy mercenary named G. Stogart to take the antidote for the fallow tree virus and hide it in a specific, agreed upon location. The virus will soon be sprung upon the Richards' fallow trees. Signed Lucas Santino"
- Significance: When you first find the note, you may be tempted to send Santino a box of explosive Kleenex®. Yet, once the Richards' trees start to wither, its significance becomes all too clear. From the note, you'll know that the old antidote Brenda talks about still exists, that Santino's men have it, and that it has been specifically hidden somewhere special. It also makes it clear that Santino is behind the return of the virus. However, the exact location of the antidote can't be determined from any note, since it varies between different games.
- Location: On the ground in sector 37.

Note #14 Three Parts Scraps of Paper with Safe Combination (3)

- Text: "11-5-2" - legible only when all 3 pieces are merged
- Significance: If all 3 pieces are found and merged, you'll be able to read the complete safe combination and open the safe holding Brenda's journal. See the "Quest" section for full details.
- Locations: one piece is in a trash in sector 47, one is dropped by a killed enemy in sector 44, and one is in on a table in a room full of canteens in sector 32.

LETTERS, NOTES, ETC.

Note from Hervos in Spanish

- Text: "LUCAS FATI EL ARBOS FALLOW JEUNOS. MAKI MALOS. IMPUS ARRESTOS. ARBOS ES BURROS LUCAS. HERVOS."
- Translation: "Lucas (Santino) made a young Fallow tree. He's very evil. Must be stopped. The tree is in Lucas' office. Signed, Hervos"
- Significance: The note is written in Spanish. If you speak it, of course, you can translate for yourself. If not, a native guide can do the work for you. If the note is placed in the guide's hand and right-clicked on, the native will provide you with loads of information: "It's a paper from Hervos! Mister Lucas make baby Fallow tree. He very bad man. Must stop him. He say tree be in Mister Lucas office."
- Location: On the ground in sector 33.

Coded Sign in Sector 41

- Text: "USERNV MOENBONJU"
- Translation: "DANGER MINEFIELD"
- Significance: The sign uses Santino's secret code to warn his men that the area is ridden with loads of mines.
- Location: Sign in sector 41.

Note #15

Coded Sign

GUIDE TO THE SECTORS

In the pages that follow, each and every sector of Metavira is exposed - all items, all bombs, every trap Santino's men have laid for you. You'll also find specific notes where relevant. Otherwise, the maps are your guide (it would be a bit silly to note "Hey, don't walk into that there section covered with mines" when you'll easily see that on your own).

Every map includes:

- A list of items that can be found in the sector
- A list of items that enemies assigned to this sector are likely to drop. Keep in mind that this list may change should enemies leave the sector or enter the sector from another. Your difficulty level is also a factor; the more enemies you kill, the more items you may find.
- Markings for bombs, triggers, "strokes" and switches that open doors or, ah, perform other nasty duties.

One thing you won't see on these maps, however, is enemy placement. It's different each time, and if things get really hot, some of Santino's men might come in from adjoining sectors. So, to keep your mercs out of their lines of sight, refer to the combat strategies section of this hint guide.

The Map Legend:

- ① White circled numbers on the map correspond to the numbers in the items list. **Any white circled number that is trapped to blow or otherwise mess things up is shown in bold and is noted with a disarm level.**
- ❶ Black circled numbers on the map will blow up (unless disarmed) when their white counterpart is triggered.
- 1 Numbers in squares represent locked doors. The number inside the square shows you the value of the key needed to open it.
- Ⓜ Shows locations of mines.
- Ⓢ Shows locations of "Strokes," special detection devices that clue the enemy on to your presence.

Determining the Detect Level

The detect level of a trapped object is shown as, for instance, Level 4. To see if your mercenary can detect the trap:

- Take one point for every full 30 points of explosives skill he possesses. A 93 explosives skill would equal 3 points.
- Add that to the mercenary's experience level. A level 3 mercenary with 70 explosives skill would equal 5 points.

GUIDE TO THE SECTORS

If the total of the two are equal to or greater than the level shown, he'll be able to detect its presence.

Detecting Triggers

Where triggers are shown as, for instance, level 6, you'll need a mercenary of the same level to detect it.

Using Keys

Each key in Jagged Alliance has a "value," a certain number that is used for reference to note the shape of the key and the type of lock it fits. On the maps, each locked door also has a value to note its lock. Any key may open a door if their values equal.

SECTOR OVERVIEW

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		5		
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	7			
Sec 51, Page 52	Sec 52, Page 51	Sec 53, Page 50	Sec 54, Page 49	Sec 55, Page 48
	7	5	9	5

SECTOR OVERVIEW

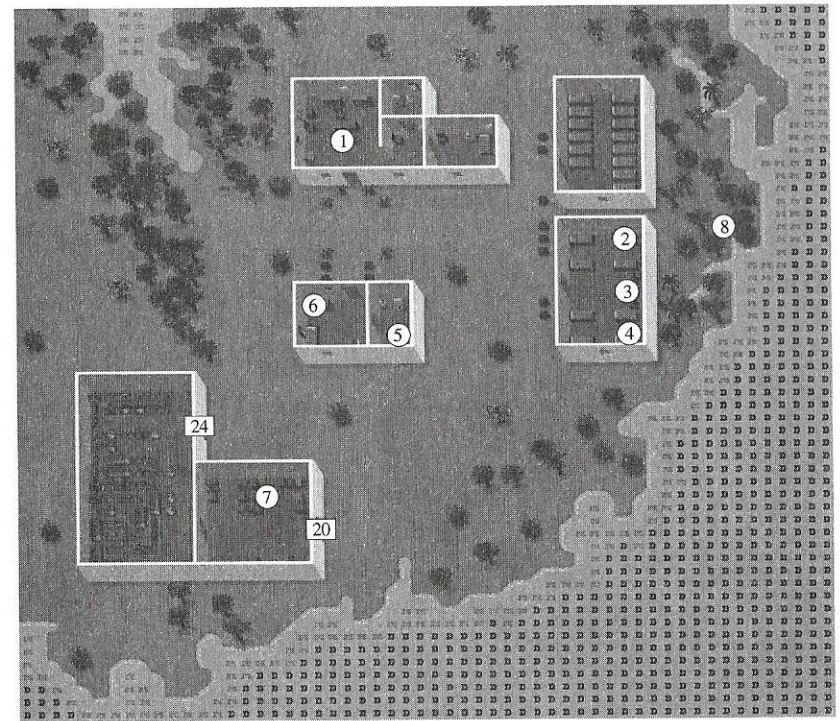
Sec 6, Page 97	Sec 7, Page 96	Sec 8, Page 95	Sec 9, Page 94	Sec 10, Page 93
6	7	5		
Sec 16, Page 87	Sec 17, Page 86	Sec 18, Page 85	Sec 19, Page 84	Sec 20, Page 83
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		3	2	4
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			2	4
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			1	2
Sec 56, Page 47	Sec 57, Page 46	Sec 58, Page 45	Sec 59, Page 44	Sec 60, Page 43
7			1	

In the overhead map above, the special quests for Jagged Alliance are detailed for your "quick reference." The larger circled numbers indicate the most likely place you'll find the item or person in question.

1. Micropurifier sectors.
2. Water supply sectors - must secure all numbered sectors.
3. Brenda's Lab.
4. Resecure water supply quest - must re-secure sectors.
5. Brenda's potential locations.
6. Native Burial Ground.
7. Antidote for virus potential locations.
8. Headstone potential locations.
9. South processing plant attack.
10. Journal location.
11. Fallow Sapling location.

For detailed information on any quest, see the "Quests" section of the strategy guide.

SECTOR 60



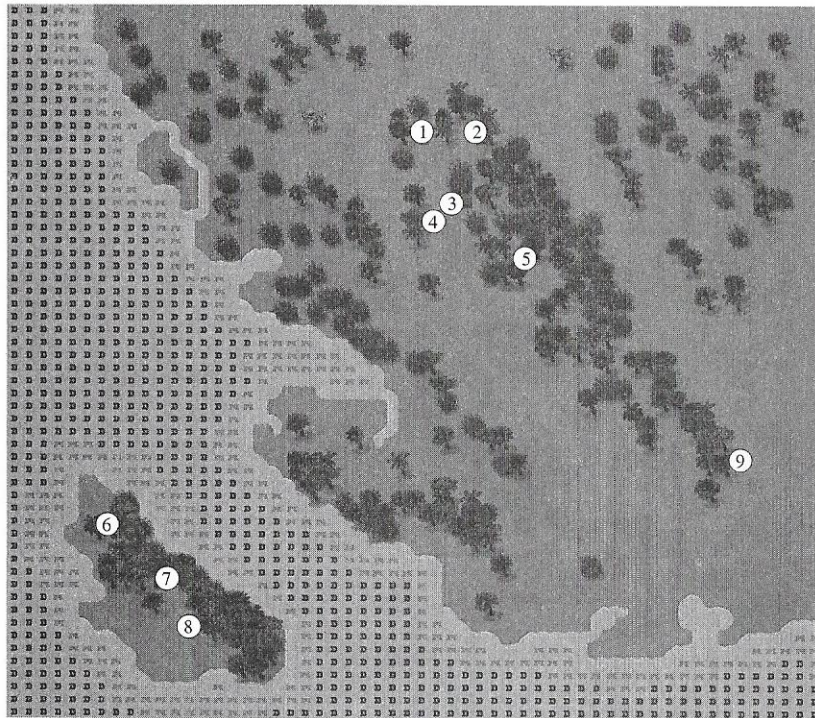
Items & Traps

1. Key, 20
2. 4-Pocket Assault Vest, 100%
3. Knife, 80%
4. .38 Revolver, 94%
5. 10 Boxes of .38 Ammo
6. Helmet, 70%
7. Tool box, 98%
8. Crowbar, 60%

Potential Enemy Items

No Enemies.

SECTOR 59



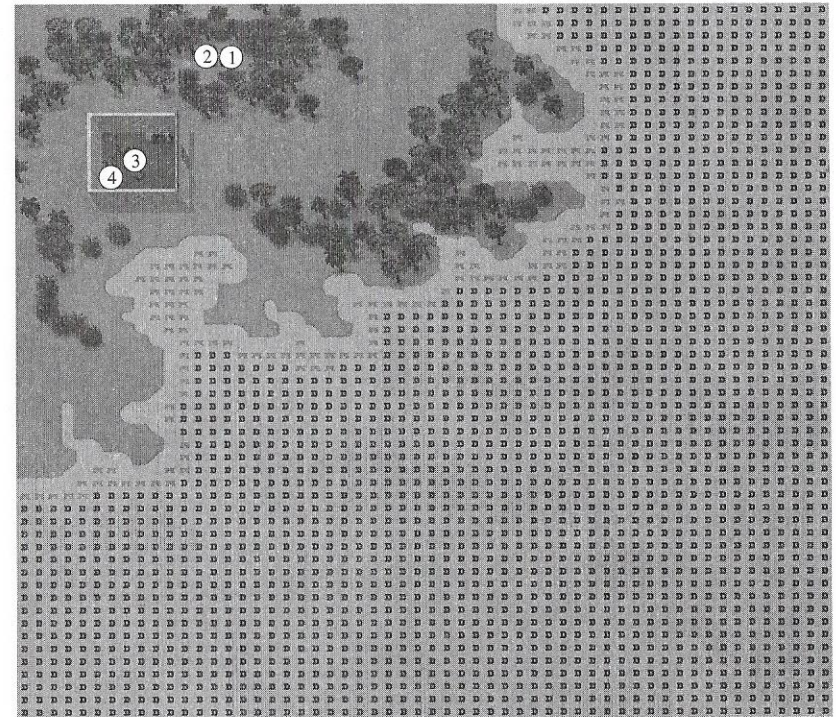
Items & Traps

1. Kevlar Vest, 92%
2. Locksmith's Kit, 73%
3. 4-Pocket Assault Vest, 97%
4. Wall Probe, 91%
5. 2 Clips of .45 Ammo
6. Grenade, 68%
7. Helmet, 30%
8. 2 Boxes of .38 Ammo
9. Crowbar, 63%

Potential Enemy Items

- A. Note #1
- B. First Aid Kit, 87%
- C. 5-Pocket Assault Vest, 89%
- D. Grenade, 50%
- E. Helmet, 69%
- F. Micro-purifier (see the "Quests" section for more information)

SECTOR 58



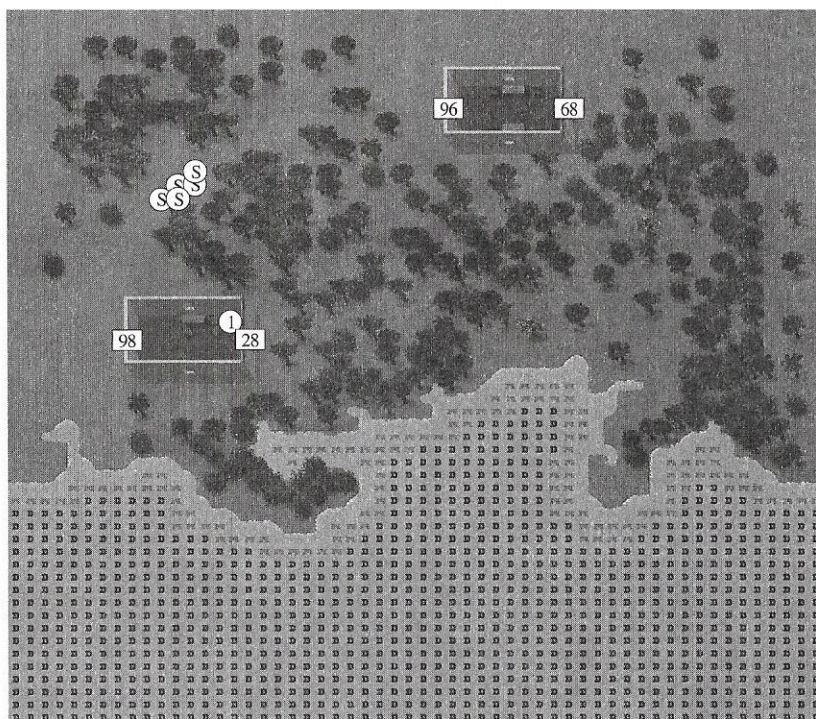
Items & Traps

1. 2 Clips of .45 Ammo
2. 3 Boxes of .38 Ammo
3. Crowbar, 89%
4. Rock, 80%

Potential Enemy Items

- A. Note #1
- B. Metal Detector, 86%
- C. Helmet, 55%

SECTOR 57



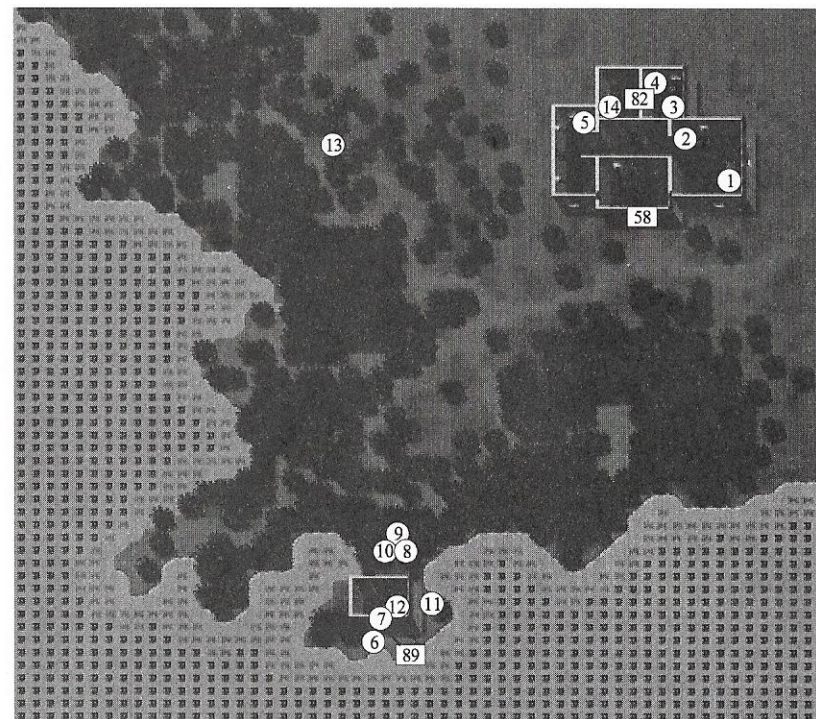
Items & Traps

1. Tear Gas Container, 94%

Potential Enemy Items

- A. Key, 68
- B. Wall Probe, 51%
- C. Kevlar Helmet, 93%
- D. Extended Ear, 70%

SECTOR 56



Items & Traps

1. Key, 82
2. Camo Kit, 85%
3. Metal Detector, 80%
4. Compound 17, 88%
5. 2 Clips of 9mm Ammo
6. Key, 58
7. Rock, 94%
8. Live Plastic Explosives - Trapped (Level 4)
9. 2 Grenades, 83%
10. Plastic Explosives, 94%
11. Shielded Vest, 20%
12. Canteen, 10%
13. Potential location of Brenda's blouse
14. Potential location of the antidote for the tree virus

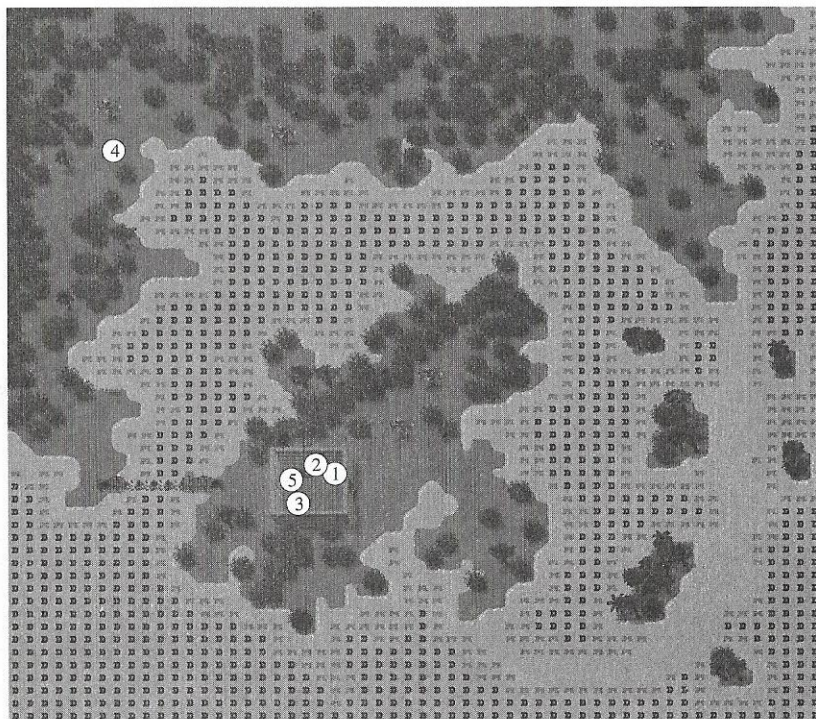
Potential Enemy Items

- A. Note #7
- B. Key, 84
- C. Clip of 9mm Ammo
- D. First Aid Kit, 92%

Notes

If Brenda's blouse is found in this sector, Brenda will be found in sector 55. This sector is also the possible location of the antidote for the tree virus. See the "Quests" section for more information.

SECTOR 55



Items & Traps

1. Sun Goggles, 82%
2. Medical Kit, 81%
3. Piece of Cloth, 99%
4. Potential location of Brenda's bra
5. Potential location of Brenda

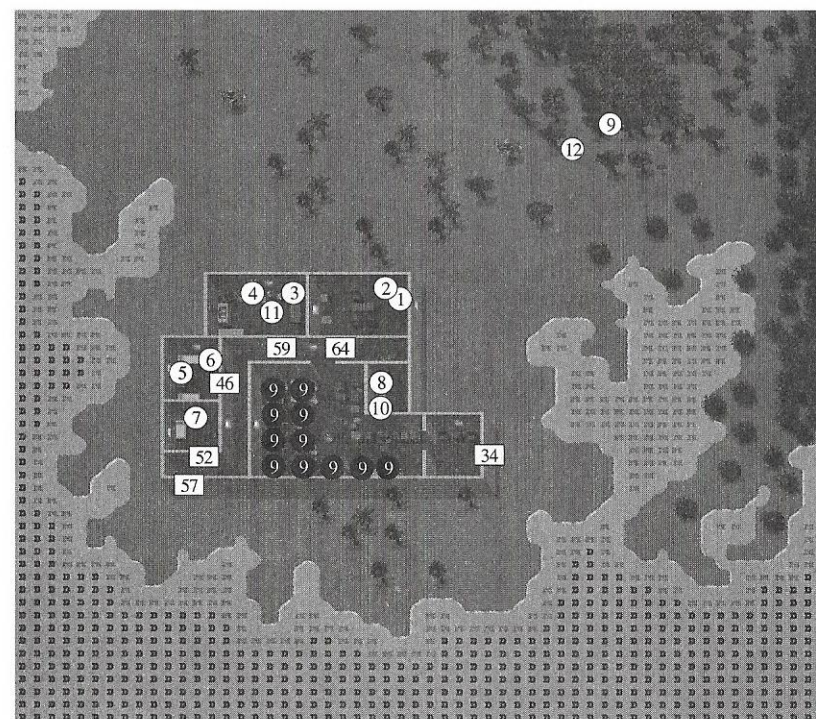
Potential Enemy Items

- A. Grenade, 75%
- B. Spectra Shield, 79%
- C. Mustard Gas, 97%

Notes

This sector is the possible location of Brenda if she has been kidnapped. It is also the most likely starting point of the tree virus. See the "Quests" section for more information.

SECTOR 54



Items & Traps

1. Padlock Key, 59
2. Sun Goggles, 91%
3. Glass Jar, 88%
4. 2 Tubes of Compound 17, 99%
5. Kevlar Helmet, 80%
6. Tool Box, 93%
7. Medical Kit, 84%
8. First Aid Kit, 82%
9. **Detonator (Detect Level 2 - black 9's detonate)**
10. Piece of Cloth, 86%
11. Glass Jar, 99%
12. Potential location of Brenda's blouse

Potential Enemy Items

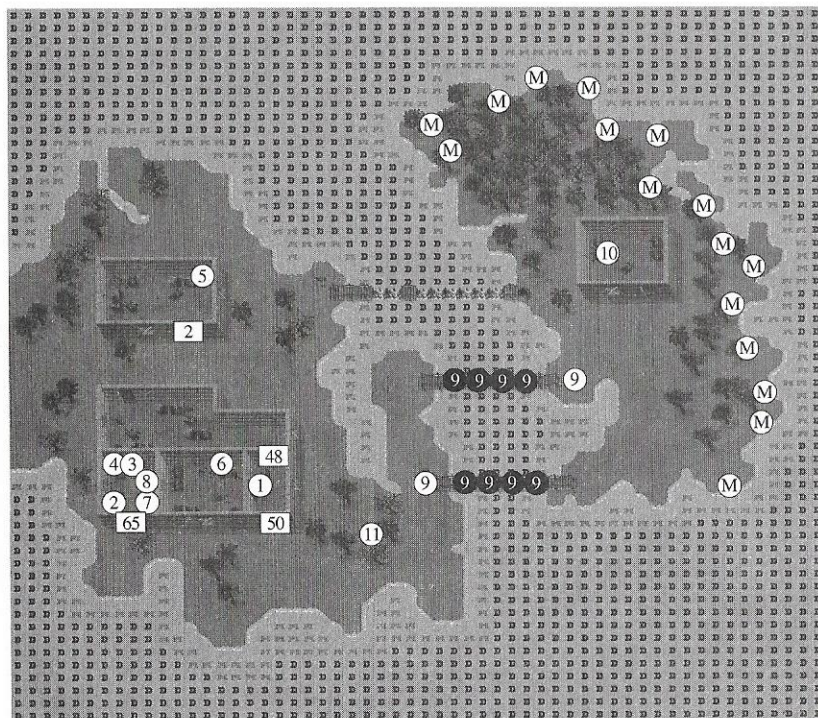
- A. Note #9
- B. Key, 52
- C. Modified 9mm Beretta, 78%
- D. Key, 46
- E. Locksmith's Kit, 91%
- F. Key, 64
- G. Grenade, 55%

Notes

The enemy with light brown hair can also blow up the black 9's if not killed in time. He carries a portable detonator.

If Brenda's blouse is found in this sector, Brenda will be found in sector 55. This sector is also the potential target of a serious enemy attack. See the "Quests" section for more information.

SECTOR 53



Items & Traps

1. Chunk of Steel, 97%
2. Land Mine - Not Live, 96%
3. Land Mine - Not Live, 94%
4. Land Mine - Not Live, 98%
5. Crowbar, 88%
6. Key, 48
7. Explosives, 87%
8. Land Mine - Trapped (Level 7)
9. Trigger for Bridges (Level 6)
Blows up all black 9's.
10. Potential location of Brenda
11. Potential location of Brenda's bra

Potential Enemy Items

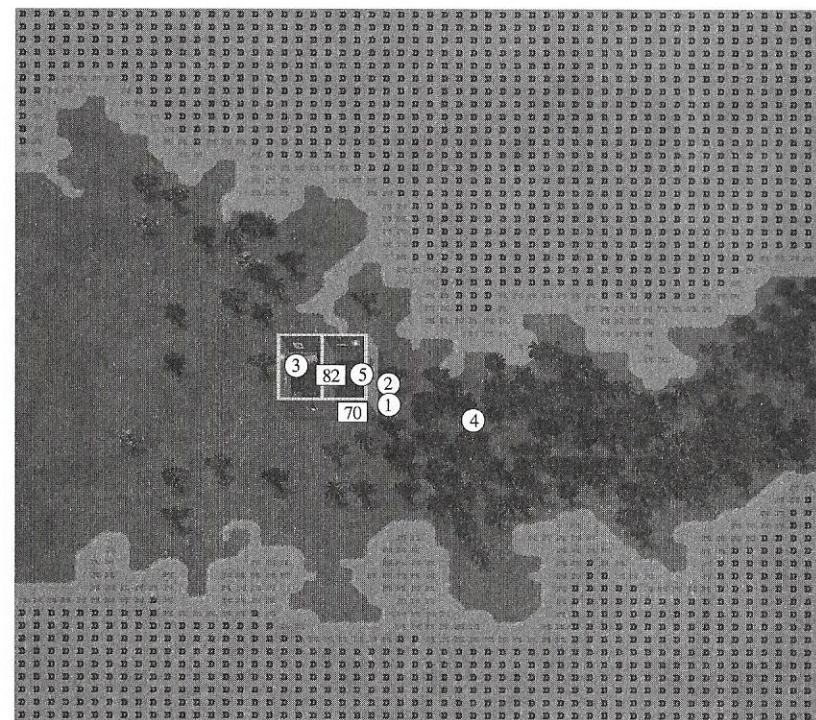
- A. Tear Gas, 100%
- B. Sniper Scope, 52%
- C. Modified .357, 85%
- D. Note #11

Notes

Cross to the other island using the bridge with black 9's. Be extremely cautious to get mercs over and immediately off the bridge without setting off the trigger.

This sector is also the possible location of Brenda if she has been kidnapped. See the "Quests" section for more information.

SECTOR 52



Items & Traps

1. Spectra Shield, 95%
2. Kevlar Helmet, 89%
3. \$3610
4. Potential location of Brenda's blouse
5. Potential location of the antidote for the tree virus

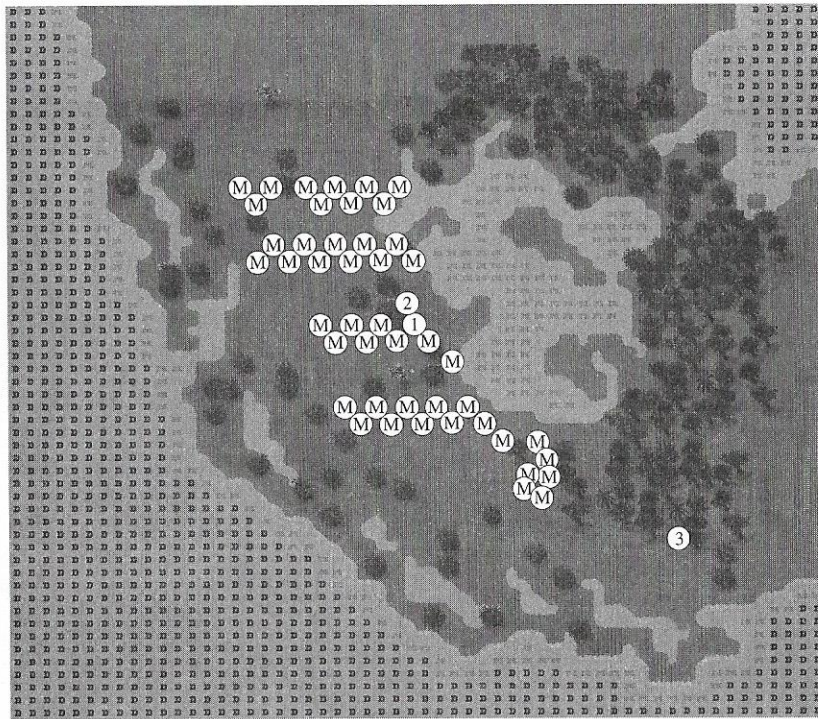
Potential Enemy Items

- A. Note #5
- B. Key, 70
- C. Clip of M14 Ammo
- D. Compound 17, 95%
- E. \$100
- F. Padlock Key, 65
- G. Camo Kit, 65%

Notes

If Brenda's blouse is found in this sector, she will be found in sector 53. This sector is also the potential location of the antidote for the tree virus. See the "Quests" section for more information.

SECTOR 51



Items & Traps

1. M16 Rifle, 82%
2. Metal Detector, 93%
3. Potential location of Brenda's blouse

Potential Enemy Items

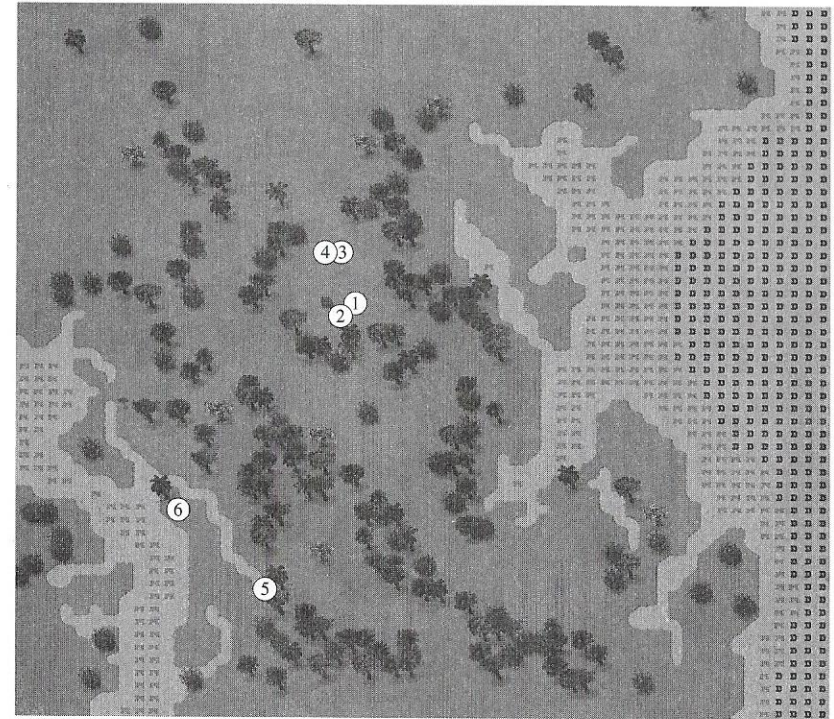
- A. Stun Grenade, Trapped (Level 6)
- B. Grenade, Trapped (Level 5)
- C. Kevlar Vest, 95%
- D. Note #8
- E. Medical Kit, 80%

Notes

For obvious reasons, a metal detector is HIGHLY recommended in this sector. Wind your way north to get the items, being careful not to trip off the mines.

If Brenda's blouse is found in this sector, Brenda will be found in sector 53. See the "Quests" section for more information.

SECTOR 50



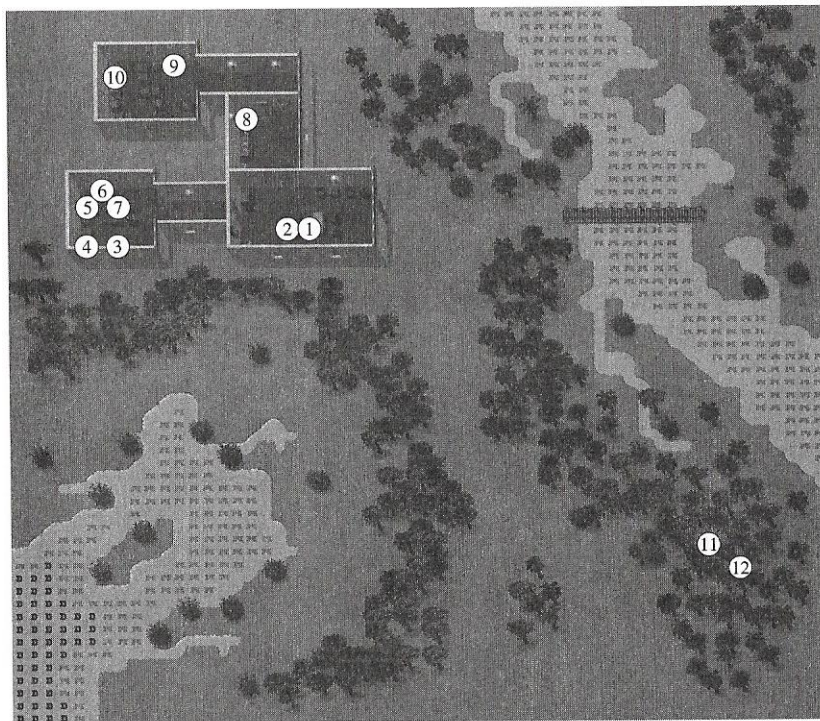
Items & Traps

1. 3 Boxes of .38 Ammo
2. Clip of .45 Ammo
3. 4-Pocket Assault Vest, 93%
4. Colt .45, 77%
5. 2 Boxes of .38 Ammo
6. Rock, 89%

Potential Enemy Items

- A. Helmet, 60%
- B. 9mm Beretta, 38%
- C. The Micro-purifier (see the "Quests" section for more information)

SECTOR 49



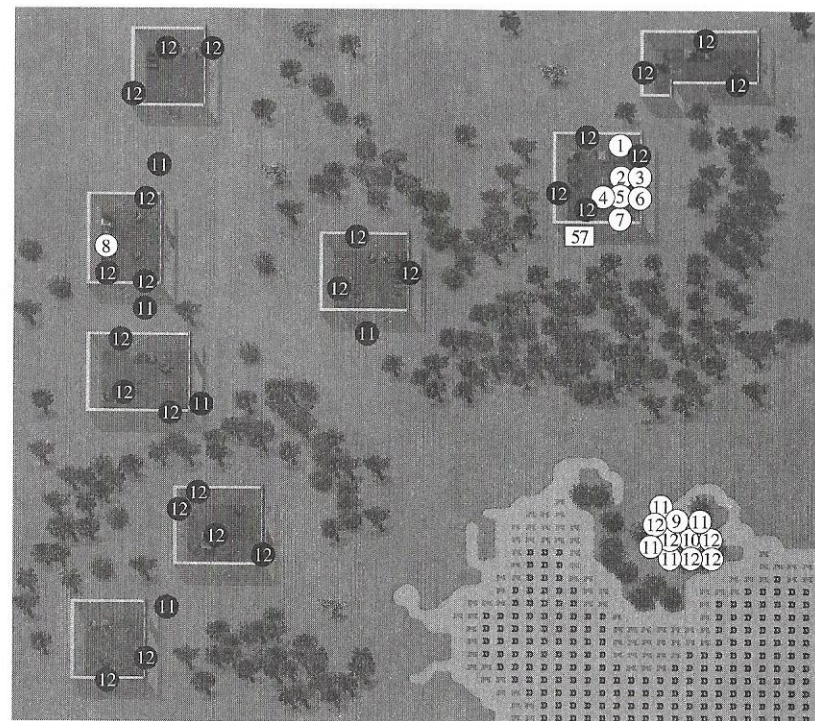
Items & Traps

1. Box of .38 Ammo
2. Box of .38 Ammo
3. 2 Boxes of .38 Ammo
4. 4-Pocket Assault Vest, 88%
5. Box of .38 Ammo
6. 5-Pocket Assault Vest, 97%
7. Knife, 84%
8. Chunk of Steel, 86%
9. 2 Clips of .45 Ammo
10. 5-Pocket Assault Vest, 99%
11. **Grenade, Trapped (Level 1)**
12. Colt .45, 99%

Potential Enemy Items

- A. Sun Goggles, 91%
- B. 4-Pocket Vest, 91%
- C. The Micro-purifier (see the quests section for more information)

SECTOR 48



Items & Traps

1. **Live Explosives, Trapped (undetectable)**
2. First Aid Kit, 90%
3. Colt .45, 68%
4. Clip of .45 Ammo
5. **Live Explosives, Trapped (undetectable)**
6. Clip of .45 Ammo
7. Clip of 9mm Ammo
8. Glass Jar, 81%
9. .12 gauge Shotgun, 55%
10. **Live Plastic! Trapped (Level 3)**
11. **Trigger - undetectable - sets off all Black 11's**
12. **Trigger - undetectable - sets off all Black 12's**

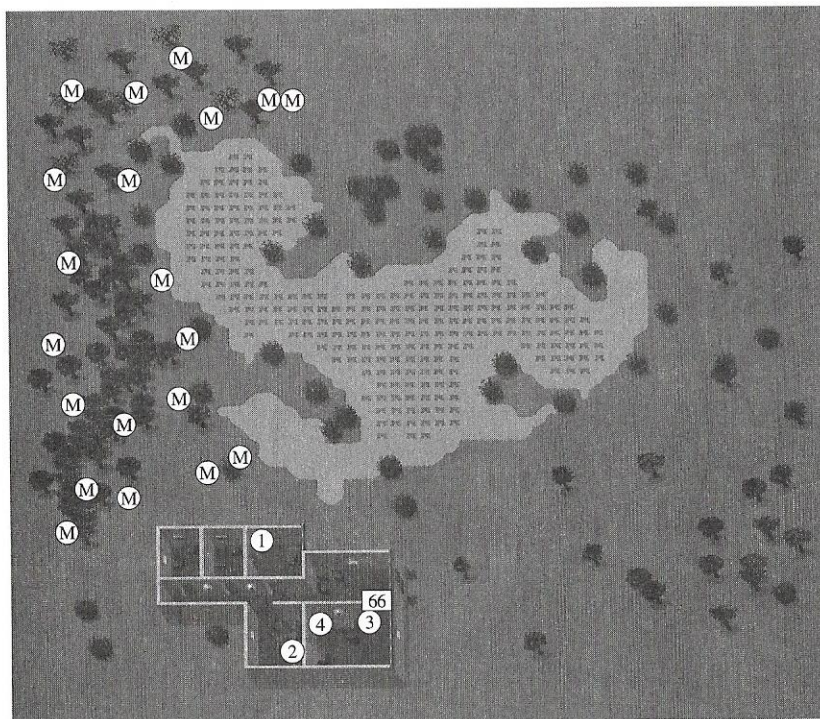
Potential Enemy Items

- A. Padlock Key, 57
- B. Key, 54
- C. Grenade, 88%
- D. Kevlar Vest, 92%

Notes

Before going after items 9 and 10, get the other items out of the buildings. Otherwise, you'll probably just blow everything up.

SECTOR 47



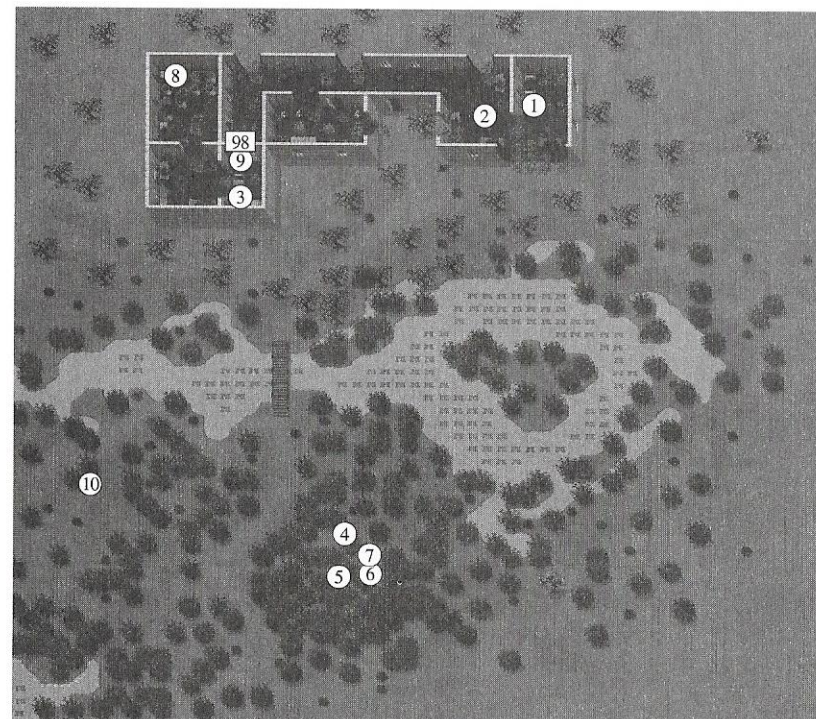
Items & Traps

1. First Aid Kit, 84%
2. 9mm Beretta, 81%
3. Note #14 (Part 1), 86%
4. Toolbox, 94%

Potential Enemy Items

- A. Note #3
- B. Key, 66
- C. Compound 17, 77%
- D. \$120
- E. Gas Mask, 62%

SECTOR 46



Items & Traps

1. Rock, 91%
2. Crowbar, 89%
3. Chunk of Steel, 83%
4. Gas Can, 90%
5. Gas Can, 82%
6. Gas Can, 86%
7. Gas Can, 81%
8. Chunk of Steel, 94%
9. .12 gauge Pump, 18%
10. Potential location of Brenda's blouse.

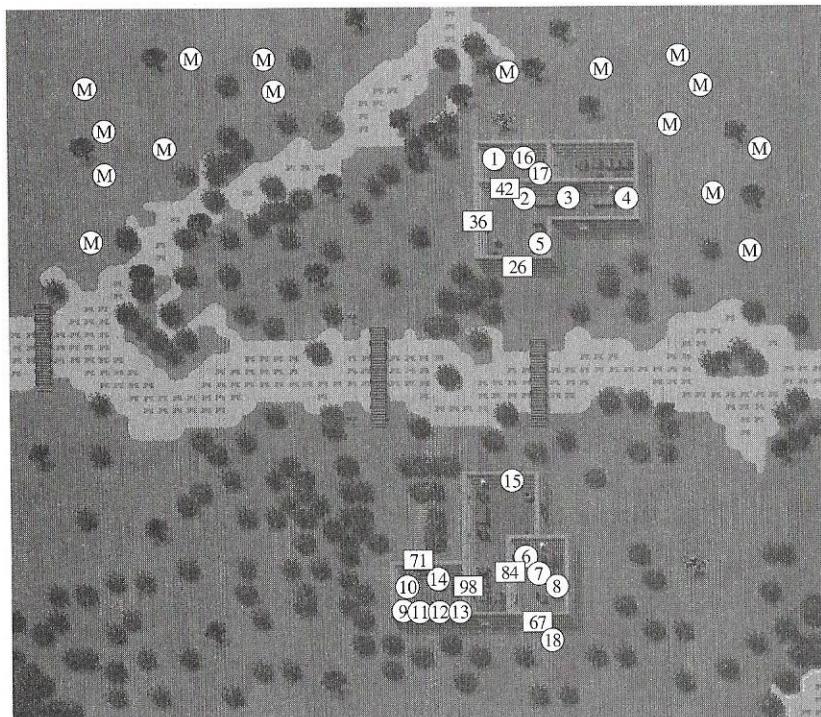
Potential Enemy Items

- A. Grenade, 76%
- B. Clip of 9mm Ammo
- C. \$50
- D. Sniper Scope, 69%

Notes

If Brenda's blouse is found in the sector, Brenda will be found in sector 55. See the "Quests" section for more information.

SECTOR 45



Items & Traps

1. Key, 84
2. 4 Boxes of .38 Ammo
3. 1 Box of .12 gauge Ammo
4. 3 Boxes of .357 Ammo
5. Key, 42
6. Gas Mask, 88%
7. Note #5
8. Padlock Key, 71
9. **Explosives, Trapped (Level 3)**
10. 2 Boxes of .357 Ammo
11. 2 Clips of M9 Ammo
12. Metal Detector, 92%
13. **Mustard Gas, Trapped (Level 4)**
14. 2 Boxes of .12 gauge Ammo
15. First Aid Kit, 92%
16. Beer, 82%
17. Toolkit, 99%
18. Potential location of Brenda's blouse

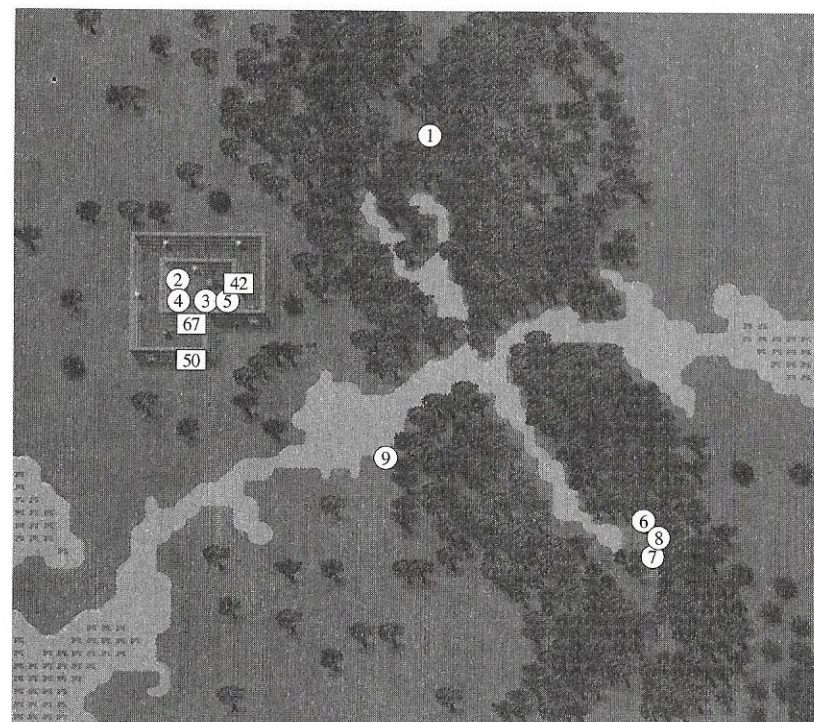
Potential Enemy Items

- A. Note #4
- B. Helmet, 52%
- C. Compound 17, 52%

Notes

If Brenda's blouse is found in this sector, Brenda will be in sector 33, 53 or 55. See the "Quests" section for more information.

SECTOR 44



Items & Traps

1. Spectra Shield, 91%
2. Glass Jar, 89%
3. Oil Can, 89%
4. Oil Can, 93%
5. **Gas Can, Trapped (Level 6)**
6. Detonator, 99%
7. Explosives, 82%
8. **Explosives, Trapped (Level 5)**
9. Potential location of Brenda's blouse

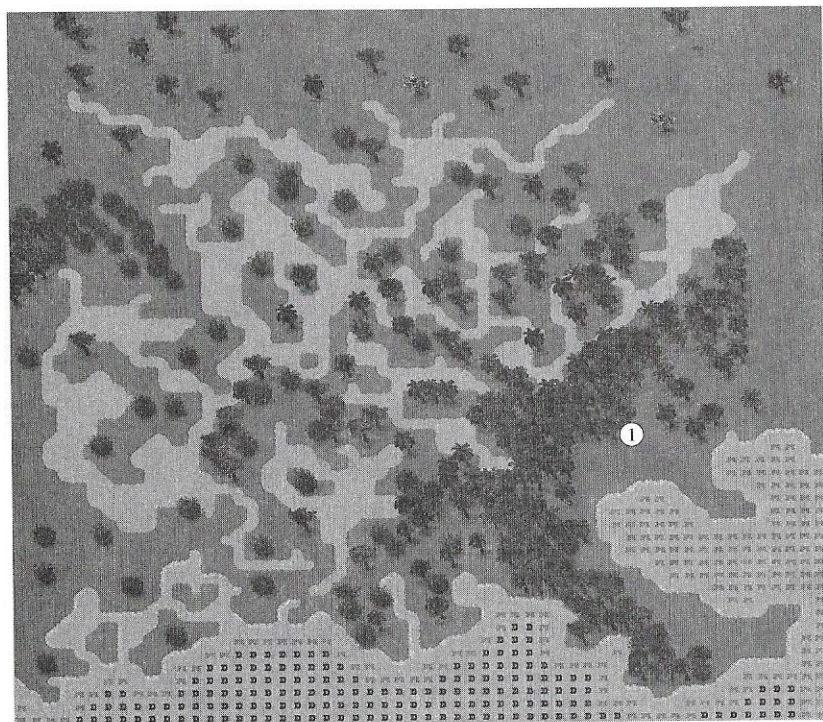
Potential Enemy Items

- A. Note #14 (Part 2), 61%
- B. Camo Kit, 50%
- C. Stun Grenade, 60%
- D. Key, 50

Notes

If Brenda's blouse is found in this sector, Brenda will be found in sector 33, 53 or 55. See the "Quests" section for more information.

SECTOR 43



Items & Traps

1. Potential location of Brenda's blouse

Potential Enemy Items

- A. Note #9
- B. **2 Grenades (Level 5)**
- C. Padlock Key, 49
- D. Kevlar Vest, 94%
- E. Kevlar Helmet, 63%
- F. First Aid Kit, 64%
- G. Canteen, 60%

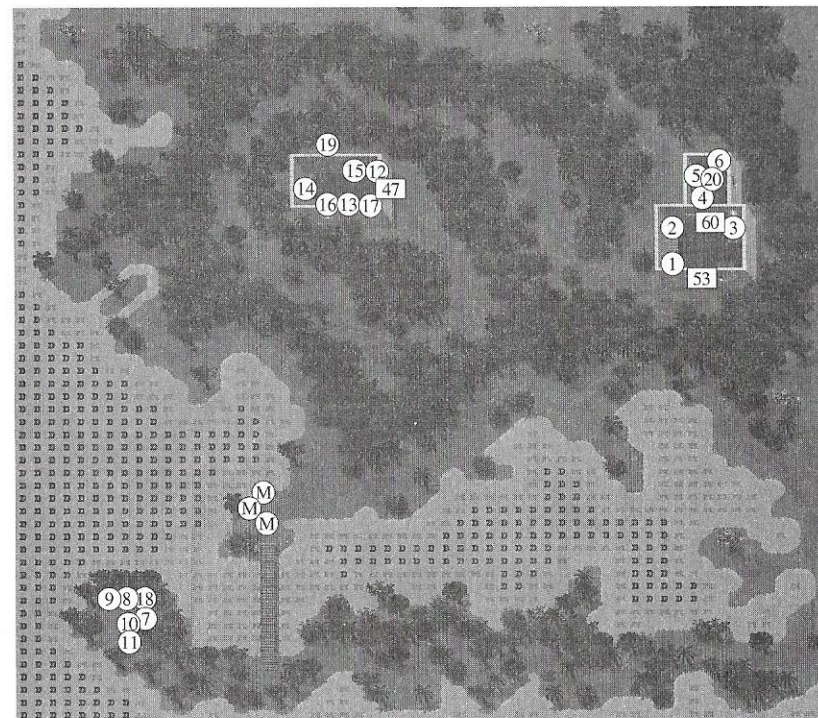
Notes

If Brenda's blouse is found in this sector, Brenda will be found in sector 33. See the "Quests" section for more information.

Also, if this sector is attacked on day 26, you will be able to intercept an enemy shipment containing:

- M16 Rifle, 83%
- 6 Grenades, 100%
- 3 Canisters of Mustard Gas, 91%
- 5 Stun Grenades, 82%
- 2 Explosives, 80%
- 2 Plastic Explosives, 80%
- 5 Clips of M16 Ammo
- 2 Detonators, 84%

SECTOR 42



Items & Traps

1. Piece of Cloth, 87%
2. Metal Detector, 86%
3. Padlock Key, 47
4. Oil Can, 88%
5. Spectra Shield, 89%
6. Oil Can, 94%
7. Land Mine, 80%
8. Explosives, 98%
9. **Active Plastic Explosives, Trapped (Level 6)**
10. Silencer, 94%
11. Stun Grenade, 98%
12. Rock, 95%
13. 3 Clips of 9mm Ammo
14. 3 Canisters of Tear Gas, 90%
15. **Explosives, Trapped (Level 6)**
16. M14 Rifle, 85%
17. 4 Clips of M14 Ammo
18. Sniper Scope, 88%
19. Crowbar, 83%
20. Potential location of tree antidote

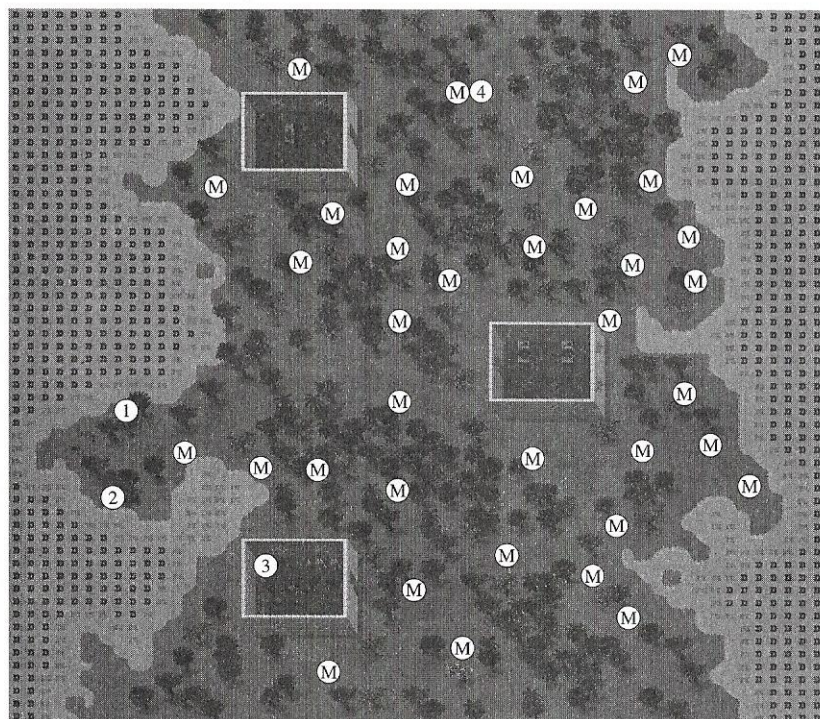
Potential Enemy Items

- A. Box of .12 gauge Ammo
- B. Padlock Key, 53
- C. Tear Gas, 100%
- D. Key, 48
- E. Clip of M14 Ammo
- F. Camo Kit, 62%
- G. Box of .357 Ammo
- H. Clip of M16 Ammo

Notes

This sector is a possible starting location for the tree virus and also a possible location of the antidote. See the "Quests" section for more information.

SECTOR 41



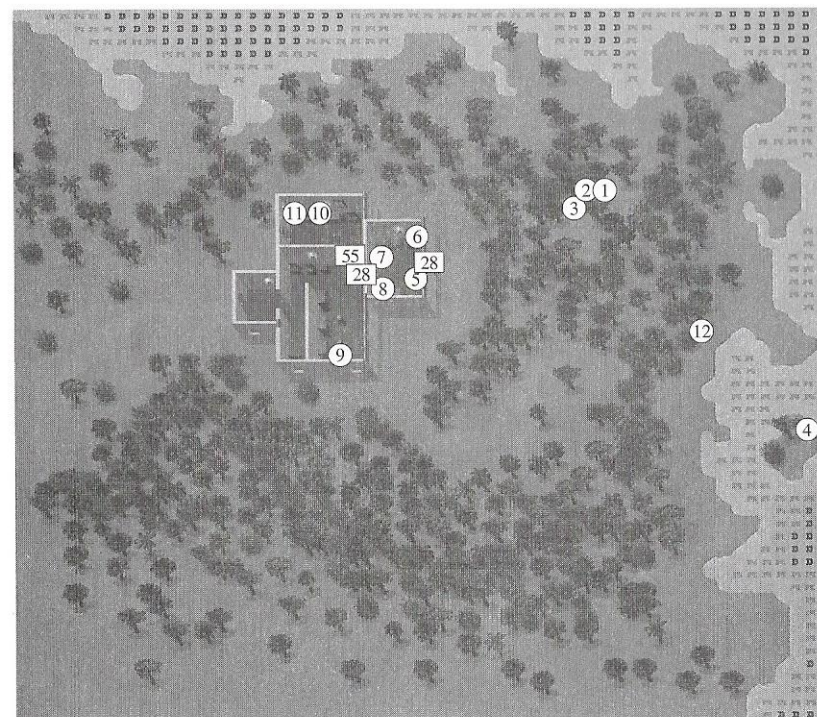
Items & Traps

1. M16 Rifle, 93%
2. 2 Sniper Scopes, 97%
3. Chunk of Steel, 88%
4. Coded Sign, Reads "Danger Minefield"

Potential Enemy Items

- A. Note #12
- B. Camo Kits, 66%
- C. Tear Gas, 100%
- D. Explosives, Trapped (Level 6)

SECTOR 40



Items & Traps

1. 3 Clips of .45 Ammo
2. 3 Boxes of .38 Ammo
3. 5-Pocket Assault Vest, 91%
4. **4 Boxes of .357 Ammo, Trapped (Level 1)**
5. 9mm Beretta, 85%
6. 2 Clips of 9mm Ammo
7. Colt .45, 45%
8. Combat Knife, 80%
9. Padlock Key, 55
10. Canteen, 90%
11. Medical Kit, 98%
12. .357 Magnum, 32%

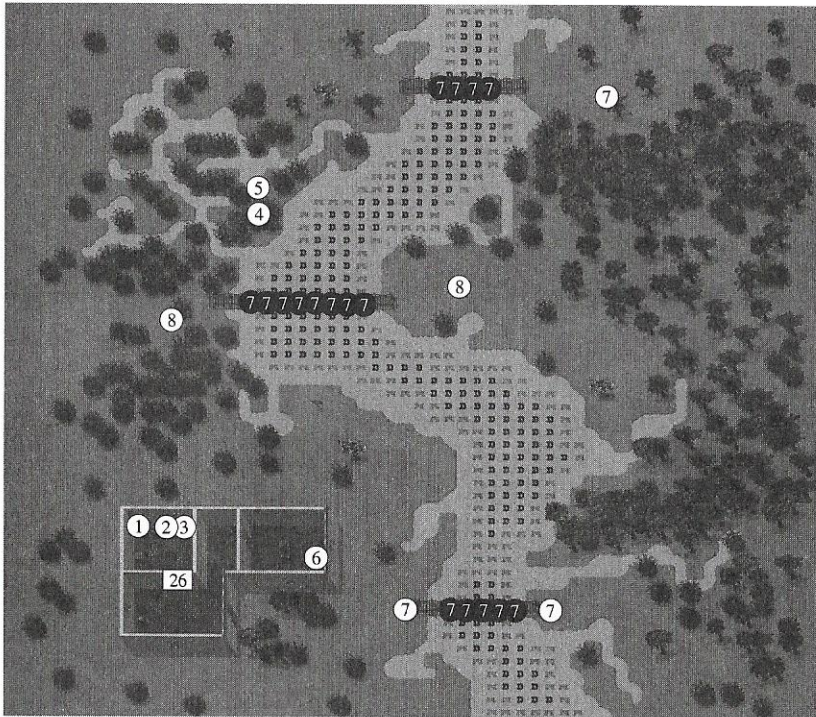
Potential Enemy Items

- A. Knife, 99%
- B. Kevlar Vest, 53%
- C. Grenade, 84%
- D. Clip of .45 Ammo
- E. Box of .38 Ammo
- F. Knife, 94%

Notes

This sector is a possible starting location for the tree virus. See the "Quests" section for more information.

SECTOR 39



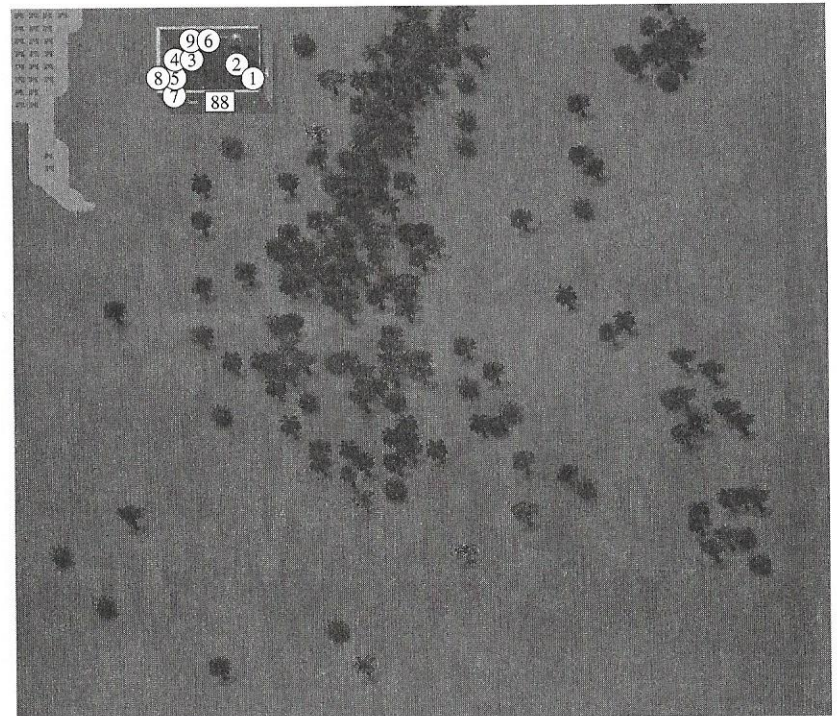
Items & Traps

1. 4 Boxes of .357 Ammo
2. 4 Boxes of .38 Ammo
3. 2 Clips of .45 Ammo
4. Grenade, 20%
5. 3 Boxes of .38 Ammo
6. Knife, 68%
7. **Trigger (Level 1) Blows up Black 7's**
8. **Trigger (Level 2) Blows up all Black 7's**

Potential Enemy Items

- A. Metal Detector, 81%
- B. 5-Pocket Assault Vest, 78%
- C. Grenade, 50%
- D. \$670
- E. Canteen, 77%

SECTOR 38



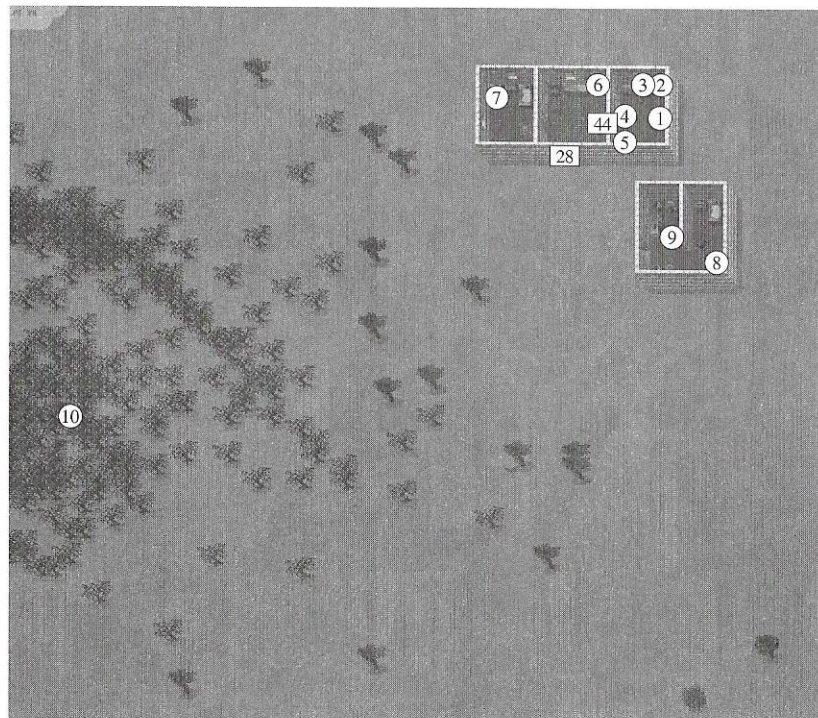
Items & Traps

1. First Aid Kit, 20%
2. .357 Magnum, 85%
3. Kevlar Helmet, 84%
4. Sun Goggles, 80%
5. Kevlar Vest, 82%
6. First Aid Kit, 80%
7. Key, 88
8. Searching will lock door
9. Camo Kit, 70%

Potential Enemy Items

- A. Note #2
- B. 5-Pocket Assault Vest, 90%
- C. Key, 70
- D. Key, 88
- E. Box of .12 gauge Ammo
- F. 2 Clips of 9mm Ammo

SECTOR 37



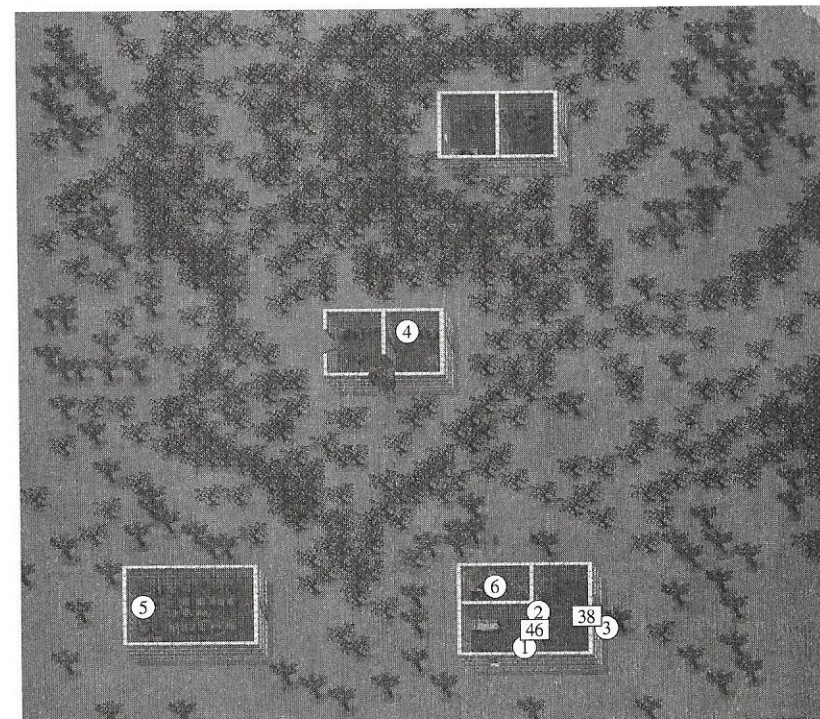
Items & Traps

1. Silencer, 96%
2. 3 Clips of 9mm Ammo
3. Silencer, 93%
4. Silencer, 91%
5. Silencer, 91%
6. Note #13
7. Metal Detector, 96%
8. Rock, 91%
9. Crowbar, 99%
10. .12 gauge Rifle, 25%

Potential Enemy Items

- A. 5-Pocket Assault Vest, 74%
- B. Key, 44
- C. Grenade, Trapped (Level 2)

SECTOR 36



Items & Traps

1. Sniper Scope, 98%
2. First Aid Kit, 86%
3. Key, 38
4. Padlock Key, 33
5. Camo Kit, Trapped (undetectable)
6. \$50

Potential Enemy Items

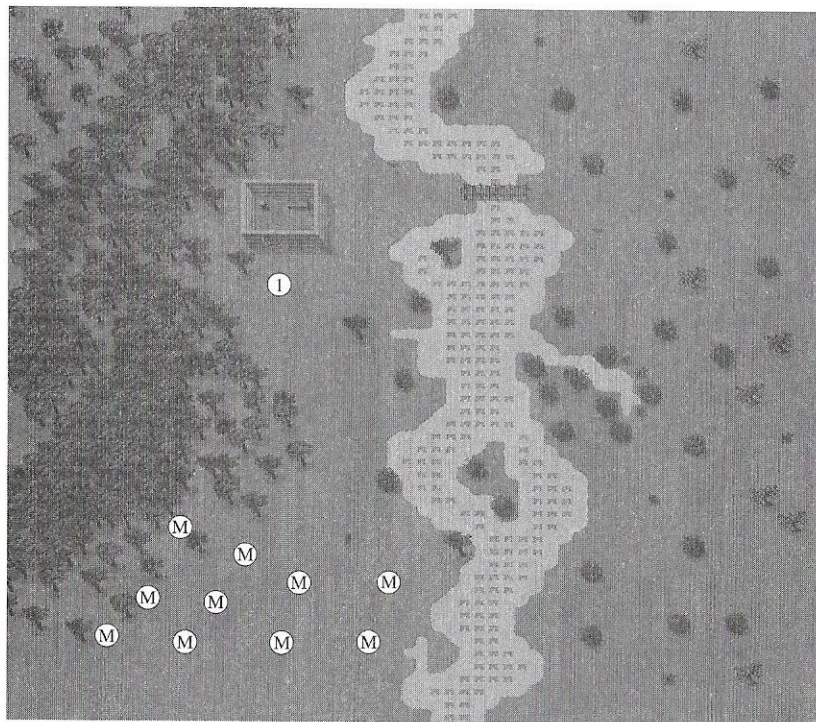
- A. Key, 36
- B. Tear Gas, 67%
- C. Key, 46

Notes

If you attack this sector on day 9, you will be able to interrupt an enemy shipment containing the items below. See the "Quests" section for more information.

.12 gauge Pump Shotgun, 81%
 .357 Magnum, 97%
 .357 Magnum, 80%
 2 Grenades, 100%
 Box of .12 gauge Ammo
 2 Boxes of .357 Ammo
 Land Mine, 86%
 Land Mine, 83%
 Oil Can

SECTOR 35



Items & Traps

1. Potential location of Brenda's blouse

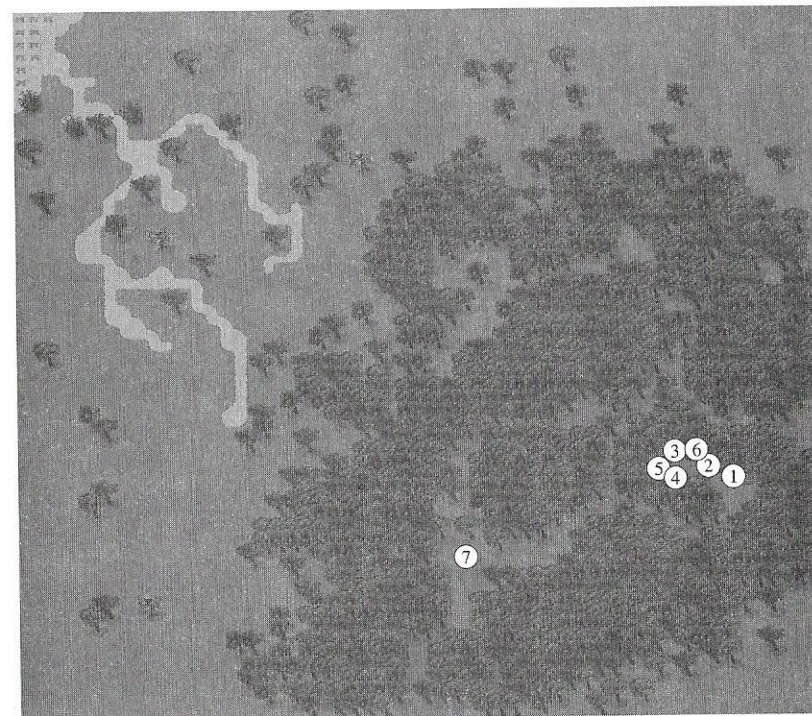
Potential Enemy Items

- A. Key, 56
- B. Shielded Vest, 68%
- C. Note #5
- D. Camo Kit, 79%
- E. 9mm Beretta, 83%

Notes

If Brenda's blouse is found in this sector, Brenda will be in sector 24 or 33. See the "Quests" section for more information.

SECTOR 34



Items & Traps

1. Plastic Explosives, Trapped (Level 4)
2. 4 Clips of 9mm Ammo
3. Gas Mask, 83%
4. M14 Rifle, 66%
5. Kevlar Helmet, 96%
6. 2 Clips of .45 Ammo
7. Potential location of Brenda's blouse

Potential Enemy Items

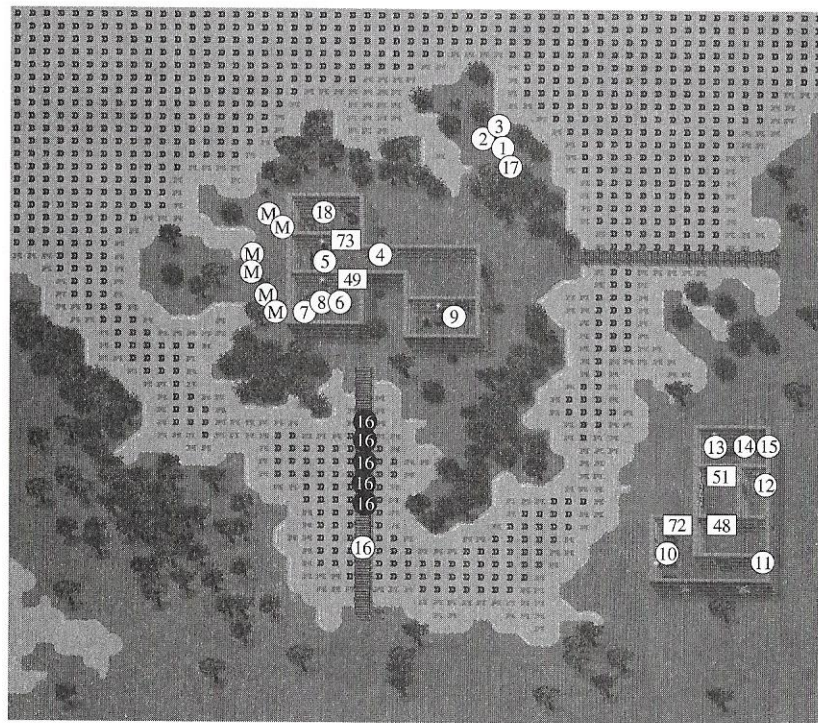
- A. Note #5
- B. Padlock Key, 63
- C. Tear Gas, 81%

Notes

If Brenda's blouse is found in this sector, Brenda will be found in sector 24 or 33. See the "Quests" section for more information.

The items in the middle of the forest can only be accessed by traversing from the eastern or the southern sector.

SECTOR 33



Items & Traps

1. Explosives, Trapped (Level 6)
2. Oil Can, 95%
3. M14 Rifle, 84%
4. Canteen, 85%
5. Canteen, 85%
6. Note #15
7. Crowbar, 83%
8. Piece of Cloth, 80%
9. Key, 72
10. Canteen, 97%
11. First Aid Kit, 84%
12. Toolbox, 94%
13. 2 Clips of M16 Ammo, Trapped (undetectable)
14. Gas Mask, 82%
15. 2 Canisters of Tear Gas, 87%
16. Trigger (Level 7), Blows up Black 16's
17. Possible location of Brenda's bra
18. Possible location of Brenda if she has been kidnapped

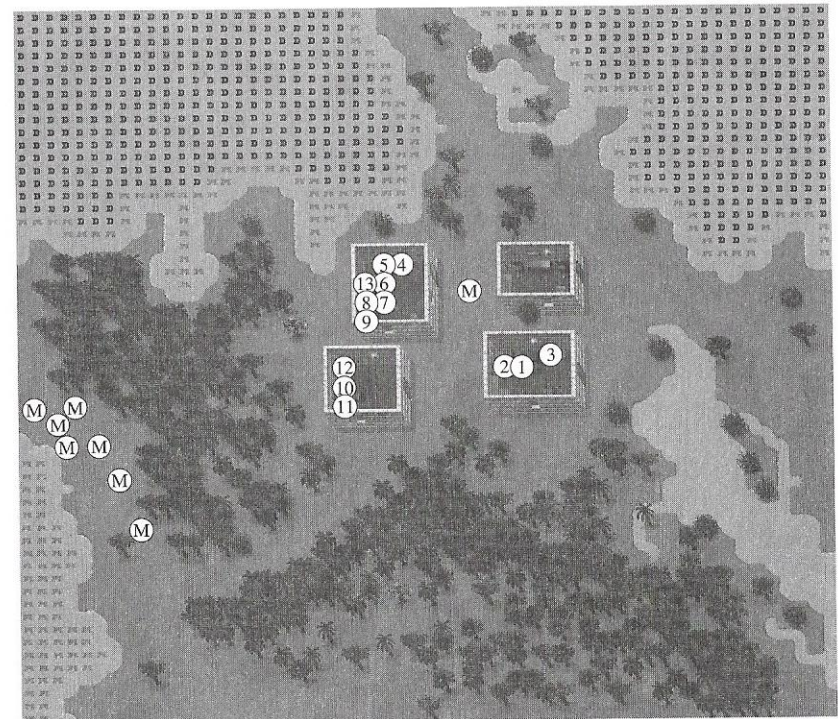
Potential Enemy Items

- A. Padlock Key, 73
- B. Compound 17, 55%
- C. 2 Stun Grenades, Trapped (Level 5)
- D. Sun Goggles, 61%

Notes

This sector is a possible location of Brenda if she has been kidnapped. See the "Quests" section for more information.

SECTOR 32



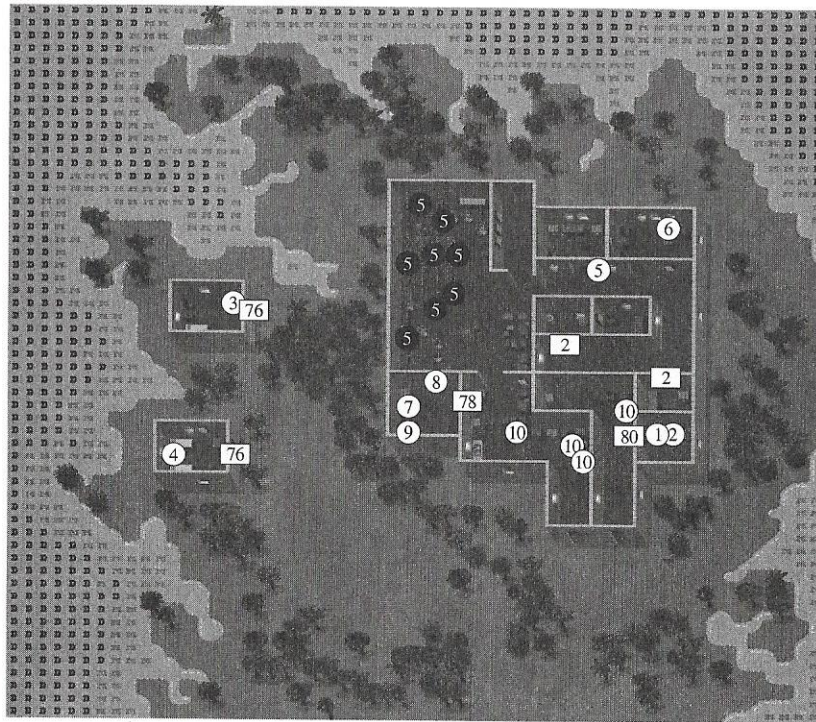
Items & Traps

1. Gas Can, 93%
2. Gas Can, 89%
3. Explosives, Trapped (Level 6)
4. Canteen, 95%
5. Canteen, 86%
6. Canteen, 83%
7. Canteen, 90%
8. Canteen, 98%
9. Glass Jar, 88%
10. 3 Boxes of .12 gauge Ammo
11. 2 Tubes of Compound 17, 96%
12. Key, 40
13. Note #14 (Part 3), 92%

Potential Enemy Items

- A. Note #12
- B. Key, 62
- C. Spectra Shield, 57%
- D. Mustard Gas, 54%

SECTOR 31



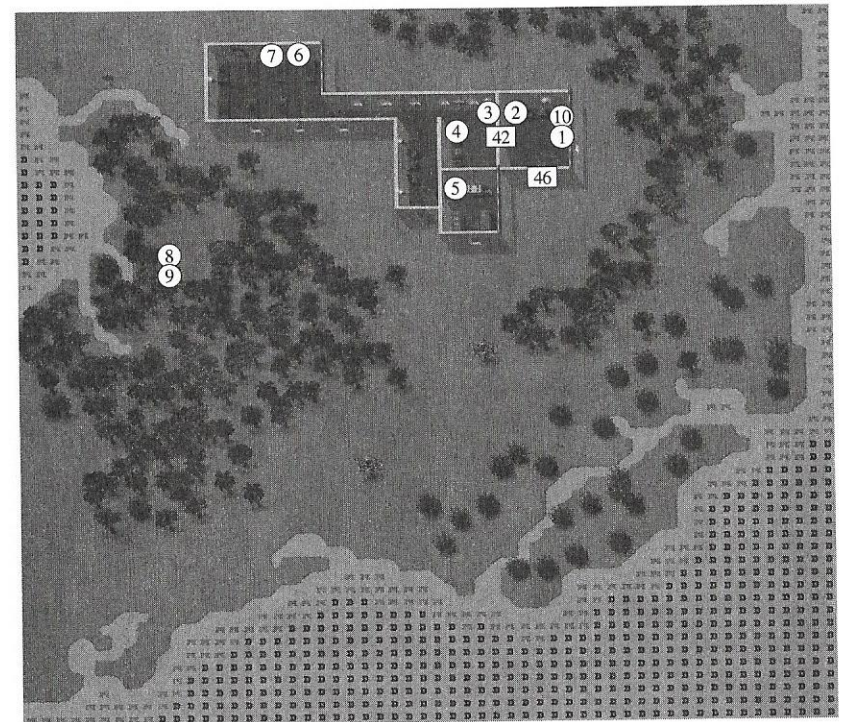
Items & Traps

1. Gas Can, Trapped (undetectable)
2. Compound 17, 91%
3. \$200
4. Key, 84
5. Panic Trigger (Level 2), sets off all black 5's
6. Colt .45, 82%
7. Key, 80
8. Glass Jar, 98%
9. Piece of Cloth, 99%
10. Stepping on locations opens other doors

Potential Enemy Items

- A. Key, 76
- B. Key, 76
- C. Spectra Shield, 56%
- D. First Aid Kit, 82%

SECTOR 30



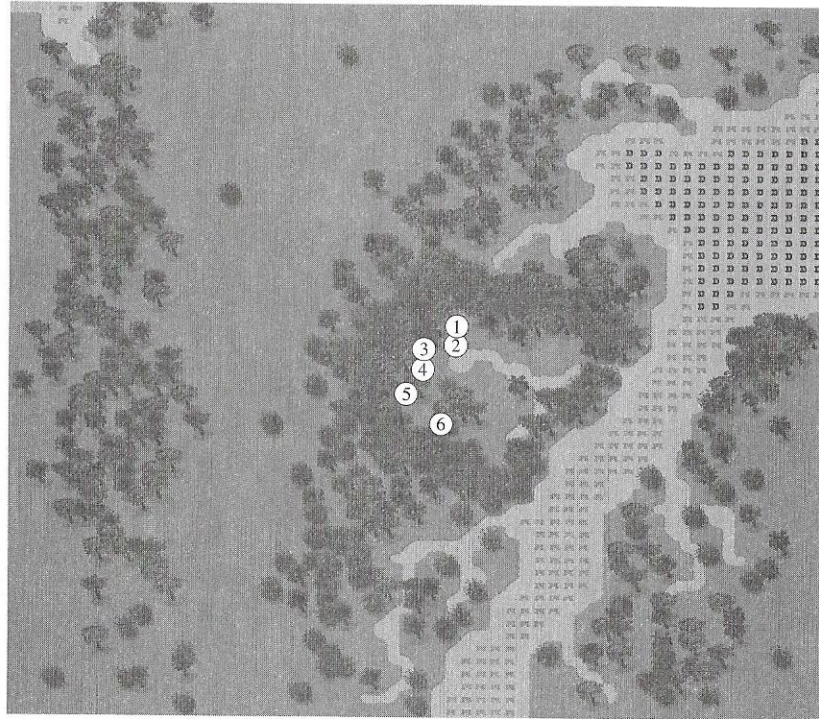
Items & Traps

1. \$300
2. Box of .357 Ammo
3. 3 Boxes of .38 Ammo
4. Clip of .45 Ammo
5. Gas Can, 89%
6. Glass Jar, 91%
7. Glass Jar, 85%
8. 2 Clips of .45 Ammo
9. Kevlar Helmet, 84%
10. \$250

Potential Enemy Items

- A. Silencer, 30%
- B. Extended Ear, 93%
- C. First Aid Kit, 76%
- D. Clip of .45 Ammo

SECTOR 29



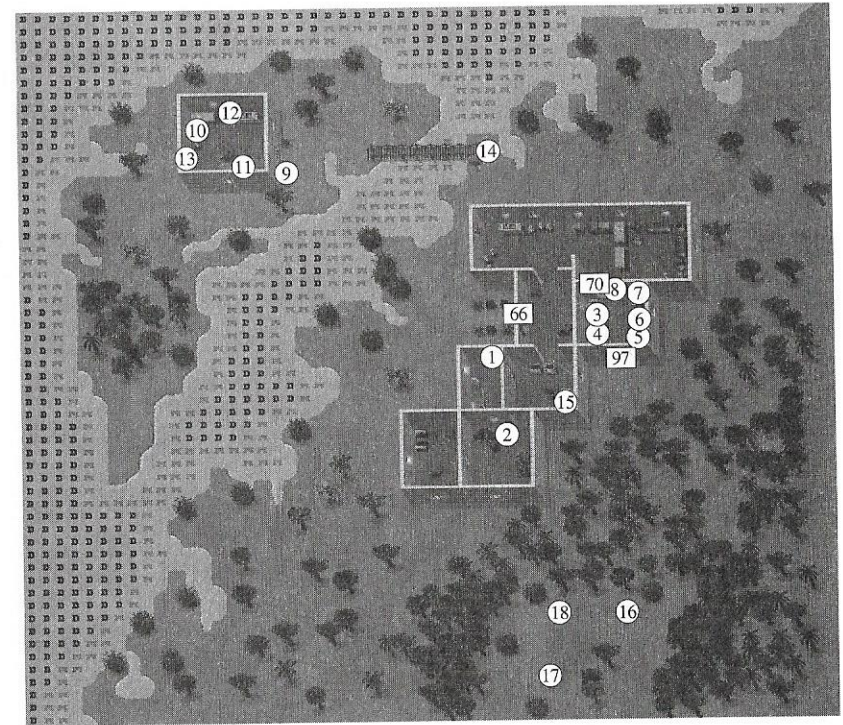
Items & Traps

1. Clip of .45 Ammo
2. 2 Clips of .45 Ammo
3. Medical Kit, 85%
4. 2 Canteens, 88%
5. 2 Grenades, 96%
6. Explosives, Trapped (Level 2)

Potential Enemy Items

- A. \$250
- B. Key, 48
- C. Compound 17, 81%
- D. Kevlar Vest, 58%
- E. Knife, 95%

SECTOR 28



Items & Traps

1. Piece of Cloth, 89%
2. Clip of .45 Ammo
3. Medical Kit, 84%
4. First Aid Kit, 50%
5. Locksmith's Kit, 93%
6. 9mm Beretta, 96%
7. Colt .45, 82%
8. Piece of Cloth, 97%
9. Key, 66
10. Glass Jar, 80%
11. Clip of .45 Ammo
12. Oil Can, 86%
13. Key, 70
14. Trigger to open door (66) to south
15. Wall Probe, 40%
16. \$1000 (buried, metal detector needed)
17. \$1000 (buried, metal detector needed)
18. \$1000 (buried, metal detector needed)

Potential Enemy Items

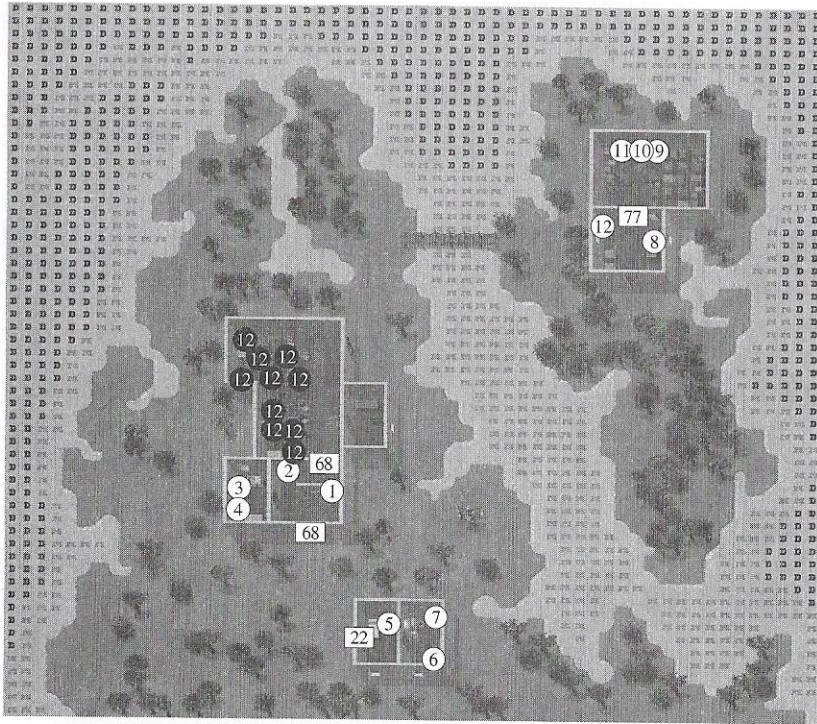
- A. Clip of 9mm Ammo
- B. Note #2
- C. Clip of .45 Ammo
- D. Knife, 52%
- E. 2 Canteens, 51%
- F. Helmet, 84%
- G. Combat Knife, 83%

Notes

This sector contains Brenda's Lab, and its recapture is the goal of one of your quests. Also, should Brenda be kidnapped from this sector once it's in your possession, you may find her lab coat on the ground with a secret note strategically placed inside the pocket.

This sector is also home to the treasure the native guides talk about.

SECTOR 27



Items & Traps

1. Camo Kit, 80%
2. Compound 17, 81%
3. Glass Jar, 98%
4. Glass Jar, 87%
5. \$100
6. Key, 68
7. Medical Kit, 99%
8. Rock, 98%
9. Clip of M14 Ammo
10. 2 Boxes of .357 Ammo
11. 4 Clips of 9mm Ammo
12. **Panic Trigger (Level 1), Blows up Black 12's**

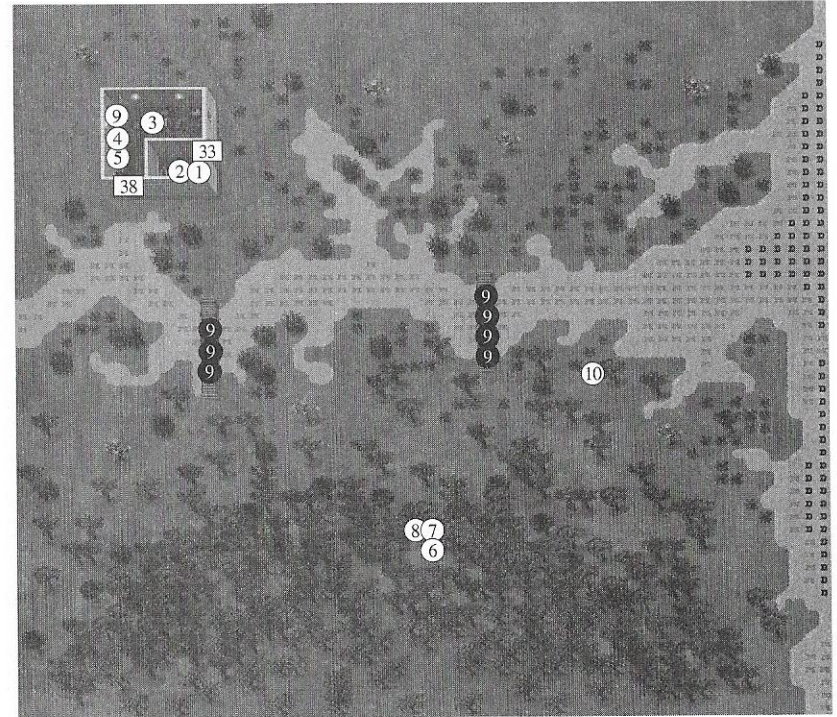
Potential Enemy Items

- A. Note #9
B. Padlock Key, 77
C. Spectra Shield, 59%
D. Stun Grenade, 51%

Notes

The blond enemy has the ability to set off the black 12's as well. He's carrying a portable detonator.

SECTOR 26



Items & Traps

1. 3 Boxes of .12 gauge Ammo
2. 4 Clips of 9mm Ammo
3. Extended Ear, 87%
4. Wall Probe, 95%
5. Detonator, 96%
6. Box of .357 Ammo
7. 2 Clips of .45 Ammo
8. 3 Boxes of .38 Ammo
9. **Panic Trigger (Level 2), Blows up Black 9's**
10. Potential location of Brenda's blouse

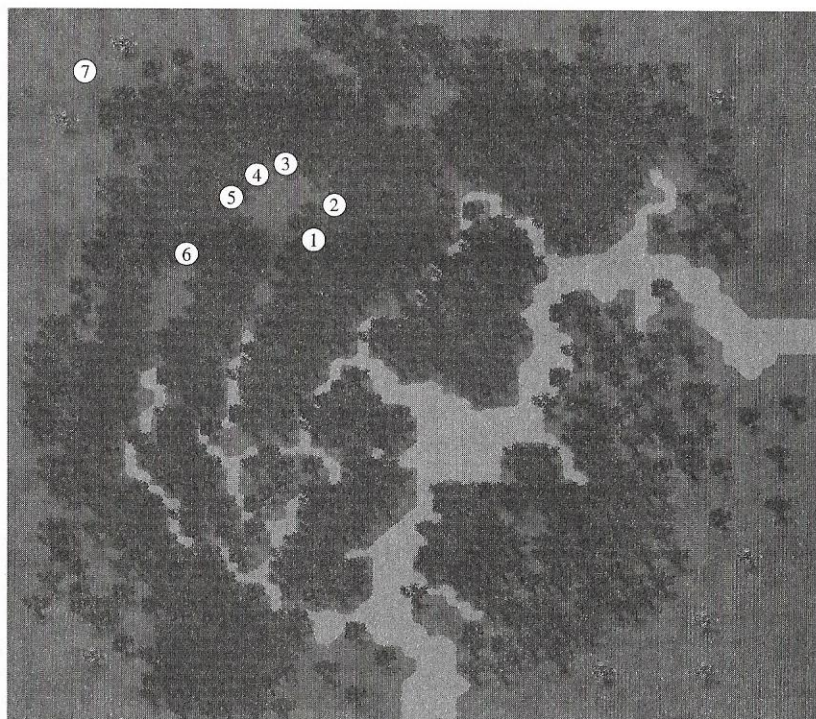
Potential Enemy Items

- A. Note #2
- B. Mustard Gas, 90%
- C. Kevlar Vest, 81%
- D. Kevlar Helmet, 88%
- E. .357 Magnum, 55%

Notes

If Brenda's blouse is found in this sector, she will be found in sector 7. See the "Quests" section for more information.

SECTOR 25



Items & Traps

1. Sun Goggles, 98%
2. Sniper Scope, 97%
3. **Explosives, Trapped (Level 3)**
4. **Grenade, Trapped (Crate Trap Level 4)**
5. Explosives, 98%
6. Chunk of Steel, 96%
7. Potential location of Brenda's blouse

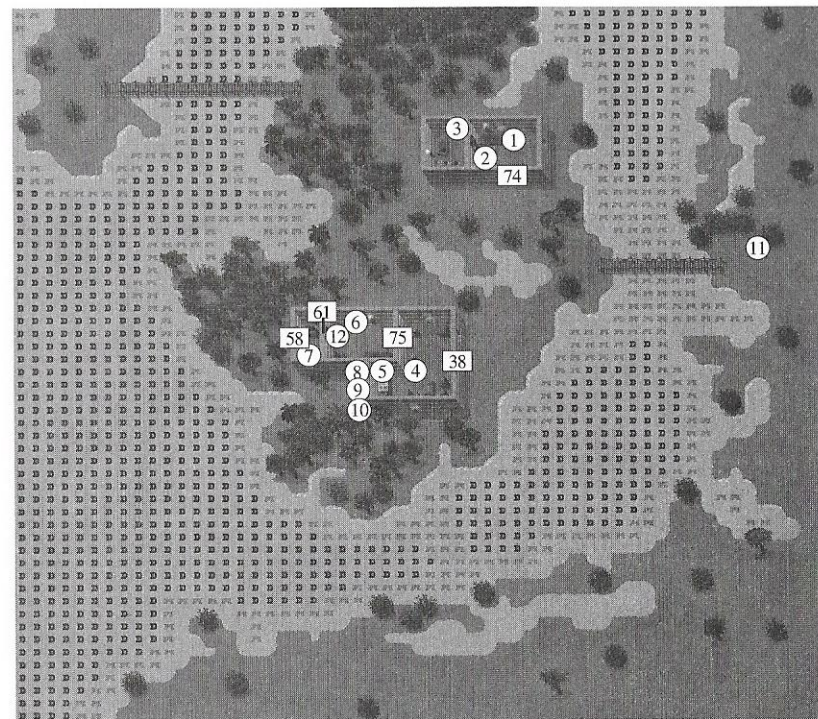
Potential Enemy Items

- A. Compound 17, 86%
- B. Note #6
- C. Radio, 20%
- D. Piece of Cloth, 76%

Notes

If Brenda's blouse is found in this sector, she will be found in sector 24. Also, this sector is a potential starting location for the tree virus. See the "Quests" section for more information.

SECTOR 24



Items & Traps

1. Gas Mask, 85%
2. Piece of Cloth, 92%
3. First Aid Kit, 84%
4. A 6-pack of Beer
5. Detonator, 90%
6. Sun Goggles, 83%
7. 3 Stun Grenades, 83%
8. Explosives, 91%
9. Detonator, 82%
10. Explosives, 99%
11. Potential location of Brenda's bra
12. Potential location of Brenda

Potential Enemy Items

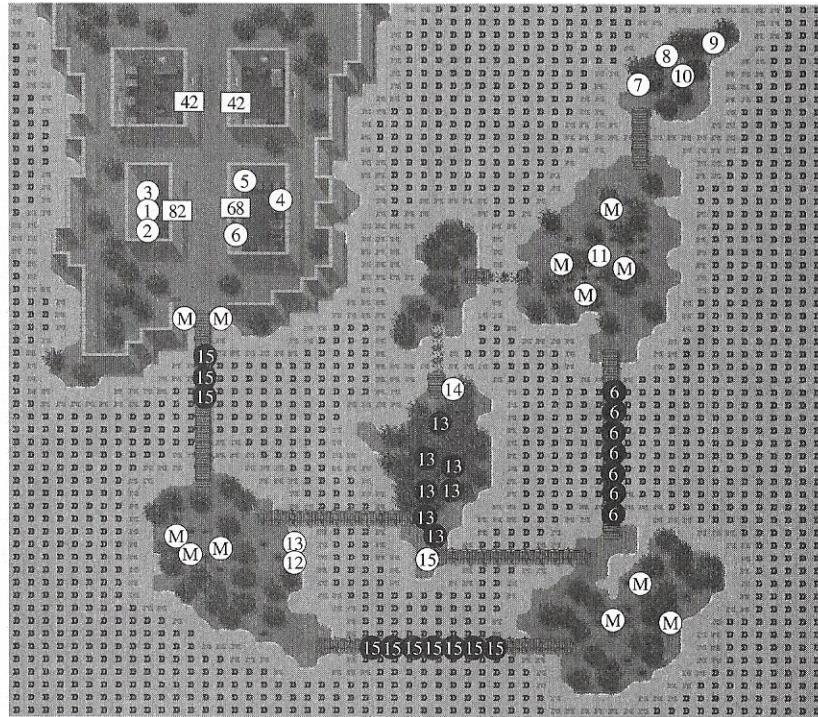
- A. Note #6
- B. Combat Knife, 86%
- C. Clip of M14 Ammo
- D. **Grenade, Trapped (Level 4)**

Notes

Enemies have detonators and if not killed in time may blow up both bridges in this sector. Try to kill 'em first.

This sector is the most likely location of the kidnapped Brenda. See the "Quests" section for more information.

SECTOR 23



Items & Traps

1. M16 Rifle, 86%
2. Mine, Trapped (Level 7)
3. Mine, Trapped (undetectable)
4. Mine, 99%
5. Mine, 87%
6. Panic Trigger (Level 2), Blows up Black 6's
7. Live Plastic, Trapped (Level 5)
8. Live Plastic, Trapped (Level 6)
9. Live Plastic, Trapped (Level 5)
10. Live Plastic, Trapped (Level 6)
11. Possible location of Senor Los Makiwahan's Headstone (most common location)
12. Detonator, 50%
13. Trigger (Level 2, will clear path through bushes)
14. 2 Stun Grenades, 96%
15. Trigger (Level 7), Blows up Black 15's

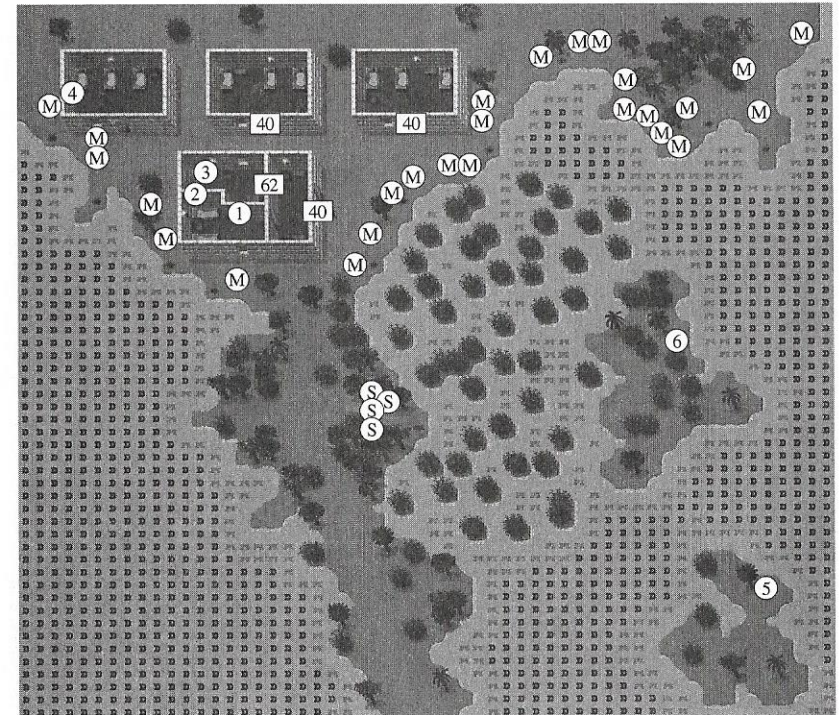
Potential Enemy Items

- A. Key, 82

Notes

This sector is the most likely to contain Senor Los Makiwahan's headstone. See the "Quests" section for more information.

SECTOR 22



Items & Traps

1. First Aid Kit, 94%
2. \$300
3. Camo Kit, 81%
4. Silencer, 95%
5. Chunk of Steel, 96%
6. Possible location of Senor Los Makiwahan's headstone

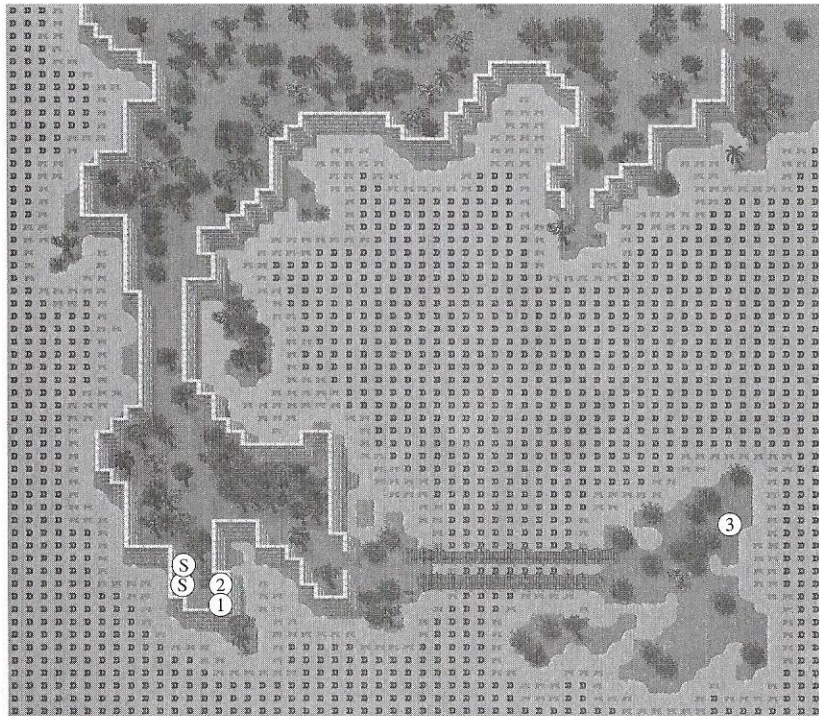
Potential Enemy Items

- A. Note #12
B. Sniper Scope, 83%

Notes

This sector is a possible location for Senor Los Makiwahan's headstone. See the "Quests" section for more information.

SECTOR 21



Items & Traps

1. Plastic Explosives, Trapped (Level 6)
2. Detonator, 90%
3. Possible location of Senor Los Makiwahan's headstone

Potential Enemy Items

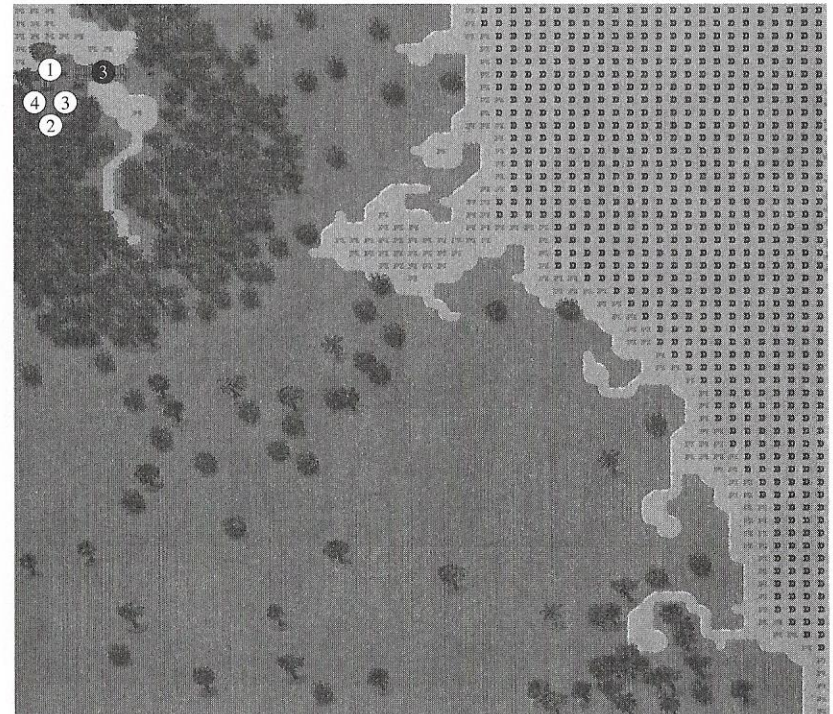
- A. Detonator, 52%
- B. \$10
- C. Detonator, 72%

Notes

Enemies have detonators and if not killed in time may blow up the bridge in this sector. Try to kill 'em first.

This sector is a possible location for Senor Los Makiwahan's headstone. See the "Quests" section for more information.

SECTOR 20



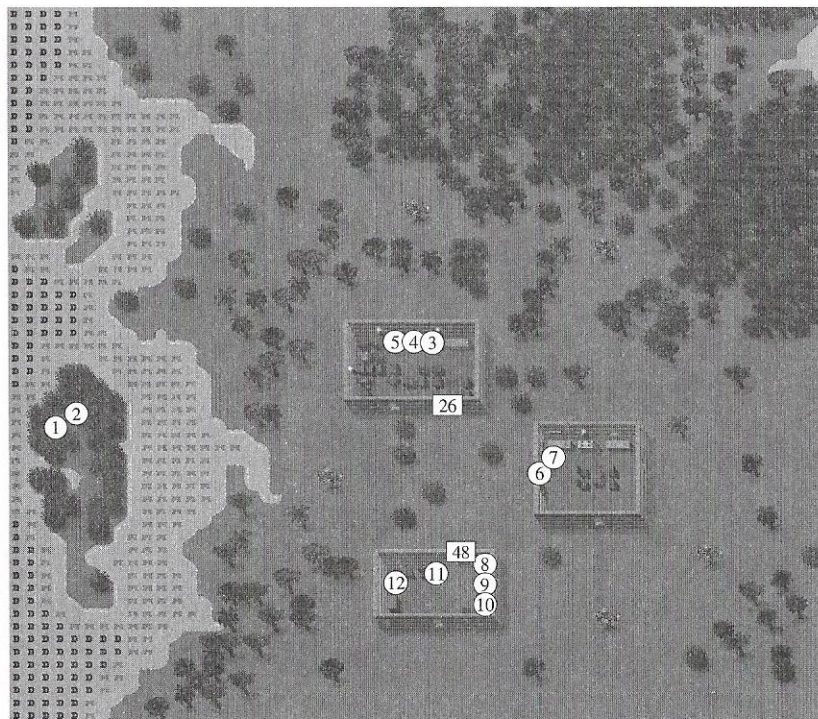
Items & Traps

1. Spectra Shield, 55%
2. Detonator, 95%
3. Trigger (Level 3), Blows up Black 3's
4. Kevlar Vest, 92%

Potential Enemy Items

- A. Note #3
- B. Clip of .45 Ammo
- C. Padlock Key, 53
- D. \$30
- E. First Aid Kit, 83%
- F. Stun Grenade, 94%

SECTOR 19



Items & Traps

1. **Explosives, Trapped (Level 3)**
2. 9mm Beretta, 83%
3. Crowbar, 97%
4. 3 Boxes of .38 Ammo
5. 4 Boxes of .38 Ammo
6. Oil Can, 97%
7. Gas Can, 99%
8. Rock, 97%
9. 3 Clips of .45 Ammo
10. Clip of .45 Ammo
11. \$800
12. Compound 17, 90%

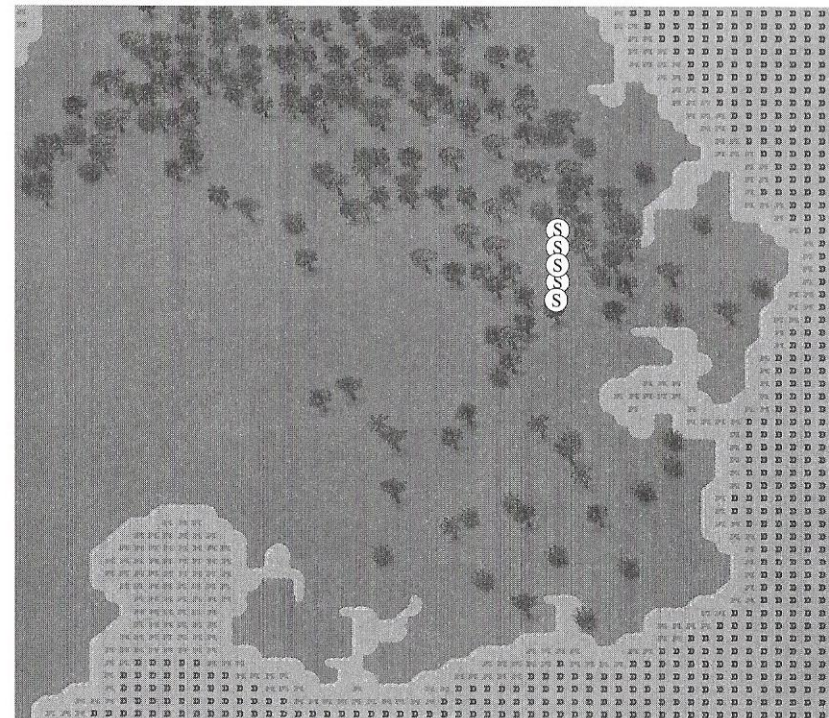
Potential Enemy Items

- A. Spectra Shield, 83%
- B. **Grenade, Trapped (Level 2)**

Notes

This sector is a possible starting location for the tree virus. See the "Quests" section for more information.

SECTOR 18



Items & Traps

No Items.

Potential Enemy Items

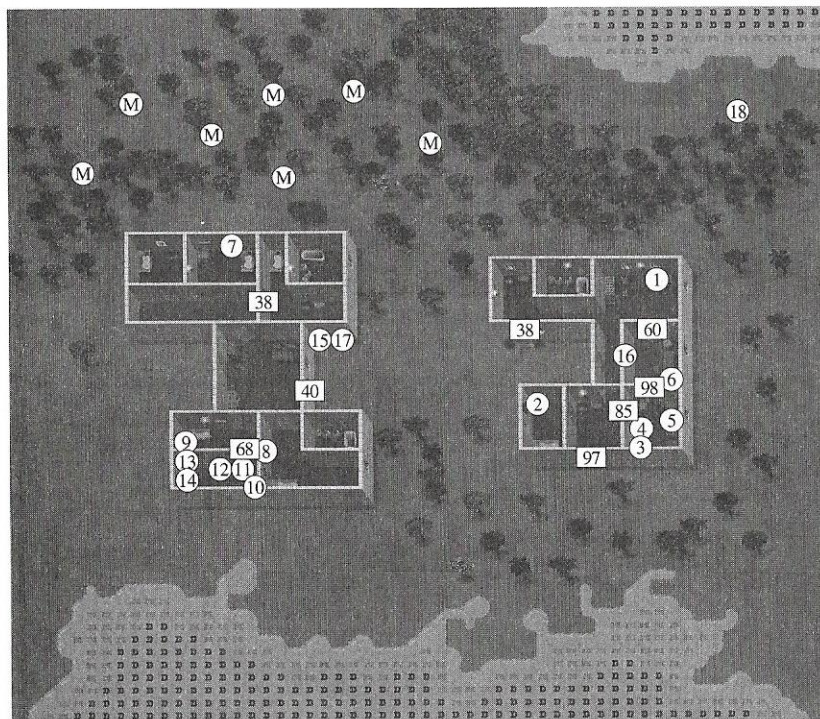
- A. Kevlar Helmet, 53%
- B. Kevlar Vest, 68%

Notes

If you invade this sector on day 17, you'll intercept an enemy shipment that contains the items listed below. See the "Quests" section for more information.

M14 Rifle, 97%
 .12 gauge Rifle, 91%
 .12 gauge Pump Shotgun, 80%
 .12 gauge Pump Shotgun, 82%
 .357 Magnum, 90%
 3 Clips of M14 Ammo
 8 Boxes of .12 gauge Ammo
 3 Boxes of .357 Ammo
 3 Boxes of .38 Ammo

SECTOR 17



Items & Traps

1. Oil Can, 84%
2. Toolbox, 95%
3. Detonator, 99%
4. Wall Probe, 80%
5. Metal Detector, 86%
6. Piece of Cloth, 85%
7. First Aid Kit, 94%
8. Medical Kit, 81%
9. 9mm Beretta, 82%
10. Chunk of Steel, 82%
11. 2 Boxes of .357 Ammo
12. Compound 17, 82%
13. 4 Clips of 9mm Ammo
14. 2 Grenades, 96%
15. Gas Can, 82%
16. Open Door Trigger opens door with lock value 68
17. Gas Can, 93%
18. Potential location of Brenda's blouse

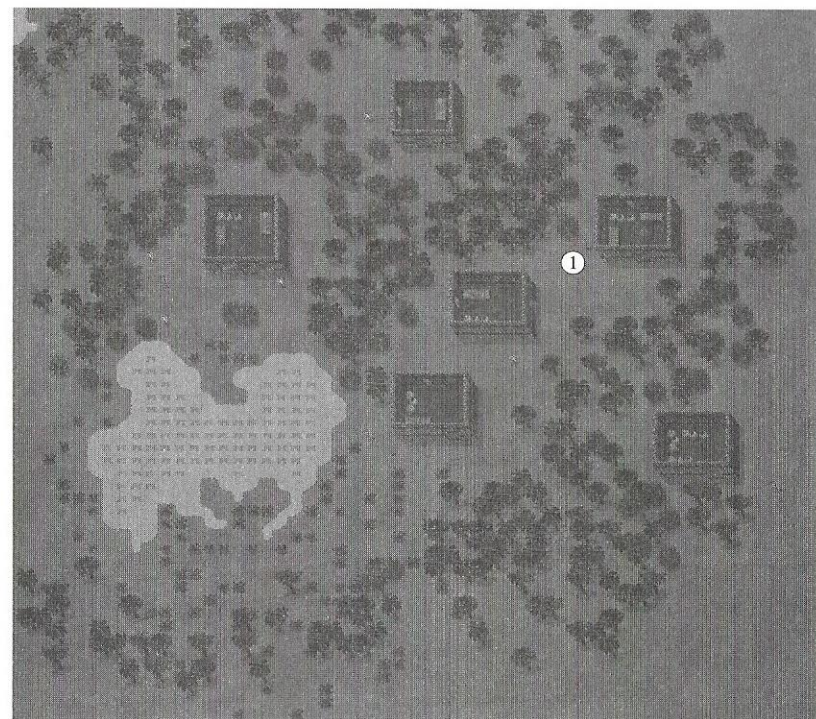
Potential Enemy Items

- A. Note #9
- B. Padlock Key, 85
- C. **Grenade, Trapped (Level 4)**
- D. Shielded Vest, 55%

Notes

If Brenda's blouse is found in this sector, she will be in sector 7. See the "Quests" section for more information.

SECTOR 16



Items & Traps

1. Potential location of Brenda's blouse

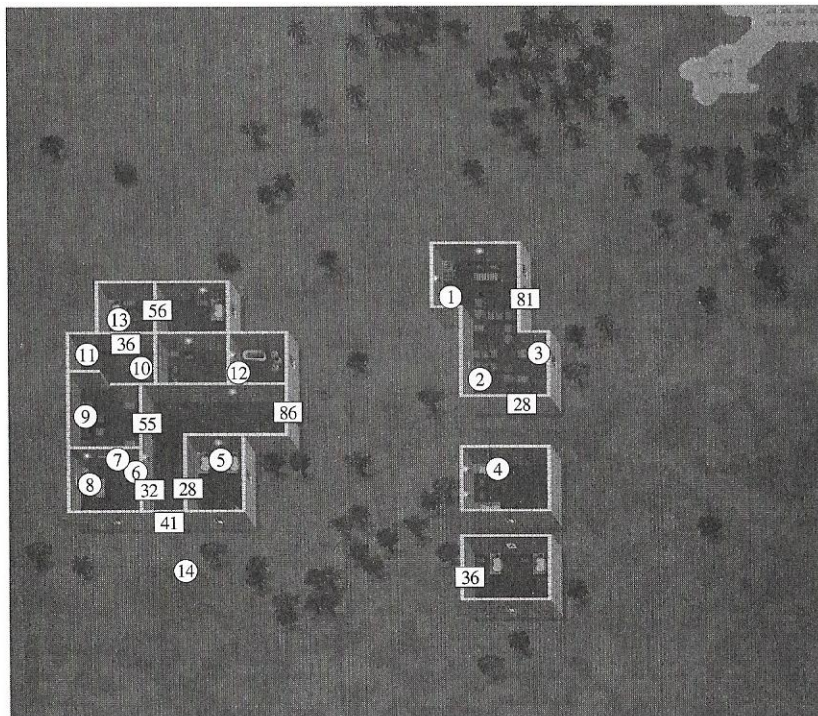
Potential Enemy Items

- A. Key, 68
- B. Note #3
- C. Key, 60
- D. Extended Ear, 54%
- E. First Aid Kit, 63%

Notes

If Brenda's blouse is found in this sector, she will be found in sector 7. See the "Quests" section for more information.

SECTOR 15



Items & Traps

1. Oil Can, 98%
2. Crowbar, 55%
3. 2 Camo Kits, 93%
4. Crowbar, 83%
5. Padlock Key, 55
6. Key, 38
7. Oil Can, 82%
8. 3 Boxes of .357 Ammo
9. Extended Ear, 91%
10. Padlock Key, 81
11. Sniper Scope, 66%
12. First Aid Kit, 80%
13. .12 gauge Shotgun, 81%
14. Potential location of Brenda's blouse

Potential Enemy Items

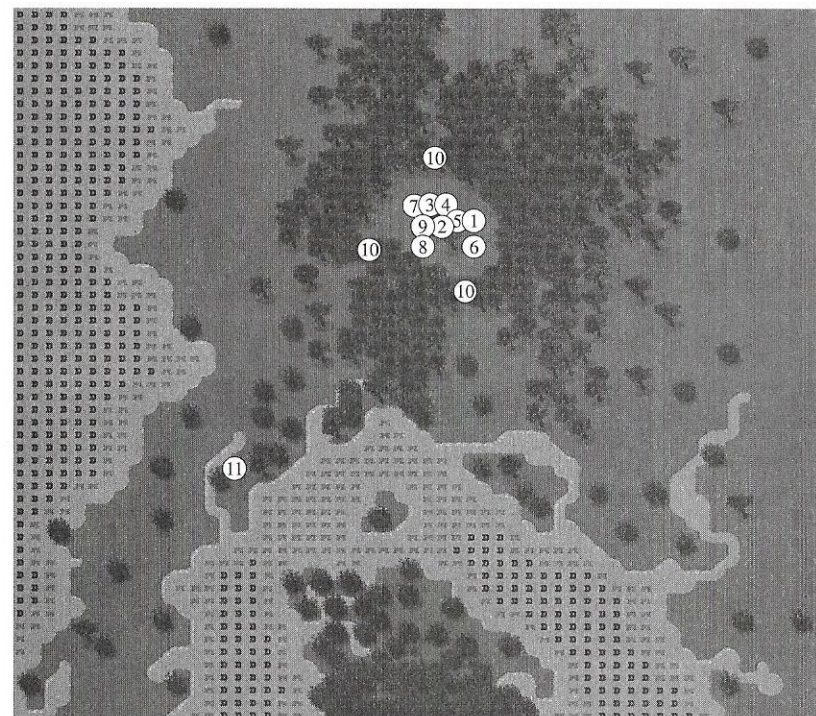
- A. Note #6
- B. Combat Knife, 86%
- C. Padlock Key, 75
- D. Mustard Gas, 52%

- E. Key, 86
- F. Box of .12 gauge Ammo
- G. First Aid Kit, 96%

Notes

If Brenda's blouse is found in this sector, she will be in sector 24 or 7. See the "Quests" section for more information.

SECTOR 14



Items & Traps

1. Land Mine, 85%
2. Metal Detector, 33%
3. Explosives, 92%
4. Explosives, 92%
5. Land Mine, 92%
6. Land Mine, 82%
7. Land Mine, 98%
8. Land Mine, 96%
9. Land Mine, Trapped (Level 5)
10. Use explosives at one of the 10's to blow your way through the trees. This will net you an extra explosive and get you other valuable items.
11. Potential location of Brenda's blouse

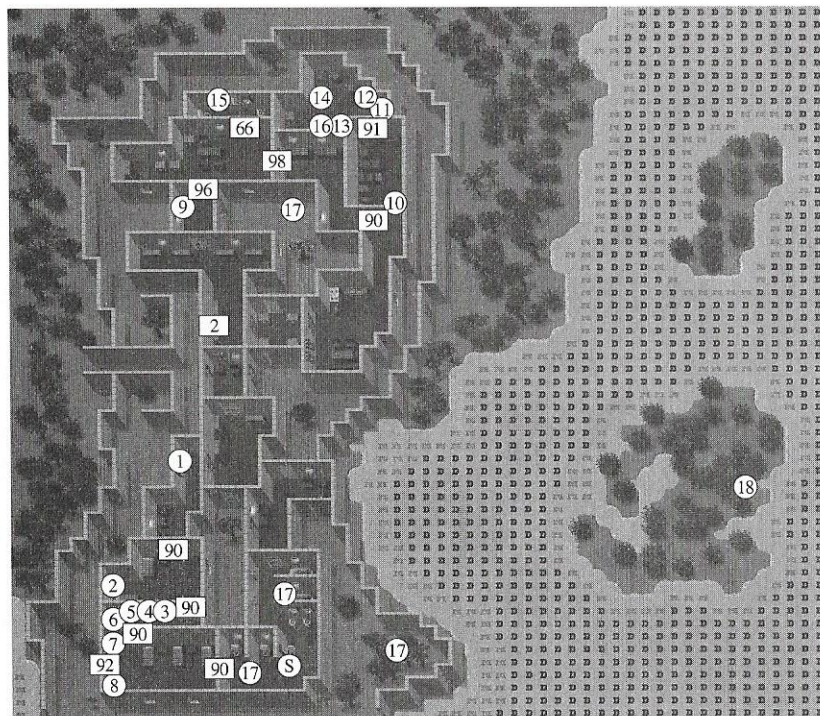
Potential Enemy Items

- A. Note #12
- B. Tool Kit, 97%
- C. Key, 74
- D. Grenade, 77%
- E. Grenade, Trapped (Level 5)

Notes

If Brenda's blouse is found in this sector, she will be in sector 24. See the "Quests" section for more information.

SECTOR 13



Items & Traps

1. Key, 90
2. Key, 90
3. \$500
4. \$150
5. \$700
6. .357 Magnum, 98%
7. Padlock Key, 91
8. \$200
9. Key, 66
10. Camo Kit, 93%
11. Kevlar Helmet, 92%
12. 4 Clips of M16 Ammo
13. Sniper Scope, 82%
14. **Explosives, Trapped (Crate Trap Level 6)**
15. Glass Jar, 82%
16. Grenade, 81%
17. Trigger Opens Door with lock value of 90
18. Possible location of Senor Los Makiwahan's headstone

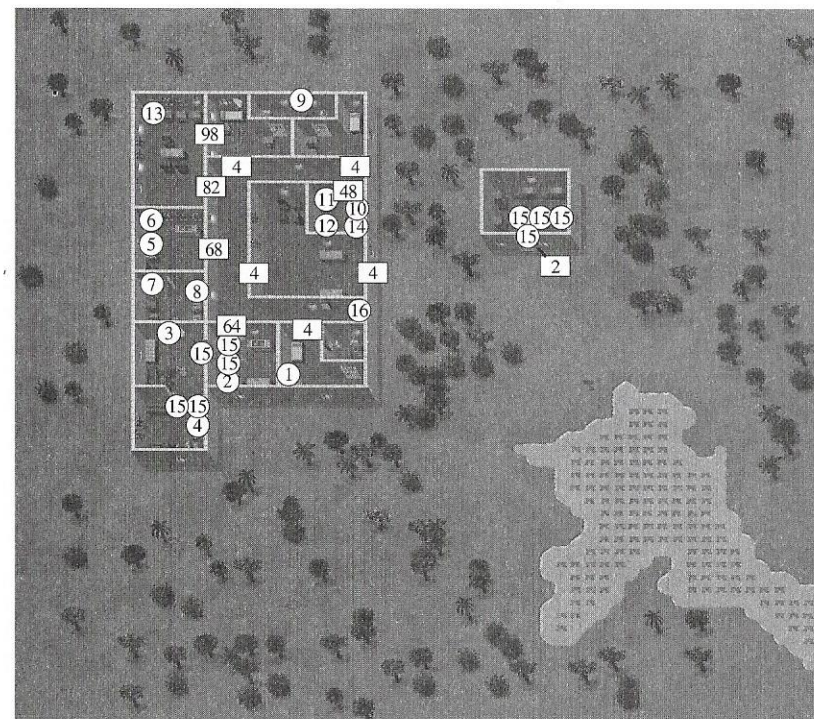
Potential Enemy Items

- A. Key, 90
- B. Kevlar Vest, 98%
- C. Locksmith Kit, 93%

Notes

This sector is a possible location of Senor Los Makiwahan's lost headstone. See the "Quests" section for more information.

SECTOR 12



Items & Traps

1. Key, 68
2. Oil Can, 94%
3. Toolbox, 84%
4. Glass Jar, 87%
5. Medical Kit, 82%
6. Glass Jar, 99%
7. First Aid Kit, 97%
8. Piece of Cloth, 98%
9. Glass Jar, 91%
10. Gas Can, 97%
11. Camo Kit, 87%
12. Compound 17, 82%
13. Locked Safe - Journal inside
14. Gas Can, 85%
15. Triggers open doors with lock values of 64 and 2
16. **Panic Trigger (Level 2), Destroys Safe and Journal**

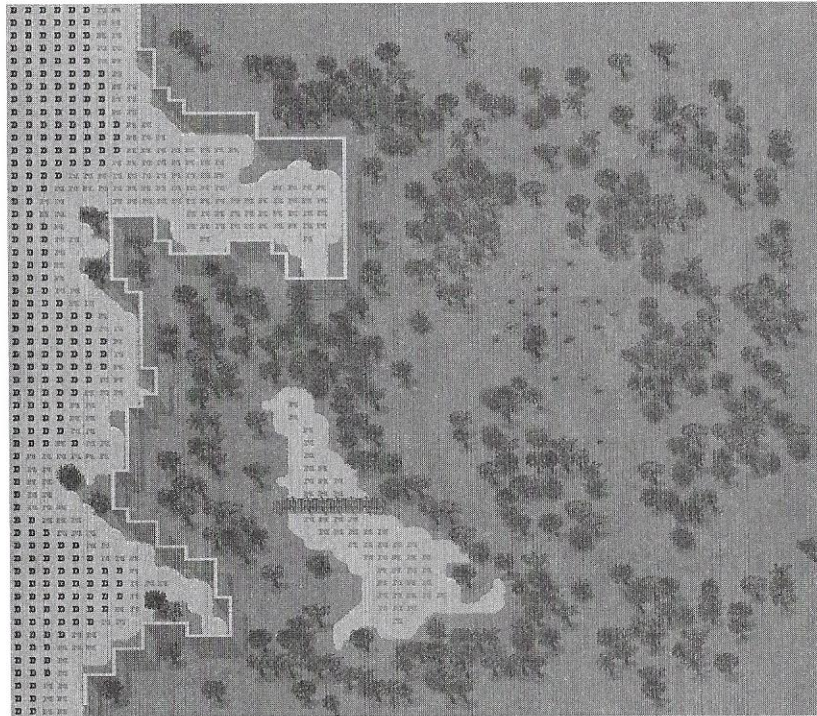
Potential Enemy Items

- A. Key, 82
- B. Stun Grenade, 79%
- C. Clip of 9mm Ammo
- D. Modified 9mm Beretta, 69%

Notes

This sector contains the safe with Brenda's scientific journal. See the "Quests" section for more information.

SECTOR 11



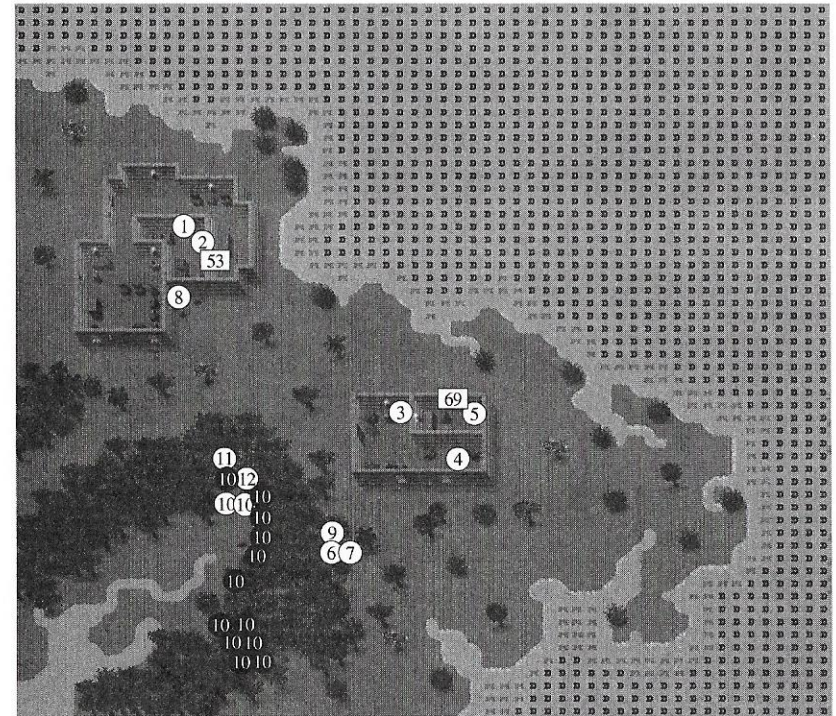
Items & Traps

No Items.

Potential Enemy Items

- A. Stun Grenade, 89%
- B. Spectra Shield, 56%
- C. First Aid Kit, 82%
- D. Tear Gas, 60%
- E. Mustard Gas, 88%
- F. M16 Rifle, 92%
- G. Grenade, Trapped (Level 5)

SECTOR 10



Items & Traps

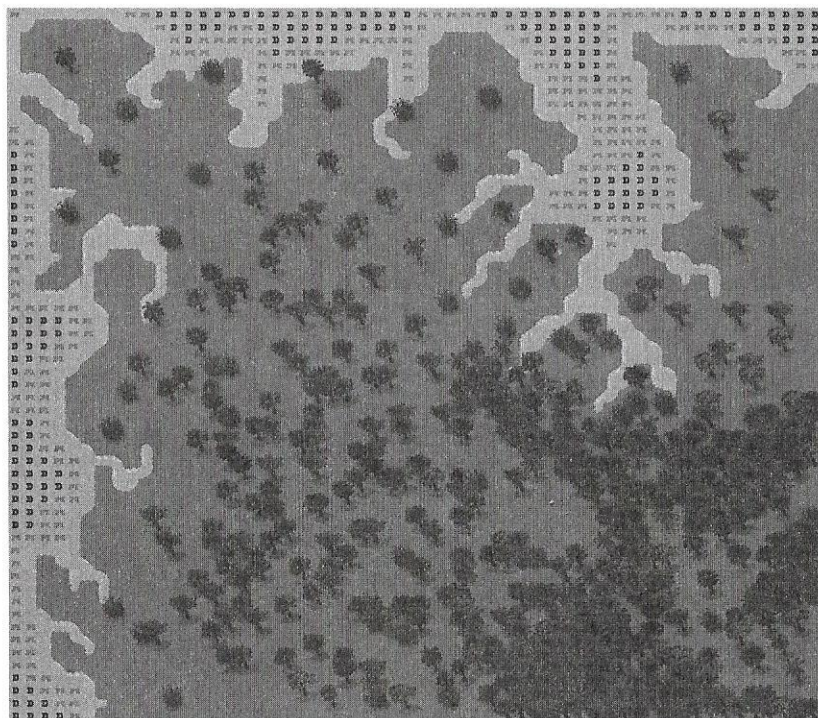
- 1. Compound 17, 88%
- 2. Gas Mask, 86%
- 3. Oil Can, 82%
- 4. Padlock Key, 69
- 5. \$510
- 6. M14 Rifle, 86%
- 7. Clip of M14 Ammo
- 8. Crowbar, 81%
- 9. Explosives, 45%
- 10. Trigger (Level 3), Blows up all black 10's
- 11. Trigger (undetectable), Blows up all black 10's
- 12. Trigger (undetectable), Blows up all black 10's

Potential Enemy Items

- A. Note #1
- B. Clip of .45 Ammo
- C. Clip of 9mm Ammo
- D. 5-Pocket Assault Vest, 59%

- E. Clip of .45 Ammo
- F. Box of .38 Ammo

SECTOR 9



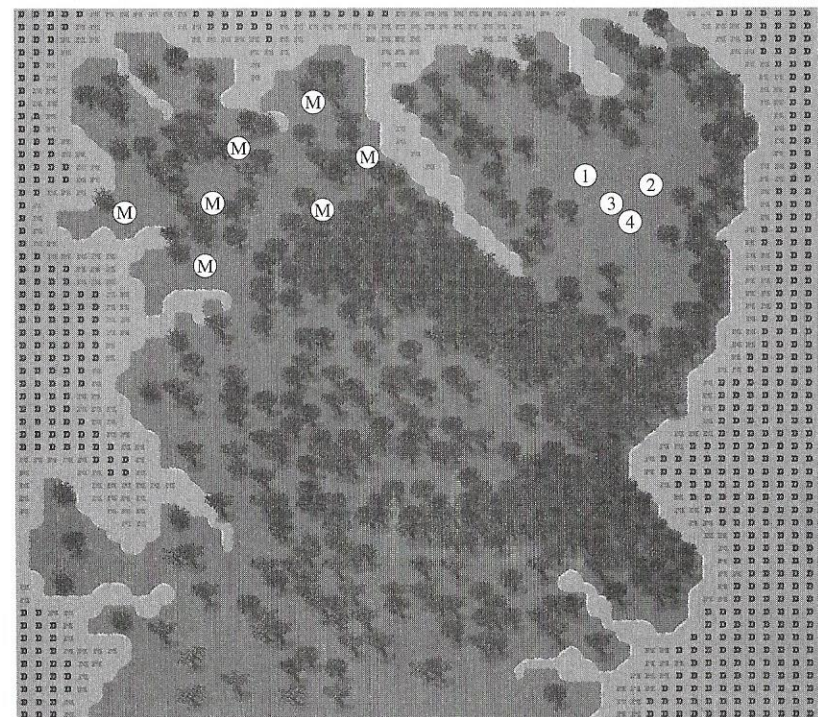
Items & Traps

No Items.

Potential Enemy Items

- A. Sniper Scope, 68%
- B. Stun Grenade, 100%
- C. Sun Goggles, 77%

SECTOR 8



Items & Traps

- 1. Flowers, 97%
- 2. Flowers, 82%
- 3. Flowers, 94%
- 4. Flowers, 91%

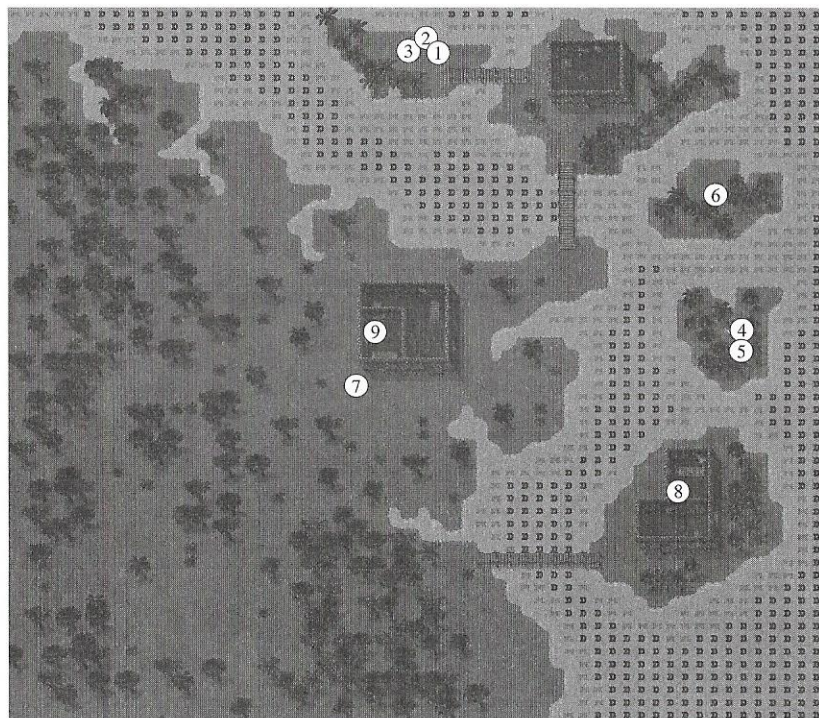
Potential Enemy Items

- A. Kevlar Vest, 72%
- B. Metal Detector, 97%
- C. Box of .357 Ammo
- D. .357 Magnum, 50%
- E. Tear Gas, 82%

Notes

The flowers found in this sector may be returned to Brenda to prepare an antidote for the tree virus. See the "Quests" section for more information.

SECTOR 7



Items & Traps

1. \$770
2. \$250
3. \$520
4. \$120
5. \$240
6. \$330
7. Potential location of Brenda's bra
8. Potential location of Brenda's blouse
9. Potential location of antidote for tree virus

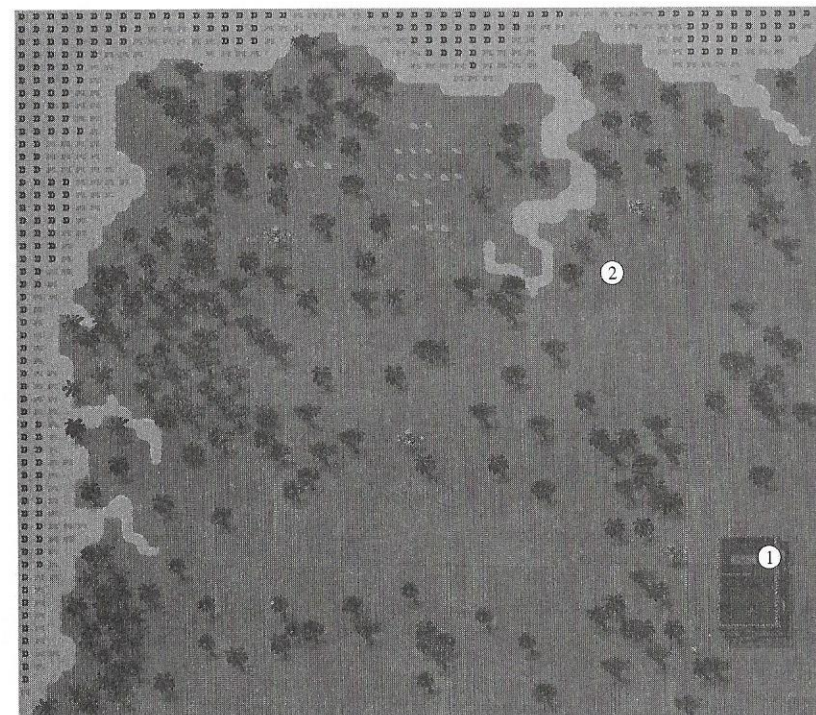
Potential Enemy Items

- A. Locksmith's Kit, 51%
- B. \$400
- C. .12 gauge Rifle, 65%
- D. 2 Boxes of .38 Ammo

Notes

This sector is a possible location for Brenda if she has been kidnapped. This is also the most likely location of the antidote for the tree virus. See the "Quests" section for more information.

SECTOR 6



Items & Traps

1. Oil Can, 88%
2. Potential location of Brenda's blouse

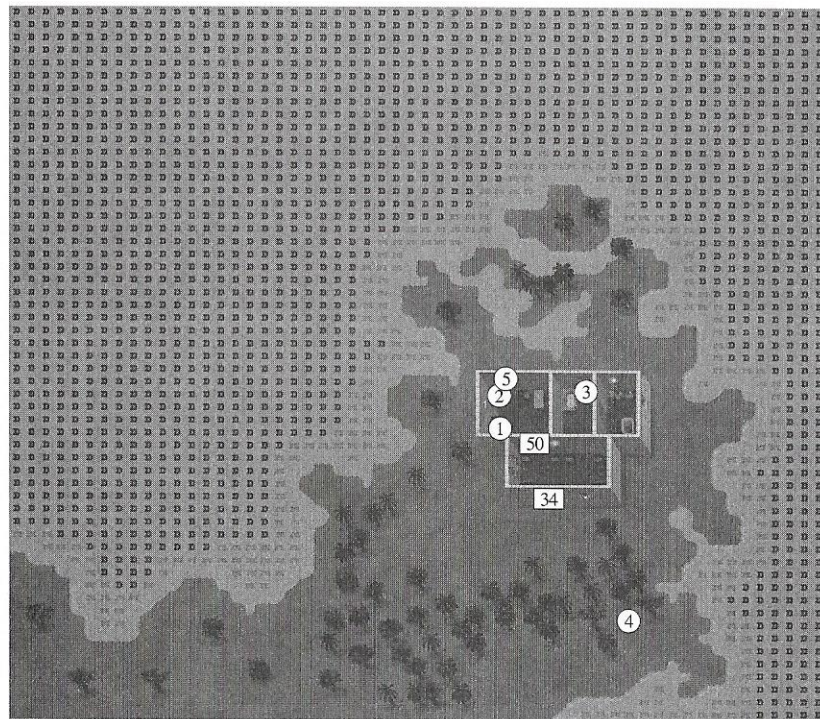
Potential Enemy Items

- A. Compound 17, 79%
- B. 9mm Beretta, 74%
- C. Stun Grenade, 67%
- D. Silencer, 88%
- E. Explosives, Trapped (Level 5)

Notes

If Brenda's blouse is found in this sector, she will be in sector 7. This sector is also the location of the native burial ground. See the "Quests" section for more information.

SECTOR 5



Items & Traps

1. Piece of Cloth, 92%
2. Metal Detector, 82%
3. \$50
4. Rock, 97%
5. Potential location of antidote for tree virus

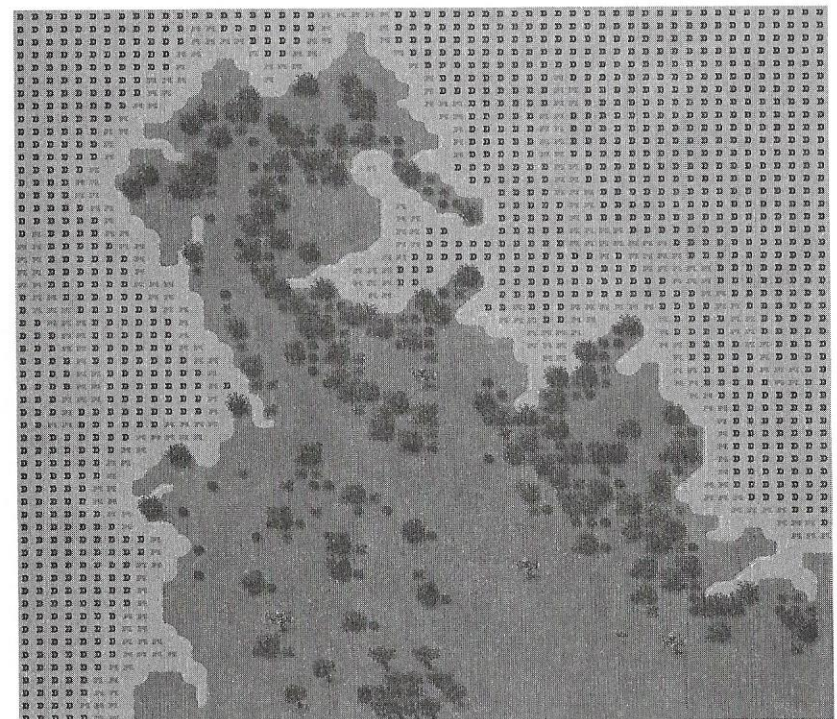
Potential Enemy Items

- A. Note #4
- B. M14 Rifle, Trapped (Level 4)
- C. Grenade, Trapped (Level 5)
- D. Box of .12 gauge Ammo

Notes

This sector may hold the antidote for the tree virus. See the "Quests" section for more information.

SECTOR 4



Items & Traps

No Items.

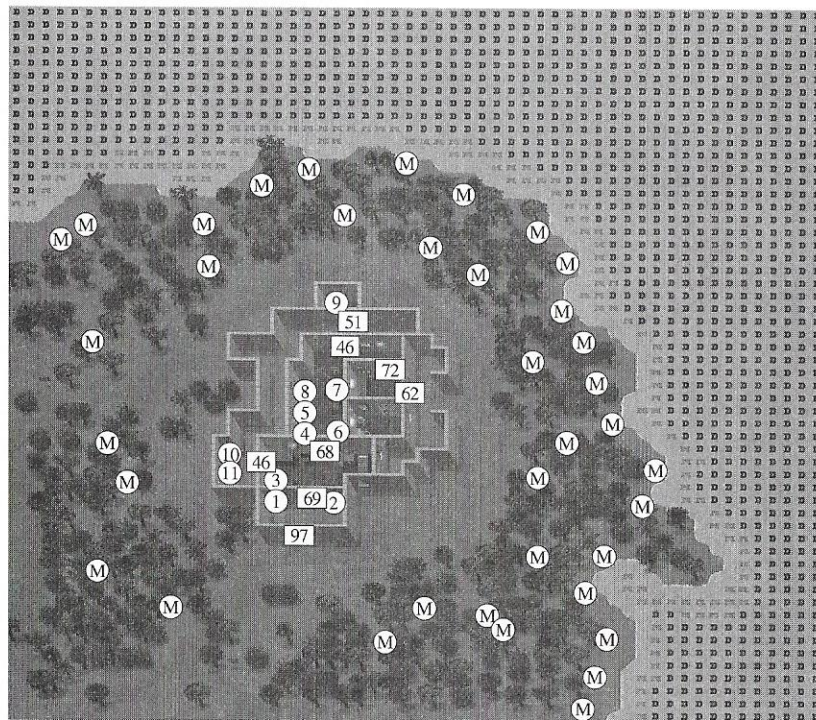
Potential Enemy Items

- A. Note #9
- B. Sniper Scope, 40%
- C. Mustard Gas, 72%
- D. First Aid Kit, 94%
- E. Silencer, 58%

Notes

If this sector is attacked on day 31, you will intercept a shipment of goods for the enemy. This shipment, however, is **TRAPPED**. The shipment will stay in this sector even beyond day 31 . . . the enemies don't want it and are hoping it will blow you sky high. See the "Quests" section for more information.

SECTOR 3



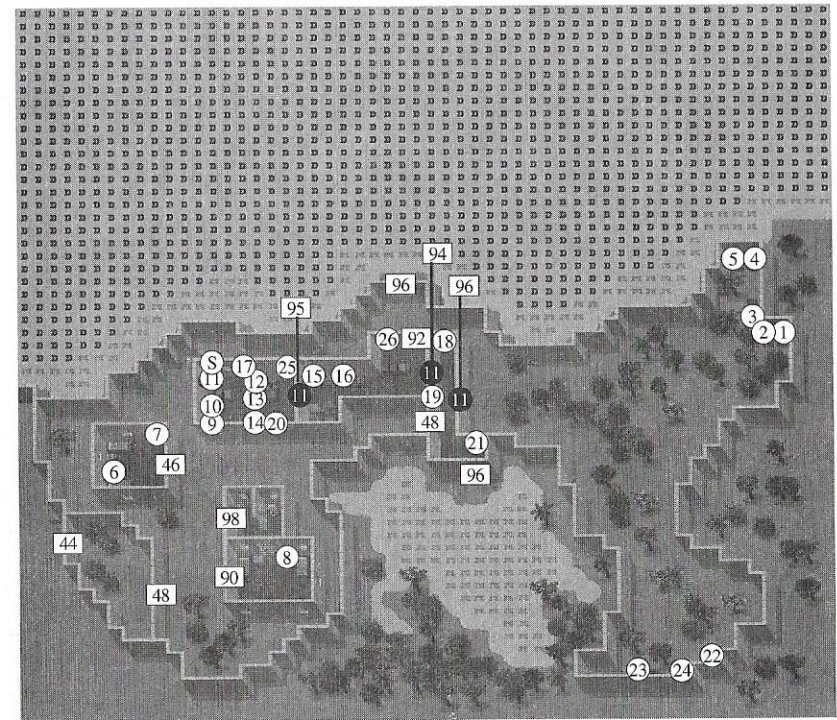
Items & Traps

1. Gas Can, 93%
2. Gas Can, 80%
3. Toolbox, 84%
4. 3 Clips of M16 Ammo
5. M14 Rifle, 84%
6. M16 Rifle, 80%
7. Silencer, 81%
8. 2 Clips M14 Ammo
9. **Plastic Explosives, Trapped (Level 6)**
10. Chunk of Steel, 87%
11. Tube of Compound 17, 89%

Potential Enemy Items

- A. Spectra Shield, 53%
- B. Oil Can, 63%
- C. Key, 68
- D. Key, 62
- E. Key, 72
- F. Padlock Key, 69
- G. 2 Boxes of .12 gauge Ammo
- H. Tear Gas, 68%

SECTOR 2



Items & Traps

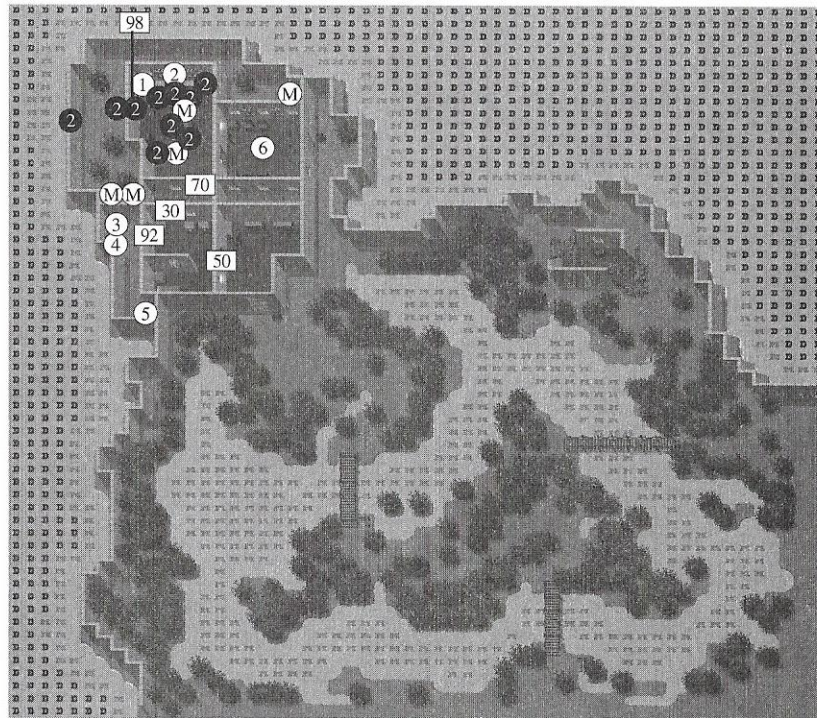
1. **Live C4 Explosives, Trapped (Level 6)**
2. Plastic Explosives, 91%
3. Explosives, 86%
4. Mine, 83%
5. Mine, 90%
6. First Aid Kit, 80%
7. Padlock Key, 95
8. Key, 94
9. M16 Rifle, 92%
10. M16 Rifle, 80%
11. **Trigger (undetectable), Blows up all Black 11's**
12. Compound 17, 98%
13. Sniper Scope, 99%
14. Compound 17, 92%
15. Chunk of Steel, 88%
16. Compound 17, 98%
17. Close Door Trigger closes door with 95 value
18. Close Door Trigger closes door with 96 value
19. Open Door Trigger opens door with 92 value

20. Sniper Scope, 91%
21. Open Door Trigger opens door with 96 value
22. **Tear Gas, Trapped (Level 6)**
23. Tear Gas, 98%
24. **Grenade, Trapped (Level 3)**
25. Close Door Trigger closes door with 94 value
26. Close Door Trigger closes door with 92 value

Potential Enemy Items

- A. Key, 90
- B. Stun Grenade, 89%
- C. 2 Clips of M14 Ammo
- D. Key, 88
- E. Stun Grenade, 100%
- F. Stun Grenade, 100%
- G. 2 Boxes of .12 gauge Ammo
- H. Oil Can, 54%
- I. Grenade, 58%
- J. **Grenade, Trapped (Level 7)**
- K. 2 Clips of M14 Ammo

SECTOR 1



Items & Traps

1. Fallow Tree Sapling, 85%
2. **Trigger (undetectable), Blows up All Black 2's**
3. Spectra Shield, 82%
4. Compound 17, 98%
5. Kevlar Helmet, 99%
6. Reserve Enemy "arrival point"

Potential Enemy Items

- A. Key, 92
- B. Shielded Vest, 52%

Notes

This is home to Mr. Lucas Santino. In this sector, if you have made it this far, he plans to kill you. You'll find Santino at #2, waiting to set his nice little trap off.

That's not all. In room #6, Santino's grunts are arriving from their off-island location by the underground tunnel . . . one after another. If you enter the room, of course, they will see you coming and immediately seal it off.

Most importantly, though, you'll find the Fallow Sapling at #1.

THE BULLET BUNKER

This list on the following pages contains all the bullets, guns, grenades and toys of war your mercs could hope for. Above the listing, you'll see:

- **Store:** Indicates the number of this type of item that can be stored in the same inventory position (pocket, hand, holster) to save space.
- **Exp. Dam.:** Indicates whether the item can become damaged by nearby explosions.
- **H2O Dam.:** Indicates whether the item is susceptible to taking damage when exposed to water (while merc is swimming/wading in deep water).
- **Fix:** Indicates whether the item can be repaired by a merc assigned to REPAIR items. Item **MUST** be in the holster or one of the vest pockets.
- **Metal:** Indicates whether the item is made mostly of metal. Metal items are much more resistant to damage from explosions, and can be detected using a Metal Detector if buried underground.
- **Sink:** Indicates whether the item is capable of floating on water or not. Items that will sink will be lost forever if dropped in water. Items that can float will float towards a nearby shore and can be retrieved.

THE BULLET BUNKER

Item Description	Item Type	Store	Exp Dam.	H2O Dam.	Fix	Metal	Sink
.38 Ammo (6 shots)	Ammo	5	No	No	No	Yes	Yes
.45 Ammo (6 shots)	Ammo	5	No	No	No	Yes	Yes
9mm Ammo (15 shots)	Ammo	5	No	No	No	Yes	Yes
.357 Ammo (6 shots)	Ammo	5	No	No	No	Yes	Yes
.12g Ammo (6 shots)	Ammo	5	No	No	No	Yes	Yes
M14 Ammo (20 shots)	Ammo	5	No	No	No	Yes	Yes
M16 Ammo (20 shots)	Ammo	5	No	No	No	Yes	Yes
.38 Revolver	Weapon	1	Yes	Yes	Yes	Yes	Yes
Colt .45	Weapon	1	Yes	Yes	Yes	Yes	Yes
9mm Beretta	Weapon	1	Yes	Yes	Yes	Yes	Yes
.357 Magnum	Weapon	1	Yes	Yes	Yes	Yes	Yes
Modified Colt .45	Weapon	1	Yes	Yes	Yes	Yes	Yes
Modified 9mm Beretta	Weapon	1	Yes	Yes	Yes	Yes	Yes
Modified .357 Magnum	Weapon	1	Yes	Yes	Yes	Yes	Yes
.12g Pump Shotgun	Weapon	1	Yes	Yes	Yes	Yes	Yes
.12g Rifle	Weapon	1	Yes	Yes	Yes	Yes	Yes
M14 Rifle	Weapon	1	Yes	Yes	Yes	Yes	Yes
M16 Rifle	Weapon	1	Yes	Yes	Yes	Yes	Yes
Modified .12g Rifle	Weapon	1	Yes	Yes	Yes	Yes	Yes
Modified M14 Rifle	Weapon	1	Yes	Yes	Yes	Yes	Yes
Modified M16 Rifle	Weapon	1	Yes	Yes	Yes	Yes	Yes
Knife	Weapon	1	Yes	No	Yes	Yes	Yes
Combat Knife	Weapon	1	Yes	No	Yes	Yes	Yes
Land Mine	Th. Exp.	1	Yes	Yes	Yes	Yes	Yes
Grenade	Th. Exp.	5	Yes	Yes	Yes	Yes	Yes
Stun Grenade	Th. Exp.	5	Yes	Yes	Yes	Yes	Yes
Mustard Gas Canister	Th. Exp.	5	Yes	Yes	Yes	Yes	Yes
Tear Gas Canister	Th. Exp.	5	Yes	Yes	Yes	Yes	Yes
Molotov Cocktail	Th. Exp.	1	Yes	Yes	Yes	No	Yes
Eagle Screamer	Pl. Exp.	1	Yes	Yes	Yes	No	Yes
Eagle Silencer	Pl. Exp.	1	Yes	Yes	Yes	No	Yes
Eagle Dog	Pl. Exp.	1	Yes	Yes	Yes	No	Yes
Eagle Fearball	Pl. Exp.	1	Yes	Yes	Yes	No	Yes
Live Explosives	Pl. Exp.	1	Yes	Yes	Yes	No	Yes
Live Plastic Explosives	Pl. Exp.	1	Yes	Yes	Yes	No	Yes
Kevlar Vest	Chest	1	Yes	No	Yes	No	Yes
Treated Kevlar Vest	Chest	1	Yes	No	Yes	No	Yes
Spectra Shield	Chest	1	Yes	No	Yes	No	Yes
Treated Spectra Shield	Chest	1	Yes	No	Yes	No	Yes
Shielded Vest	Chest	1	Yes	No	Yes	No	Yes
Helmet	Head	1	Yes	No	Yes	No	Yes
Treated Helmet	Head	1	Yes	No	Yes	No	Yes
Kevlar Helmet	Head	1	Yes	No	Yes	No	Yes
Treated Kevlar Helmet	Head	1	Yes	No	Yes	No	Yes
2-Pocket Vest	Vest	1	No	No	No	No	Yes
3-Pocket Vest	Vest	1	No	No	No	No	Yes
4-Pocket Vest	Vest	1	No	No	No	No	Yes
5-Pocket Vest	Vest	1	No	No	No	No	Yes
Sun Goggles	Face Gear	3	Yes	No	Yes	No	Yes
Gas Mask	Face Gear	1	Yes	Yes	Yes	No	Yes
Radio	Radio	1	Yes	Yes	Yes	Yes	Yes
Extended Ear	Radio	1	Yes	Yes	Yes	Yes	Yes

THE BULLET BUNKER

Item Description	Item Type	Store	Exp Dam.	H2O Dam.	Fix	Metal	Sink
Explosives	Mergable	1	Yes	Yes	Yes	No	Yes
Plastic Explosives	Mergable	1	Yes	Yes	Yes	No	Yes
Detonator	Mergable	2	Yes	Yes	Yes	Yes	Yes
Canteen	Drink	5	No	No	No	Yes	Yes
Case of Beer	Drink	1	No	No	No	No	Yes
Fish Remains	Useless	1	No	No	No	No	Yes
Clock / Bug Detector	Useless	1	Yes	Yes	Yes	No	Yes
Camera (12 shots)	Useless	1	Yes	Yes	Yes	Yes	Yes
Sniper Scope	Attach	2	Yes	No	Yes	Yes	Yes
Silencer	Attach	3	Yes	No	Yes	Yes	Yes
Chunk Of Steel	Mergable	2	No	No	No	Yes	Yes
Compound 17	Mergable	2	No	No	No	No	Yes
Wall Probe	Listening	1	Yes	Yes	Yes	Yes	Yes
Camouflage Kit	Visibility	2	No	Yes	No	No	Yes
First Aid Kit	Heals	3	No	Yes	No	No	Yes
Medical Kit	Heals	2	No	Yes	No	No	Yes
Tool Kit	Repairs	1	Yes	Yes	No	Yes	Yes
Locksmith's Kit	Pick Lock	1	Yes	Yes	Yes	Yes	Yes
Mine Detector	Detect	1	Yes	Yes	Yes	Yes	Yes
Crowbar	Opens	1	Yes	No	No	Yes	Yes
Rock	Thrown	4	No	No	No	No	Yes
Gas Can	Mergable	1	No	No	No	No	Yes
Glass Jar	Mergable	3	No	No	No	No	No
Oil Can	Mergable	1	No	No	No	No	Yes
Piece of Cloth	Mergable	3	No	No	No	No	No
Glass Jar w/Oil	Merged	1	No	No	No	No	Yes
Glass Jar w/Gas	Merged	1	No	No	No	No	Yes
Glass Jar w/Cloth	Merged	1	No	No	No	No	Yes
Glass Jar w/Oil & Gas	Merged	1	No	No	No	No	Yes
Glass Jar w/Oil & Cloth	Merged	1	No	No	No	No	Yes
Glass Jar w/Gas & Cloth	Merged	1	No	No	No	No	Yes
Gas Can w/Oil	Merged	1	No	No	No	No	Yes
Gas Can w/Cloth	Merged	1	No	No	No	No	Yes
Gas Can w/Oil & Cloth	Merged	1	No	No	No	No	Yes
Key	Key	5	No	No	No	Yes	Yes
Padlock Key	Key	5	No	No	No	Yes	Yes
Money	Cash	5	No	Yes	No	Yes	Yes
Micro-Purifier	Quest	1	No	No	No	Yes	No
Brenda's Blouse	Quest	1	No	No	No	No	No
Brenda's Lab Coat	Quest	1	No	No	No	No	No
Brenda's Bra	Quest	1	No	No	No	No	No
Antidote	Quest	1	No	No	No	No	No
Headstone	Quest	1	No	No	No	No	Yes
Pomillia Flowers	Quest	1	No	No	No	No	No
Scientific Journal	Quest	1	No	Yes	No	No	No
Destroyed Journal	Quest	1	No	No	No	No	No
Sapling	Quest	1	No	No	No	No	No
Destroyed Sapling	Quest	1	No	No	No	No	No
Note	Note	1	No	Yes	No	No	No
1/3 Combination Note	Com. Note	2	No	Yes	No	No	No
2/3 Combination Note	Com. Note	1	No	Yes	No	No	No
Full Combination Note	Com. Note	1	No	Yes	No	No	No

WEAPONS & EXPLOSIVES TABLES

Item Description	Ammo Type	Ammo Cap.	Weapon Class	Shot Turn	Shot Noise	Imp.Noise	Max Dmg.	Max Rge
Knife	n/a	n/a	Knife	3.5	n/a	1	20	1
Combat Knife	n/a	n/a	Knife	3.0	n/a	1	30	1
.38 Revolver	.38	6	Handgun	3.0	10	4	20	10
Colt .45	.45	6	Handgun	3.5	11	4	22	11
9mm Beretta	9mm	15	Handgun	4.5	12	5	24	12
.357 Magnum	.357	10	Handgun	4.0	13	5	26	13
Modified .45	.45	6	Handgun	3.5	12	5	26	13
Modified 9mm	9mm	15	Handgun	4.5	13	5	28	14
Modified .357	.357	10	Handgun	4.0	14	6	30	15
.12g Pump Shot.	.12g	6	Shotgun	2.5	14	6	36	16
.12g Rifle	.12g	6	Rifle	4.0	15	7	32	18
M14 Rifle	M14	20	Rifle	4.5	16	7	34	20
M16 Rifle	M16	20	Rifle	5.0	17	7	36	25
Modified .12g Rifle	.12g	6	Rifle	4.0	16	8	36	20
Modified M14 Rifle	M14	20	Rifle	4.5	17	8	38	25
Modified M16 Rifle	M16	20	Rifle	5.0	18	8	40	30

- **Ammo Type** is the proper type of ammo used by the weapon.
- **Ammo Cap.** is the ammunition capacity of the weapon.
- **Shots/Turn** equals the theoretical maximum number of shots that may be taken per turn.
- **Shot Noise** is the firing noise of the weapon. **Imp(act) Noise** is the sound of the bullet hitting its target. Noise is measured in the number of squares sound is audible from its source. Silencers reduce shot noise, but not impact noise.
- **Base Damage** is modified by distance shot traveled, accuracy of shot, etc.
- **Max Range** is the maximum accurate firing range in squares. Sniper Scopes extend the maximum range.

Explosives Type	Max Pocket	Max Range	Expl Range	Base Damage	Range Health	Range Breath	Gas Attack	Noise Vol
Grenade	5	var.	2	25- 50	0		No	25
Molotov Cocktail	1	var.	2	25- 50	0		No	25
Eagle Fear Ball	1	1	4	50-100	0		No	50
Mustard Gas Cnstr.	5	var.	3	15- 30	40- 60		Yes	10
Eagle Dog	1	1	4	15- 30	40- 60		Yes	10
Stun Grenade	5	var.	3	1	50- 70		Yes	10
Eagle Silencer	1	1	4	1	50- 70		Yes	10
Tear Gas Canister	5	var.	2	0	20- 30		Yes	10
Eagle Screamer	1	1	4	0	20- 30		Yes	10
Explosives	1	1	4	50-100	0		No	50
Plastic Explosives	1	1	4	50-100	0		No	50
Small Bomb	n/a	0	2	25- 50	0		No	25
Large Bomb	n/a	0	4	50-100	0		No	50
Land Mine	1	0	2	25- 50	0		No	25

- A large explosion (50-100 damage) is required to destroy doors, trees, etc.
- Tear Gas Cnstr. spreads to range 3, for 3 turns indoors, 1-2 turns outdoors.
- Eagle Screamer expands to range 5, for 5 turns indoors, 3-4 turns outdoors.
- Gas Attacks can be protected against by wearing gas masks.

PROTECTION TABLE

Protection Type	Percent Coverage	Damage Absorption	Resistance
Helmet	5%	10pts	50%
Treated Helmet	7%	15pts	60%
Kevlar Helmet	10%	20pts	70%
Treated Kevlar Helmet	15%	30pts	80%
Kevlar Vest	20%	10pts	50%
Treated Kevlar Vest	30%	15pts	60%
Spectra Shield	40%	20pts	70%
Treated Spectra Shield	60%	30pts	80%
Shielded Vest	20%	10pts	50%

- %Coverage is the item's contribution to the overall coverage percentage
- Maximum possible coverage is 95% (perfect protection is NOT achievable)
- Damage Absorption is the item's maximum ability to decrease base damage which would otherwise affect the wearer.
- Damage Resistance is the item's ability to withstand damage to ITSELF after serving to absorb an impact.

MERGABLE ITEMS

The chunk of metal neatly fuses onto the end of your merc's gun. It's not long before the enemy finds out just how valuable and deadly that addition will be. In the lists that follow, you'll find directions to make all of them.

To merge items, place the item listed in the first column into the merc's hand position. Pick up the item listed in the second column and place it into the hand object's "attachment" position.

Silencer (No Skill, Items Remain Separable):

Colt .45	+ Silencer	= Silenced Colt .45
9mm Beretta	+ Silencer	= Silenced 9mm Beretta
Modified Colt .45	+ Silencer	= Silenced Modified Colt .45
Modified 9mm Beretta	+ Silencer	= Silenced Modified 9mm Beretta
Modified .357 Magnum	+ Silencer	= Silenced Modified .357 Magnum

Sniper Scope (No Skill, Items Remain Separable):

9mm Beretta	+ Sniper Scope	= Scoped 9mm Beretta
.357 Magnum	+ Sniper Scope	= Scoped .357 Magnum
.12g Rifle	+ Sniper Scope	= Scoped .12g Rifle
M14 Rifle	+ Sniper Scope	= Scoped M14 Rifle
M16 Rifle	+ Sniper Scope	= Scoped M16 Rifle
Modified Colt .45	+ Sniper Scope	= Scoped Modified Colt .45
Modified 9mm Beretta	+ Sniper Scope	= Scoped Modified 9mm Beretta
Modified .357 Magnum	+ Sniper Scope	= Scoped Modified .357 Magnum
Modified .12g Rifle	+ Sniper Scope	= Scoped Modified .12g Rifle
Modified M14 Rifle	+ Sniper Scope	= Scoped Modified M14 Rifle
Modified M16 Rifle	+ Sniper Scope	= Scoped Modified M16 Rifle

Compound 17 (Mechanical Skill):

Helmet	+ Compound 17	= Treated Helmet
Kevlar Helmet	+ Compound 17	= Treated Kevlar Helmet
Kevlar Vest	+ Compound 17	= Treated Kevlar Vest
Spectra Shield	+ Compound 17	= Treated Spectra Shield

Chunk of Steel (Mechanical Skill, can fail):

Colt .45	+ Chunk of Steel	= Modified Colt .45
9mm Beretta	+ Chunk of Steel	= Modified 9mm Beretta
.357 Magnum	+ Chunk of Steel	= Modified .357 Magnum
.12g Rifle	+ Chunk of Steel	= Modified .12g Rifle
M14 Rifle	+ Chunk of Steel	= Modified M14 Rifle
M16 Rifle	+ Chunk of Steel	= Modified M16 Rifle

Detonator (Explosives skill):

Explosives	+ Detonator	= Live Explosives
Plastic Explosives	+ Detonator	= Live Plastic Explosives

MERGABLE ITEMS

Molotov Cocktails (Explosives skill):

Glass Jar	+ Piece of Cloth	= Glass Jar with Cloth in it
Glass Jar	+ Lab Coat	= Glass Jar with Cloth in it
Glass Jar	+ Bra	= Glass Jar with Cloth in it
Glass Jar	+ Blouse	= Glass Jar with Cloth in it
Glass Jar	+ Gas Can	= Glass Jar with Gas in it
Glass Jar	+ Oil Can	= Glass Jar with Oil in it
Jar w/Cloth	+ Gas Can	= Glass Jar, with Cloth & Gas
Jar w/Cloth	+ Oil Can	= Glass Jar, with Cloth & Oil
Jar w/Oil	+ Gas Can	= Glass Jar, with Oil & Gas
Jar w/Gas	+ Oil Can	= Glass Jar, with Oil & Gas
Jar w/Oil	+ Piece of Cloth	= Glass Jar, with Cloth & Oil
Jar w/Oil	+ Lab Coat	= Glass Jar, with Cloth & Oil
Jar w/Oil	+ Bra	= Glass Jar, with Cloth & Oil
Jar w/Oil	+ Blouse	= Glass Jar, with Cloth & Oil
Jar w/Gas	+ Piece of Cloth	= Glass Jar, with Cloth & Gas
Jar w/Gas	+ Lab Coat	= Glass Jar, with Cloth & Gas
Jar w/Gas	+ Bra	= Glass Jar, with Cloth & Gas
Jar w/Gas	+ Blouse	= Glass Jar, with Cloth & Gas
Jar, w/Oil & Gas	+ Piece of Cloth	= Molotov Cocktail
Jar, w/Oil & Gas	+ Lab Coat	= Molotov Cocktail
Jar, w/Oil & Gas	+ Bra	= Molotov Cocktail
Jar, w/Oil & Gas	+ Blouse	= Molotov Cocktail
Jar, w/Cloth & Oil	+ Gas Can	= Molotov Cocktail
Jar, w/Cloth & Gas	+ Oil Can	= Molotov Cocktail

(the following five items are available only in v1.1+)

Glass Jar	+ Gas Can w/Oil	= Glass Jar, with Oil & Gas
Glass Jar	+ Gas Can w/Cloth	= Glass Jar, with Cloth & Gas
Glass Jar	+ Gas Can, Oil, Cloth	= Molotov Cocktail
Jar w/Cloth	+ Gas Can w/Oil	= Molotov Cocktail
Jar w/Oil	+ Gas Can w/Cloth	= Molotov Cocktail

MERGABLE ITEMS

Eagles (Explosives Skill):

Gas Can	+ Piece of Cloth	= Gas Can with Gas & Cloth in it
Gas Can	+ Lab Coat	= Gas Can with Gas & Cloth in it
Gas Can	+ Bra	= Gas Can with Gas & Cloth in it
Gas Can	+ Blouse	= Gas Can with Gas & Cloth in it
Gas Can	+ Oil Can	= Gas Can with Oil & Gas in it
Gas Can w/Oil & Gas	+ Piece of Cloth	= Gas Can with Cloth, Oil & Gas
Gas Can w/Oil & Gas	+ Lab Coat	= Gas Can with Cloth, Oil & Gas
Gas Can w/Oil & Gas	+ Bra	= Gas Can with Cloth, Oil & Gas
Gas Can w/Oil & Gas	+ Blouse	= Gas Can with Cloth, Oil & Gas
Gas Can w/Cloth & Gas	+ Oil Can	= Gas Can with Cloth, Oil & Gas
Gas Can, Cloth, Oil & Gas	+ Grenade	= Eagle "Fearball"
Gas Can, Cloth, Oil & Gas	+ Stun Grenade	= Eagle "Silencer"
Gas Can, Cloth, Oil & Gas	+ Tear Gas Can.	= Eagle "Screamer"
Gas Can, Cloth, Oil & Gas	+ Mustard Gas Can.	= Eagle "Dog"

Notes (No Skill):

1/3 Piece of Paper	+ 1/3 Piece of Paper	= 2/3 Piece of Paper
2/3 Piece of Paper	+ 1/3 Piece of Paper	= Full Piece of Paper
Brenda's Note	+ Lab Coat	= Lab Coat with Brenda's Note

Combining Kits (v1.1+ only, No Skill):

First Aid Kit	+ First Aid Kit	= combined First Aid Kit(s)
Medical Bag	+ Medical Bag	= combined Medical Bag(s)
Locksmith's Kit	+ Locksmith's Kit	= combined Locksmith's Kit(s)
Tool Kit	+ Tool Kit	= combined Tool Kit(s)
Camouflage Kit	+ Camouflage Kit	= combined Camouflage Kit(s)

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THE ISLAND DOMINATOR

SUMMER 1995

Metavira's MoneyMan

An Interview with
Lucas Santino

Also in this issue

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LETTERS

HAVOC FOR HIRE

Last month's article on the mercenaries of A.I.M. was great. In my missions, I've often come across its mercenaries and wondered how I could become a member of A.I.M. I wish your writers had included that in their article.

- Orville Gibbs
New York, NY

Ed: If you're interested in joining A.I.M., contact A.I.M. Recruitment c/o Sir-tech Software, Inc., P.O. Box 245, Ogdensburg, NY 13669. Let them know you're interested in joining A.I.M. and provide a list of your qualifications and statistics. You'll be considered for future missions. We regret the omission.

RUDY'S PICTORIAL?

Rudy Roberts is gorgeous! I loved your color pullout. Please show us more of the mercenaries we love to look at.

- Louise Elizabeth
Ogdensburg, NY

Ed: The "pullout" is actually just a picture. Sorry, we're not that kind of magazine. We're worse.

HOPE FOR NEW MERCs?

I've always wanted to be a mercenary, but I'm worried I can't be. Is there hope for men with guns of small calibers? I only have a .22.

- Name Withheld
San Diego, CA

Ed: As you know, Name, it's not the size of the gun - it's the man behind it. Besides, the new attachments out for guns these days, you'd be surprised what they can do!

HELPFUL HINTS

Lay off articles like last month's "How to Cook For Two While Under

Fire." We're rough and ready people. We don't care about such stupid articles. If we did, we'd subscribe to another software company's newsletter.

- Jim Bob
Gouverneur, NY

FROM THE FRONT LINES

Just for your reference, it's true. Hell hath no fury like a woman scorned. I just dumped The Fox (Guzzman), and don't expect to be walking in the next two weeks.

- Name Withheld by
Request

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LUCAS SANTINO

MONEY DOES GROW ON TREES

In between scrimmages for sectors, *The Island Dominator* had a chance to meet Mr. Lucas Santino, the money man of Metavira. A devilishly handsome man with long, brown hair, piercing blue eyes and a knowing smile, his presence is almost chilling. He is both calm and intense . . . assured and constantly on edge.

In entrepreneurial circles he is often called a "genius," having secured almost total control of Metavira's blooming Fallow industry. With hundreds of the rare trees under his command, he is lobbied and courted by pharmaceutical companies and his every move is watched by Wall Street's power brokers.

But they aren't the only ones with eyes for Mr. Santino.

Santino's former partner and confidante, Jack Richards, is waging a war to regain control of one of the world's hottest commodities.

In this battle for control of the lucrative industry, Santino and Richards face off, like computer giants Apple and IBM, each trying to muscle the other out of business.

And behind the front lines, an anxious world watches, waits and learns.

On location in Santino's compound, our reporter, Stormin' Norman Sirotek, talks to Metavira's money man.

THE ISLAND DOMINATOR: Why don't we start right here, with Metavira. What is the importance of this island? And where do you fit in?

LUCAS SANTINO: Metavira is the future. And I'm the man who is going to take us there.

TID: To be more specific, most of us have heard about the Fallow trees, their medicinal sap and the breakthroughs accomplished in the battles against a number of degenerative childhood diseases. But, you seem to be suggesting that Metavira holds even more in store.

SANTINO: I never suggest.

TID: Mr. Santino, would it be fair to say that all of the island's potential has yet to unfold?

SANTINO: Yes. Once the island returns to normal and I've placed the right people in key positions, I'll be prepared to elaborate further.

TID: How do you define "normal?"

SANTINO: Though I'm sure most of your readers are intelligent enough to define normal for

themselves, I could define it for you. As you should be aware, we are currently experiencing some resistance in securing the island of Metavira. Though the insurgents are small and insignificant, they seem to have well-placed sympathizers, who have been misled in their efforts.

TID: Are you referring to the recent arrival of A.I.M. [The Association of International Mercenaries]?

SANTINO: I am referring to all those shortsighted enough to stand in the way of progress.

TID: Like most historical figures and leaders, you seem to possess a clear sense of direction. Would you agree that that is a common characteristic of those immortalized by history?

SANTINO: Contrary to common belief, progress is not haphazard. It is created by those of foresight, of clear vision, who possess the determination necessary to remove the very hindrances that stand in its way. It is that commonality that all great leaders share.

TID: A characteristic you also share with them?

SANTINO: I'm humbled. [*Santino pauses.*]

TID: Even given this vision of yours, you do have your court of detractors, some of whom have even called you evil.

SANTINO: Whom?

TID: Aren't you aware that some publications have printed the words evil and Lucas Santino in the same line of text?

SANTINO: [He speaks after a long referral with an associate.] Not until this moment, actually, and it worries me very little. These are fringe publications with a long history of leftist sentiment. These are the very sympathizers I referred to earlier. Publications that are a waste of my time.

TID: Opportunist is another adjective used to describe you.

SANTINO: Same people - same publications. In reality, these things are to be expected. These are the same words that come out of the closet every time they want to discredit someone whom they disagree with. It's unfortunate, but it can't be helped.

TID: Would this also explain the questioning of your credentials and scientific competence? It has been reported that Harvard has no record of your attendance and that

San Carma in Peru and San Tortia of Honduras do not exist.

SANTINO: Exactly. Another tactic. My graduate degree from Harvard is easily verifiable. As for the other two universities, I was the founder of the second. As a matter of fact, we could verify my accreditation right now. [*Santino makes numerous phone calls that confirm two of the degrees. Harvard refuses to take his call and also refuses to speak with this reporter.*]

TID: At no time, Mr. Santino, did I wish to imply that we questioned your credentials, only that others had. Though, from your reaction, it is quite evident that you are more than willing to vindicate yourself.

SANTINO: Well, repeating these allegations in *The Island Dominator* only serves to legitimize them to your readership. I'm an exacting person, and don't have time to toy with ridiculous ideals.

TID: I know you consider *The Island Dominator* to represent the mainstream and are a subscriber . . .

SANTINO: From the beginning.

TID: Yes, one of the first, I understand. So, let's return to Metavira and the conflict you face. What brought it about?

SANTINO: The very people who lead the insurgents now, the Richards.

"... progress is not haphazard. It is created by those of foresight, of clear vision, who possess the determination necessary to remove the very hindrances that stand in its way."

—Lucas Santino

TID: Jack and Brenda Richards? Your former partners, correct?

SANTINO: Correct. However, the Richards are simple people. They benefitted greatly from my research, and I made the mistake of allowing them to take credit and recognition for my work.

TID: Something, that's happened before?

SANTINO: Yes. [*He pauses.*] When Jack Richards burned down the research lab that Brenda Richards and I shared, I realized something had to be done—thousands of hours of work gone because of the careless toss of a cigarette. I dealt with the man fairly, asking only that I have my own facility. Rather moderate behavior for a man that had just lost his life's work.

TID: Moderate enough to seem almost out of character.

SANTINO: I wasn't out of character, not during that time in my life, anyway. You might say that this was the incident that planted the seed of a new determination.

TID: Did Jack Richards comply with your request?

SANTINO: How could he not? He knew who was actually doing the research. He knew what he had destroyed.

TID: A new facility, certainly, must have been somewhat placating. But what of your research?

SANTINO: I worked day and night from scratch

to bring my research back to where it was before the fire.

TID: An immense effort.

SANTINO: Indeed. It was completed within months.

TID: Further proof of your abilities as a scientist?

SANTINO: Yes. I wish I could say it was easy, but it was nothing of the sort.

TID: Perhaps others might find hope in your persistence.

SANTINO: Yes. Perhaps the children.

TID: Once your research was up to date, where did you focus your efforts?

SANTINO: I approached Jack as a friend and fellow scientist with the results, and made it painfully clear to him that he was not qualified to be the caretaker of such important advancements.

TID: And then the fighting began?

SANTINO: No. The Richards were in full agreement with me. I know it sounds harsh, but after the fire, I think both Jack and Brenda realized that the Fallow's discoveries were too precious to be subjected to yet another disastrous setback. So, my people were granted access to

the island, and everything was going smoothly, until a couple of days ago when the Richards refused to vacate their compound and brought in a paramilitary force.

TID: And this is the position you find yourself in today?

SANTINO: Precisely. And that is why my time is limited. As you can imagine, I am a very busy man.

TID: Certainly. Can you explain the sudden change of heart on behalf of the Richards?

SANTINO: Outside influences.

TID: What is your assessment of the current status of the island?

SANTINO: We are in control of everything but the Richards' compound and the processing plant it contains. We expect to gain control of that plant shortly. The processing plants, I feel, are the key to this operation.

TID: What other operational tactics are you prepared to share with us?

SANTINO: Only that I expect my men to keep the disturbance contained. And then, I suspect, we'll have to do whatever is necessary to remove it.

TID: Could you and Jack Richards not come to some type of agreement?

SANTINO: That was exactly what I had tried to do. Unfortunately, the time has passed.

TID: Therefore, the only resolution is a military one?

SANTINO: That is entirely up to the Richards.

TID: In the interests of fairness, I wish to close with the Richards' assertion that your sole motivation for acquiring control of the island is to secure a monopoly on the trees, so that you may profit from their rising demand and the future you mentioned, and perhaps, even artificially inflate their value, simply through the principles of supply and demand.

SANTINO: The Richards are of the same simple mindedness as the people who protested the use of Metavira as a test site in the first place. We can all recall those communist loonies coming out of the woodwork in the fifties. Had they prevailed, would the children be receiving treatment now?

TID: I think we all know the answer to that. Thank you for your time, Mr. Santino.

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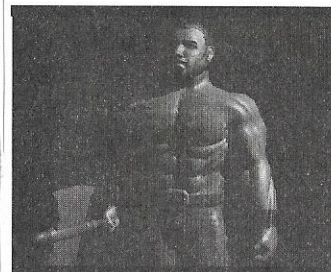
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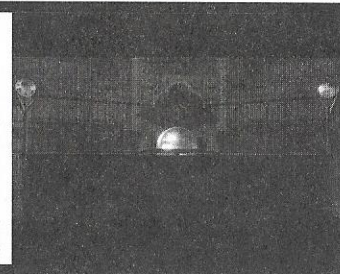
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