

The player starts manning the rear-mounted MMG of a jeep that speeds its way along the mountain pass trails towards the Tarzine fort. The mission is to rescue a small group of Allied officers surrounded by German forces. One of Allied officers includes a British cartographer who has drafted critical maps of Axis war plans. All must be recovered or the mission will fail.

The following scenarios represent various encounters, most of which are based on two types of interaction, including 1) jeep stopped to allow player to shoot at remote targets, and 2) jeep drives while player shoots moving targets. Moving targets can include INFANTRY, TRUCKS, HALF-TRACKS or STUKAS.

There are many scenarios listed below, but to cover 1 mile of terrain, these exist as an initial plan to make the Jeep Run both fun and engaging. If necessary, we can cut and then duplicate a smaller number of scenarios, but the following reveals a progression that should ramp up in difficulty and excitement.

SCENARIO 01 : A group of German infantry walking along the roadside opens fire on the jeep as it drives towards them. The jeep driver tries his best to speed past them as quickly as possible. The player should attempt to shoot all the infantry, but need not to continue.

[If time permits, if player kills all infantry above, then next scenario will reveal unprepared Germans at MMG outpost, otherwise they are ready with guns trained, as indicated below...]

SCENARIO 02 : A small division of German troops stand ready behind sandbags with an MMG trained on the player's jeep as it approaches. The jeep driver pulls behind an outcropping of rock to serve as cover while still letting the player shoot at the troops. Jeep waits until the player dies or the troops are defeated. If the latter occurs, the jeeps speeds past the sandbags towards the fort.

SCENARIO 03 : Just past the sandbags is a parked HALF-TRACK *[if time permits, have several German troops run towards HALF-TRACK as jeep passes them]* which accelerates to chase player's jeep as jeep zooms by it. Gunner in turret blasts player as jeep swerves left and right to avoid being hit. HALF-TRACK follows player until it is destroyed or player passes certain spot in road, at which point the HALF-TRACK slows to a stop.

SCENARIO 04 : Jeep rounds a corner and screeches to halt just before a parked German TRUCK that partially blocks the road. Infantry surround it with weapons trained on the jeep, which has no cover *[if time permits, driver should duck down to avoid being hit]*. Once German troops are defeated, jeep speeds past their truck.

SCENARIO 05 : As jeep rounds another corner, the player can see a STUKA leveling off in the distance ahead. Player can shoot at will as the STUKA flies in for a strafing run. STUKA will strafe the front of the jeep as it speeds ahead. Jeep should swerve at last second to avoid strafe shots on ground.

[If time permits, if player shoots down plane, next scenario does not play...]

SCENARIO 06 : STUKA flies by, bombing ground above player, dislodging BOULDERS that fall, bounce and roll down hillsides towards jeep, causing driver to feverishly swerve back and forth to avoid being crushed.

SCENARIO 07 : HALF-TRACK parked partially blocks the road. A SMALL GROUP OF INFANTRY surround it with weapons trained on the jeep, which stops behind a burning vehicle. Once German troops are defeated, jeep speeds past.

SCENARIO 08 : After a brief moment of rest, the jeep levels out on a straight-away and the player can hear the buzzing sound of a plane engine as a STUKA flies toward the jeep from behind (giving player more time to react). STUKA strafes road towards jeep and player must destroy it or it will destroy the jeep.

SCENARIO 09 : A parked German TRUCK partially blocks the road and a LARGE GROUP OF INFANTRY surround it with weapons trained on the jeep. Jeep slows to a stop about 30 yards out. Allies decide to make a break for it and put the pedal to the metal. A couple German troops will get knocked up and out of the way of the jeep as it speeds through, while others run out of the way. All the while, they're firing at the jeep.

[if time permits, somewhere before or after this the player could use a way to regenerate health!]

SCENARIO 10 : The now-familiar buzzing sound of a STUKA flying from behind can be heard. STUKA flies higher than normal without strafing. Player must destroy it or it will destroy the jeep by BOMBING.

SCENARIO 11 : Jeep passes 2 parked HALF-TRACKS which accelerate to pursue, with gun turrets blazing. Player must destroy gunner in turret before a HALF-TRACK will stop pursuit. Jeep will eventually drive up behind two TRUCKS driving slowly, side by side, so player's jeep is boxed in. Regardless of whether HALF-TRACKS are neutralized or not, TRUCKS will eventually slow to a stop (one in front of another). Infantry will spawn from trucks to attack player at close range *[if time permits, driver should duck for cover]*. When "x" number of soldiers are killed, or if player's health dips below "y," jeep driver will gun the gas to drive around the trucks (knocking over any INFANTRY in the way).

[if time permits, jeep should be smoking by now]

SCENARIO 12 : Player speeds ahead in jeep, then 2 HALF-TRACKS approach from behind with turret guns blazing. Before the player has a chance to neutralize them, the jeep approaches 2 more HALF-TRACKS ahead! Player's jeep will be boxed in between the four vehicles and must fight for its life. HALF-TRACKS in front when neutralized will pull off the road.

SCENARIO 13 : While barely escaping, the jeep speeds ahead on a straight-away. Moments later, multiple STUKA engines can be heard. 2 STUKAS fly in low behind jeep to strafe together. If the Player destroys one STUKA, the other will cease firing and continue flying as normal.

SCENARIO 14 : Rounding a wide corner, the player sees 2 SANDBAG MMG positions set up with a SMALL GROUP OF INFANTRY surrounding them. Jeep stops behind cover at long range. Apparently, these Germans are unaware of the player. Once player fires a round, they will shoot at the player. This is a good chance to take out the MMG gunners! Jeep will speed forward once MMG gunners are neutralized. Any remaining infantry will continue to fire on player, some of which may be run over.

SCENARIO 15 : A few German soldiers are running towards the fort at this point, and the jeep homes in on them. If player does not shoot them first, they will be run over.

SCENARIO 16 : Just outside the fort, a STUKA flies up over the ridge to bomb near the entrance, blasting the jeep into the air *[if time permits, in slow motion]* to set up the next Fort Sequence.

End of Jeep Run.

Path = 1700 meters (1 mile)

Drive Speed
 = 12 meters per second
 = 0.0075 miles per second
 = .4 miles per minute
 = 24 miles per hour

Drive Time
 = 140 seconds (2.5 minutes)

