NUCLEAR ☢ STRIKE

THE SEQUEL TO SOVIET STRIKE™

EA GAMES

CLASSICS

TABLE OF CONTENTS

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

☢ Visit STRIKE on the web at **www.strike-net.com.**

COMMAND REFERENCE

MAIN MENU

ACTION	KEYBOARD	MOUSE
Highlight a menu item or option	↑ / ↓	N/A
Cycle available options	← / →	Click option
Select highlighted menu item or option	ENTER	Click option (or **Exit**)

PAUSE/EXIT

ACTION	KEYBOARD
Pause mission	P
End mission/Return to Main menu	ESC , highlight **Yes**, then ENTER

VEHICLE CONTROLS

ACTION	KEYBOARD
Release cargo	[D]
Vehicle rescue signal	[D] (hold)

• To automatically winch aboard a passenger or an asset, maneuver the Super Apache over the object so the object is in the chopper's shadow.

JINK LEFT 7	MOVE FORWARD 8	JINK RIGHT 9
ROTATE LEFT 4	5	ROTATE RIGHT 6
1	REVERSE 2	3
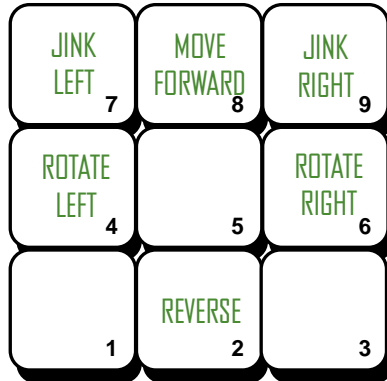
WEAPONS

ACTION	KEYBOARD
Fire chain gun (1178 rounds)	SPACEBAR
Launch Hydra rockets (38)	X
Launch Hellfire missiles (8)	Z
Launch Wingtip weapon (8)	C

☢ **TIP:** To activate a crosshair for a particular weapon, press Left SHIFT + weapon key (e.g., Left SHIFT + X activates the rocket's crosshair).

DISPLAY

ACTION	KEYBOARD
Cycle Head-up Displays	H
Change view	ENTER (keypad)
Activate SMFD	ENTER

Enhanced Head-up Display Only

Activate mouse	M
Cycle missions	F1
Cycle enemies	F2
Cycle assets	F3

• Mouse/Joystick users: From the Main menu, select **Config** › **Controls** › **Mouse** or **Joystick** to map an action to each button.

STARTING THE GAME

>>> Nuclear devices come in all shapes and sizes. So do the lunatics who use them. If anyone tells you the threat of thermonuclear war is over, he's a fool, an enemy, or both. <<<

Earle Bio: Commanding Officer. A seasoned veteran, General Earle is the guiding force behind every STRIKE operation.

>>> **NOTE:** For Quick Start Instructions and Quick Tips, See *Basic Training* on pp. 6-7. For complete Installation instructions, see the enclosed Reference Card.

OFF THE RECORD: WELCOME TO STRIKE

Recruited by General Earle, you join STRIKE as Commander and pilot of the Super Apache. Your superior combat skills and controversial background make you a perfect candidate for this covert team, but the price is high. Every mission you accept places your life on the line. Fortunately, the most technologically advanced hardware and the most elite operatives support your every move.

- Multiple vehicles allow you to strike from the ground, sea, and air.
  (See *Command Other Vehicles* on p. 22.)

- Ground troops can be sent into hot zones to carry out special orders.
  (See *Command Troops using the SMFD* on p. 15.)

- The onboard Super Multi-Functional Display (SMFD) links you to STRIKE.net, a high powered, information network that feeds you up-to-the-minute Intel.
  (See *Download STRIKE.net* on p. 12.)

- A full display allows to operate your vehicle while simultaneously viewing the SMFD.
  (See *Head-Up Display* on p. 16.)

- The compass waypoint indicator directs you toward your next objective.
  (See *Directional Compass* on p. 18.)

- A specialized HUD radar window identifies nearby objects.
  (See *Radar* on p. 18.)

- A weapon-specific crosshair appears when the enemy is in range.
  (See *Weapons* on p. 3.)

BASIC TRAINING

Before you head into battle, review the following material. *Quick Start* is a step-by-step introduction to your first mission. *Quick Tips* is a summary of basic STRIKE procedures.

Quick Start

To jump directly into the first Nuclear STRIKE™ campaign (Delta):

1. Double-click the shortcut icon, or select **Start › Programs › Electronic Arts › Nuclear Strike › Nuclear Strike.** The opening video sequence begins. (Press [ENTER] to bypass in-game video.)

2. Select **Start Game** from the Main menu. All the available data downloads to STRIKE.net, and the Super Apache appears at the Home Base.

3. Before you lift off, press [ENTER] to access the Super Multi-Functional Display (SMFD). Three blue diamonds mark the location of your first mission—STRIKE recommends completing missions *in order.*

4. Press [F6] for the Mission #1 briefing, then press [F5] to return to the map.

5. Press [ESC] to return to the game screen and begin the Delta campaign. Observe the waypoint indicators on your compass—the blue arrow points you in the direction of Mission #1 objectives.

Quick Tips

- To activate a crosshair for a particular weapon, press Left SHIFT + weapon key (e.g., Left SHIFT + X activates the rocket's crosshair).

- To access the Super Multi-Functional Display (SMFD), press ENTER.

- Use your Head-up Display (HUD) to track your resources. Manage them well—you begin each campaign with only three tries (i.e., lives).

- To display the SMFD and HUD simultaneously, press H. (Screen resolution must be set to 640x480 or higher.)

- To restore your armor, drop off passengers at specified Landing Zones (LZs) or winch aboard armor crates.

- To drop cargo, press D.

  >>> **NOTE:** Cargo jettisons automatically if you carry it to a designated LZ.

- To transfer to another vehicle, land on designated LZs. (See *Command Other Vehicles* on p. 22.)

- When all of your missions are complete, return to Home Base.

- To exit a campaign and return to the Main menu, press ESC.

- STRIKE ROOKIES: From the Main menu, select **Config › Difficulty › Easy** for a more powerfully equipped vehicle.

MAIN MENU

The Main menu appears automatically at the start of Nuclear STRIKE and after you complete or exit a campaign. From this screen, you can set the difficulty level, configure the controller and weapons setup, view STRIKE files, adjust the volume, and enter a password to begin a new campaign.

To select an option at the Main menu:

1. Press ↑/↓ to highlight a menu item.

2. Press ENTER or click the menu item to select.

3. Press ↑/↓ to a highlight an option.

4. Press ENTER or click the option to select.

- To cycle options if available, press ←/→.

- To exit a menu, press ESC or click **Exit**.

- For an on-screen description of each option, select Help.

- To begin a campaign, select **Start Game**. (For quick gameplay tips, go to *Basic Training* on pp. 6-7.)

LOAD/SAVE

Access the ensuing campaign using the Load/Save menu. A password appears auto-matically at the completion of every campaign. However, if you select to save the game, you can access the ensuing campaign without a password.

>>> **NOTE:** You can save a game only when you have completed a full campaign.

ENTER PASSWORD   To begin a new campaign, enter its designated password:

1. Select **Enter Password**, then type the password.

2. When the password is complete, press ENTER or click **Submit**. If it is correct, you access that campaign.

VIEW PASSWORD   View the password for your upcoming campaign.

LOAD GAME   Load a saved game.

1. Select **Load Game**. The list of saved games appears.

2. Highlight a game and press ENTER.

SAVE GAME   After you complete a campaign, save your game to access the ensuing campaign without a password.

1. Select **Save Game**. The Save Game menu appears.

2. Press the arrow keys to highlight a slot, then press ENTER. The name of the campaign appears and your Nuclear STRIKE progress is saved.

CONFIG

Configure the weapon setup, the controller layout, and the volume settings. You can also set the difficulty level to Easy.

CHOPPER   Prep your chopper to best deal with the hot zone you're heading into.

> **TIP:** The Electronic Counter Measure (ECM) is best deployed when the enemy has launched a missile—it momentarily confuses enemy radar.

CONTROL   Configure the keyboard controls and mouse or joystick to suit your style of play.

- To configure a controller, select **Config** below the appropriate controller name.

Keyboard

1.   Use the arrow keys to highlight an action and press ENTER to select.

2.   Press the new key. Your change is displayed on screen.

3.   To save your settings, select **Exit**.

- If you change your mind, select **Reset** to return all controls to the most recent saved settings, or select **Default** to return to the original settings.

Mouse

• To map an action to each mouse button, click the circle next to the action. A dot marks your selection.

Joystick

• To map an action to each button, select the action and press the desired button.

VOLUME Set the volume for both Sound FX and Music.

OPTIONS Alter the appearance of your game. Select between a number of screen resolutions and toggle various options ON/OFF. (For more information on options, see the enclosed Reference Card.)

DIFFICULTY Toggle between **Easy** and **Normal** difficulty levels. If you are new to the STRIKE team, select Easy, and your chopper is equipped with more powerful ammunition and a more fuel efficient engine.

STRIKE FILES

STRIKE files contain a classified message from each member of the STRIKE team.

• To view a file, highlight a file name and press ENTER.

PLAYING THE GAME

The key to success is knowing your mission, then carrying it out. It's that simple. Download STRIKE.net to learn your mission; use the Super Apache and other combat vehicles to carry it out.

DOWNLOAD STRIKE.NET

>>> People used to say what you don't know can't hurt you. Not anymore. What you don't know will get you killed. Knowledge is power and STRIKE.net is our generator. It connects us to everything, everywhere, anytime. <<<

Hack Bio: Communications Officer. Computer genius with a knack for hacking into secured mainframes.

STRIKE.NET / SUPER MULTI-FUCTIONAL DISPLAY (SMFD)

The SMFD links you to STRIKE.net and downloads all pertinent campaign data. When you begin a campaign, immediately access the onboard SMFD.

>>> **NOTE:** You can view the SMFD and the HUD simultaneously using the Enhanced HUD. (See *Head-up Display* on p. 16.)

• To access the SMFD (and pause the game), press `ENTER`.

SMFD Categories

The game is paused while you view the SMFD

You can view each category in three different ways — the map is currently displayed.
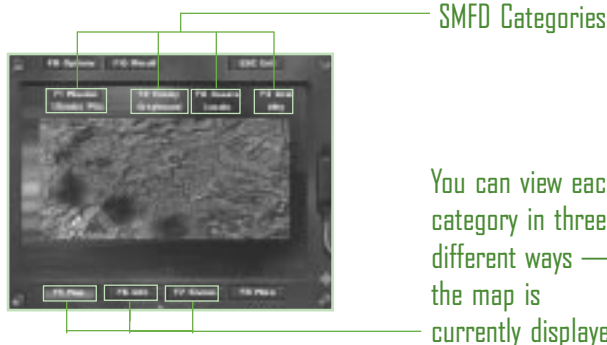
• To scroll SMFD categories, use the arrow keys or press the appropriate Function Key.

`F1` MISSION   View the current campaign's missions.

`F2` ENEMY   View key hostile equipment.

`F3` ASSETS   View your assets.

>>> **NOTE:** In the first campaign all Ammo Packs, Fuel Pods, and Armor Crates are visible on the SMFD.

`F4` INTEL   Obtain background information on the current campaign.

Each category from the SMFD can be viewed in three ways: MAP, INFO, and STATUS.

- To access up-to-the-minute data, highlight an SMFD category and press the appropriate action button.

[F5] MAP — View your current location and the location of missions, enemy threats, and friendly resources.

- To locate missions, enemies, and assets, use the arrow keys. If an item has been identified by a STRIKE.net satellite, a color-coded symbol flashes at its exact location on the map.

    BLUE: Mission Objective

    WHITE: Asset/Friendly

    RED: Enemy

[F6] INFO — View a brief text overview of an SMFD category and a voice-annotated video file from STRIKE.net.

- To view text, press [F6] at the SMFD.

- To view a video file, click the nuclear symbol that appears.

[F7] STATUS — View the current status of any SMFD category.

[F8] MORE — If MORE is blinking, additional text is available.

[F9] OPTIONS — Adjust the music and sound effects volume.

[F10] RECALL — Replay audio and video Intel messages.

1. Press [F10] to access a list of gathered audio and video messages.

2. Select a message. The message replays.

Command Troops from the SMFD Map

In Campaigns #4 and #5, send ground troops to specified zones using the SMFD.

☢ **TIP:** Before you issue orders, use the SMFD map to familiarize yourself with the enemy's position.

1. When you near a base, a text message informs you that a group of vehicles (e.g., Abrams Tanks) is ready for your orders.

2. Press ENTER to access the SMFD. The map displays your location and deployment destinations.

3. Use the arrow keys or mouse to highlight a destination (or ISSUE NO ORDERS) and press ENTER or click ☢ to select. You receive a verbal confirmation, and the troops respond accordingly.

COMMAND THE SUPER APACHE

You begin the first campaign in the cockpit of the Super Apache. The Super Apache is a combat helicopter developed specifically for STRIKE. Its informative Head-up Display and ability to reload and pick up passengers on-the-fly makes it ideal for STRIKE campaigns.

>>> **NOTE:** Reload the Super Apache by winching aboard pre-deployed Fuel Pods, Armor Crates, and Ammo Packs located throughout each campaign. (See *Picking up Supplies...* on p. 21.)

Head-up Display

The Head-up Display (HUD) allows you to keep track of your Super Apache's resources and view your radar and compass.

>>> **NOTE:** When the STRIKE.net icon appears, press [ENTER] to access the message. (Press [ENTER] again to bypass the movie.)

Ammo

Fuel
Armor
Passenger Load
Lives

Directional
Compass

Enhanced HUD

The Enhanced HUD allows you to view the HUD and the SMFD simultaneously.

- To select the enhanced HUD, press H.
  (Screen resolution must be set to 640x480 or higher.)

Enemy
Assets
Mission
None

Map

HUD

Directional
Compass

Copilot
indicator

Toggle radar icons and
waypoint indicators on/off

Access
the SMFD

Warning
Lights

Pause
the game

Time spent in current campaign

Countdown to mandatory refueling

Directional Compass

The compass appears in the lower right corner of the HUD. A yellow triangle that travels around the outer rim of the compass represents your vehicle. This triangle indicates the direction your vehicle is headed.

Direction your vehicle is headed

Waypoint indicators

Compass

Radar
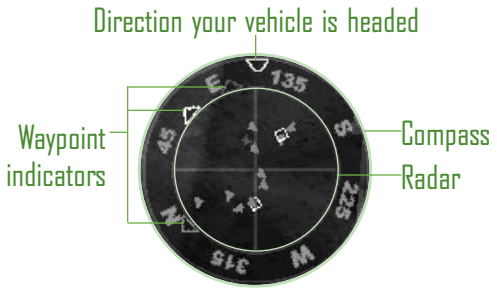
COLOR CODE

BLUE: Mission Objective

WHITE: Asset/Friendly

RED: Enemy

WAYPOINT INDICATOR

Color coded Waypoint indicators appear along the inner rim of the compass. These indicators direct you toward selected SMFD items.

• To set yourself on a direct path to your next objective, maneuver the Super Apache so the waypoint indicator is aligned with the yellow triangle representing your vehicle.

RADAR

The radar appears in the center of the compass. Color coded icons corresponding to the waypoint indicators and those on the map identify upcoming objects. The absolute center of the radar displays the area directly beneath your vehicle.

• To alter radar proximity, press Right [SHIFT].

Ammo

By default, you begin each campaign with a standard loadout. Check the HUD for your weapons' status and refer to the SMFD to locate pre-deployed Ammo Packs. Winch these packs up for a full reload.

Ammo Pack

>>> **NOTE:** Pre-positioned Ammo Packs do not reload Wingtip Weapons.

☢ **TIP:** In the first campaign, all resources (i.e., Ammo Packs, Fuel Pods, and Armor Crates) are visible on the SMFD—simply highlight a resource from the Assets category. When you return to the game screen, the white waypoint indicator points to the resource's nearest location.

Fuel

You begin each campaign with 100 units of fuel—200 units if you configure the chopper with the Fuel Drop Pods on your wingtips. Check the HUD for your fuel status and check the SMFD to locate pre-positioned Fuel Pods. Winch these pods up when you need to refuel. If you run out of fuel and crash, the Super Apache drains its internal systems to refill the tanks, but you lose one of your three tries.

Fuel Pod

Armor

Your Super Apache is equipped with 1500 units of SmArt:Armor. Each time you take a hit your armor depletes based on the Power of the enemy weapon. Check the HUD for armor status. Smart Armor can be restored by winching aboard Armor Crates and by unloading your passengers at specified Landing Zones.

Armor Repair Crate

Passenger Load

Your load indicates the number of passengers onboard—the Super Apache can carry a maximum of six. When you drop passengers off at a specified Landing Zone, your Smart Armor restores 200 units per person.
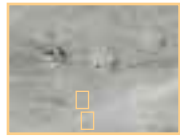
Friendly Agents

Tries

You begin with three tries (i.e., lives) per campaign. The Super Apache can withstand substantial abuse, but only to a point. Your Smart Armor realigns to the Super Apache's interior space and cover the damaged areas after your first two crashes. After your third crash, the Super Apache is scrap metal.

First Aid Kit

☣ **TIP:** Winch aboard a First Aid Kit for an extra life.

Picking Up Supplies, POWs, and Friendly Agents

• To pick up assets, hover over the object. Your winch automatically retrieves any asset under your chopper's shadow.

Landing Zones

Landing Zones are built for specific purposes. Stay alert for all types—some are built into the terrain to conceal them from the enemy.

Copilot Unload Zone	Cargo Unload Zone	Friendly Landing Zone	Home Base	VIP Landing Zone	Vehicle Transfer Landing Zone
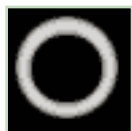
Changing Views

You can pilot your Super Apache in one of two views: Classic or Chase View. With the Chase View, the camera is fixed at the rear of the chopper. With the Classic View, the camera is unattached, and you can rotate the Super Apache to view the chopper from every angle.

• To change views at any time, press keypad ENTER.

>>> **NOTE:** Changing the view affects the way you control the Super Apache—in Chase view, 8 moves the chopper towards the top of the screen; in Classic view, 8 moves the chopper forward regardless of its position on the screen.

☢ COMMAND OTHER VEHICLES

Command multiple vehicles in STRIKE using the same controls you use to command the Super Apache.

>>> **NOTE:** To view information on a commandeered vehicle: Select ASSETS from the SMFD, highlight the vehicle name, then press F6.

• To transfer vehicles, land the Super Apache at a Vehicle Transfer Landing Zone. You automatically (and safely) board the new vehicle.

>>> **NOTE:** Not all weapons are available for all vehicles. For a quick check of the active weapons in a new vehicle, test each Weapon key (SPACEBAR, X, Z, and C).

• To rotate your tank's turret, press keypad 7/9.

★ Helicopters are the only vehicles that can winch aboard fuel and ammo. Other vehicles cannot reload.

★ If you run out of armor in any vehicle, the vehicle is destroyed, and you lose one attempt.

To resume command of the original vehicle:

• Air vehicles: Return to the original transfer area. You automatically (and safely) re-board the original vehicle.

• Ground vehicles: Press and hold D to summon the original vehicle. The chopper hovers over your vehicle and winches you aboard.

>>> **NOTE:** Because a ground vehicle is destroyed when you evacuate, use your time with that vehicle wisely.

SURVIVAL TIPS

☢ Supplies are sometimes hidden inside structures or vehicles. Be careful: Using too much firepower may destroy the contents.

☢ Various weapon power-ups and special devices can appear throughout a campaign. Keep alert for clues to their location and use.

☢ For precise control during winch attempts, use the Jink buttons.

☢ To switch to Classic View for an unobstructed angle of the action, press keypad [ENTER].

>>> Perception of reality is as important as reality itself. Control perception, you control events. That's why STRIKE uses the Global Broadcast Service. GBS controls the perception. STRIKE controls the reality. Do your job well and the Public never has to know the danger they're in.<<<

Andrea Bio: Political and Psych-Ops Officer. A STRIKE operative and ''news'' reporter for GBS.

☢ When targeting an enemy unit, be sure to position your chopper properly. Sometimes head-on isn't the best way to take on a hostile.

☢ Conserve resources. Waste nothing.

☢ Don't waste your most valuable ammunition on a missed shot—map the crosshair to the missile (Left SHIFT + Z) or wingtip (Left SHIFT + C) weapon.

☢ After you complete one mission, immediately access the SMFD and download the data for your next mission. When you return to the game screen, the blue way-point indicator points you in the right direction.

☢ Stumbling into an Alert Zone is a bad idea. Take out enemy radar or power stations to blind the enemy. When alerted, an enemy's armor and weapons become more powerful.

☢ Use your radar window to read upcoming areas before charging forward.

☢ Remain aware of your surroundings. The battlefield is acting and reacting to your activities. What you do in one area will directly affect another sector. Stay alert to the pattern of enemy movement.

☢ Information is power. Pay attention to your fellow STRIKE operatives. If you do not work as a team, you will not win.

☢ Keep moving. A sitting duck is a dead duck.

☢ DOSSIER

Colonel LeMonde
Bio: Ex-KGB and Ex-CIA Intelligence Officer. Warlord terrorizing the Southeast Asian country of Indocine. Linked to the theft of a tactical nuclear device.

Naja Hana Bio: Freedom Fighter. Leader of thelocal resistance in Indocine against LeMonde. Possible Ally.

Napoleon Hwong
Bio: Octad Leader. Runs the South Sea criminal organization, Octad. Previous illegal dealings with LeMonde.

"Cold" Harding Cash
Bio: Ace Mercenary.
Available for hire.
Successful record
against Hwong.

압박없는 우리의 사회주의제도

Kym-Zung Lee
Bio: President of North Korea. Resides in
Pyongyang. Currently organizing
"Reunification Party" between North and
South Korea. Code HAWK: Constant
Surveillance

CREDITS

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Pyro Animation: Phillip Bossant

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Backup Lead Tester: Robert Luster
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Kadakia, Manuel Morales

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Frank Gibeau
European Product Manager: Clive Downie
Public Relations Managers: Mary Leddy
Documentation: Andrea Engstrom
Documentation Layout: Golden VizComm
Package Art:Direction: Jennie Maruyama
Package Design: Mary Mitchell

Quality Assurance

Barry Feather, John Pemberton, Lambert Doria

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Full Screen Video Sequences

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Producer: Larry Shapiro, Palomar Pictures

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General Earle: John Marzilli
Hack: Antwon Tanner
Special Appearance by Bo Hopkins as Col. LeMonde
Naja: Moon Bloodgood
Cash: James Donovan
Hwong: Philip Tan
Foreign General: Bingo Dinh
Stunts: Philip Tan, Monty Cox
Additional Voices: Jim Ward, Philip Tan

Title and STRIKE.files

Bob Rossman, Compositing and effects, Electronic Arts

SMFD Videos

Michael Marsh, Editor, Electronic Arts
Waddy Dacay, 3-D animation, Electronic Arts

Stock Video

BBC Worldwide Americas, Inc., Airboss Stock Footage,
McDonnell Douglas Stock Library, Greystone
Productions, WPA Film Library, Archive Films, Rueters,
The Image Bank, Bobby Lew

Audio Design, EFX and Editing
Electronic Arts

TECHNICAL SUPPORT

The Nuclear STRIKE CD includes a Windows Help file that provides solutions and answers to the most common difficulties and questions about how to properly run this product.

- **To access the Help file**, click the **Support** button on the Autorun launcher, or select the **EAHelp** file from the **Start** › **Programs › Electronic Arts › Nuclear Strike** menu.

The Help file contains a utility that allows you contact EA via fax or e-mail. The utility automatically detects your system's hardware and organizes this information into a report.

- **To run the support utility from within the Help file**, click the **Contact Tech Support** button.

TROUBLESHOOTING DOCUMENTS ONLINE!

Electronic Arts Product Support now offers troubleshooting guides that help overcome some common difficulties. If you have access to the World Wide Web, you can find these guides at:

> http://www.ea.com/techsupp/troubles.htm

Here you will find troubleshooting information on **DirectX**, **Joysticks**, **Modems**, and **Networks**, as well as information on regular system maintenance and performance. (For game-specific information and additional troubleshooting, visit our main page at **www.strike-net.com.**)

Abbreviated versions of these guides are included in the Help file on the CD for your convenience.

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a daily basis, so please check here first for no-wait solutions:

http://www.ea.com/techsupp

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. All messages are responded to in kind—if you send in a request by fax, response will also come by fax. Please be sure to include the support utility's report in your e-mail message, fax, or letter:

• **To run the support utility**, select the Contact Support option in the game's folder in the **Start menu**, or click the Support button on the Autorun launcher then click the Contact Tech Support button.

If you need to talk to someone immediately, call us at (650) 572-9934 Monday through Friday between 8:30—11:45 AM or 1:00—4:30 PM, Pacific Standard Time. *Please have the utility's report printed and ready when you call.* This will help us answer your question in the shortest possible time. No hints or codes are available from (650) 572-9934. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes.

EA TECH SUPPORT FAX: (650) 286-5080.

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FTP: Access our FTP Site at ftp.ea.com

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