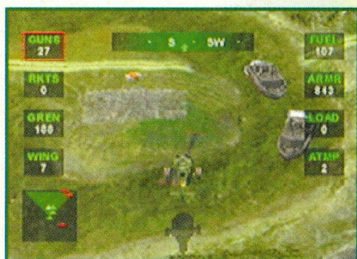
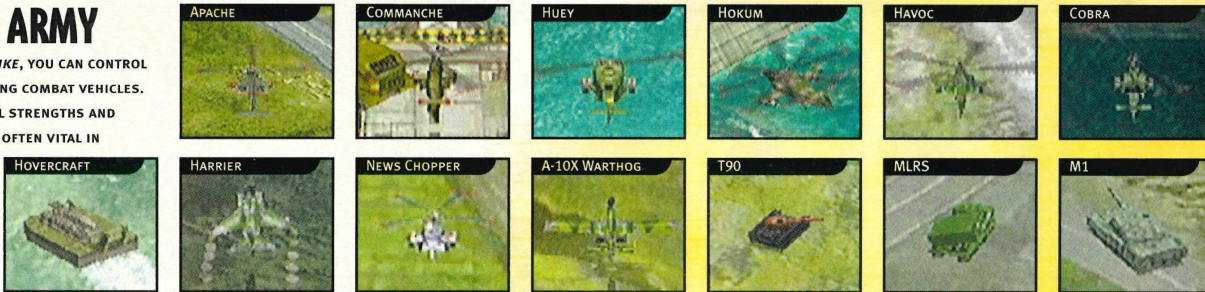


## OLIVER'S ARMY

IN *NUCLEAR STRIKE*, YOU CAN CONTROL OVER TEN EXCITING COMBAT VEHICLES.

EACH HAS INDIVIDUAL STRENGTHS AND WEAKNESSES AND IS OFTEN VITAL IN

COMPLETING CERTAIN MISSIONS. HERE ARE THE ONES WE'VE FOUND AND WREAKED HAVOC WITH...



# NUCLEAR STRIKE

THE EAGERLY-AWAITED SEQUEL TO *SOVIET STRIKE* HAS ARRIVED, AND IT'S NO SURPRISE TO LEARN THAT THERE IS ANOTHER POWER-CRAZED NUTTER IN OUR MIDST!

## Strike now whilst

the iron is hot! A philosophy was perhaps never more apt than used to describe EA's impressively hasty production of the eagerly awaited sequel to *Soviet Strike*.

If you were of the cynical school of Judas' that believed the *Strike* saga was beginning to waver on the spanking new platform, then up yours, because *Nuclear Strike* is the tops! Mind you, this coming from a typical *Strike*-head who has played the series religiously since its emergence on the Mega Drive all those years ago.

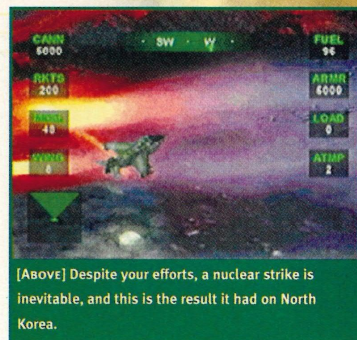
## HOT STUFF

*Nuclear Strike* abolishes the claustrophobic feel of playing the whole game cooped-up

inside a single chopper and instead allows you to venture out and experiment with a whole host of new vehicles. This gives the game greater scope, as you take each mission on board and decide how best to tackle it and with what vehicle.

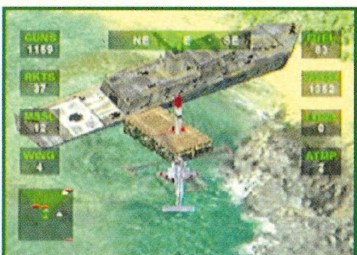
Like *Soviet Strike*, there are five different campaigns on offer here which get progressively more difficult. Each one averages about eight missions and there are two ways to go about them. You can either play it by the book and carefully follow the correct procedures, or go storming in with guns, missiles and hellfire's blazing and nuke every enemy threat before they realise where the hailstorm of lead is coming from.

Despite this devil-may-care tactic, you

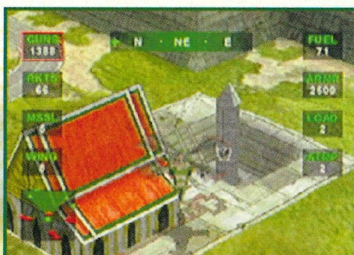


[Above] Despite your efforts, a nuclear strike is inevitable, and this is the result it had on North Korea.

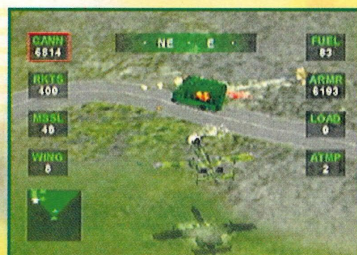
are still only restricted to flying each mission in turn, because *Strike-net* only submits new information once the mission in hand has been completed. The general feel of the game as a whole is very similar to *Soviet Strike* and you start to think whether or not you can really be bothered



[Above] Seek out the enemy silo bases and destroy the offending warheads before they launch.



[Above] It's a race against time in the final campaign to stop LeMonde's ICBMs before they launch.



[Above] With your newly-acquired Warthog, you can take out enemy convoys with ease.

## PLAY+ INFORMATION



Publisher: Electronic Arts  
Customer support: 01753 549 442  
Price: £39.99  
Release date: 3 October '97



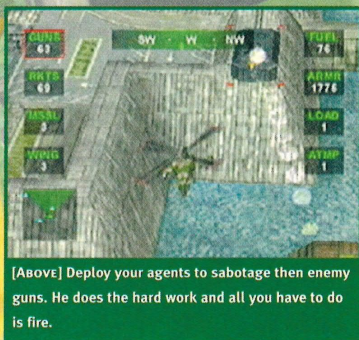
ONE PLAYER



MEMORY CARD



[Above] In order to blank your transmissions, the enemy are operating these smoke pits to fill the air with electro-static particles. We say nuke 'em!



[Above] Deploy your agents to sabotage then enemy guns. He does the hard work and all you have to do is fire.

**“Nuclear Strike abolishes the claustrophobic feel of playing cooped-up inside a single chopper...”**



to go through the same type of thing again. However, this thought vanishes as soon as you get into the later missions because the action and tension really starts to hot up.

**TACTICAL MANOEUVRES**

Take, for example, the third campaign. Set in a North Korean city you begin the missions with a pathetic news chopper which is equipped with nothing more than machine guns, tear gas and smoke canisters – hardly state-of-the-art weaponry! With this you must rescue diplomats and fend off enemy onslaught until a new chopper becomes available.

Also, campaign four is a real humdinger to get to grips with. The action is set over one big battlefield with allied forces at the south and enemy activity in the north. All you are required to do here is hold off the

enemy and stop them descending to the south until the allied bombers arrive (25 minutes to be exact). This may sound like a pushover, but believe me it isn't. Before you know it, the whole map is crawling with high-powered enemy tanks and you're left flying around like a blue-arsed fly trying desperately to stop them. This campaign is the most tactical of the bunch because you must command your comrades and position them in certain positions for optimum effect against the enemy. You can also land your chopper and take control of tanks and rocket-launching Skar-style vehicles in a bid to thwart the mass spillage of enemy activity.

**ELVIS LIVES!**

The whole format of the game has undergone several changes since *Soviet*

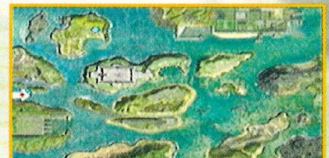
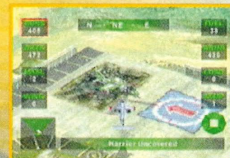
**CARRY ON CAMPAIGN**

**NUCLEAR STRIKE** IS RIDDLED WITH TAXING MISSIONS THAT WOULD MAKE EVEN STRINGFELLOW HAWK (Y'KNOW, AIRWOLF!) WEEP INTO HIS CELLO. HERE WE BREAK DOWN THE CAMPAIGNS AND UNCOVER THE HIGHLIGHTS...



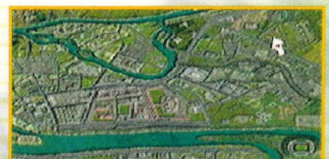
**CAMPAIGN #1 (DELTA STRIKE)**

SETTING: INDOCHINA, A SWELTERING JUNGLE SOMEWHERE ALONG THE RIVER DELTA  
MISSIONS: 8  
HIGHLIGHT: STORMING THE RIVER FORT.



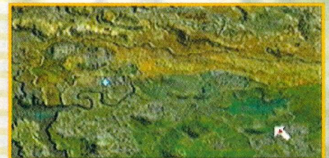
**CAMPAIGN #2 (ISLAND STRIKE)**

SETTING: LAVU ROYALE, A SMALL ISLAND CHAIN SOMEWHERE IN THE SOUTH CHINA SEA.  
MISSIONS: 8  
HIGHLIGHT: FINDING THE HARRIER.



**CAMPAIGN #3 (PEACE STRIKE)**

SETTING: PYONG YANG, HEART OF THE NORTH KOREAN CAPITAL.  
MISSIONS: 9  
HIGHLIGHT: THE ACTUAL NUCLEAR STRIKE.



**CAMPAIGN #4 (DMZ STRIKE)**

SETTING: THE 38TH PARALLEL. A SOUTH KOREAN AIRFIELD NEAR THE DEMILITARISED ZONE.  
MISSIONS: 3  
HIGHLIGHT: THE ADRENALINE RUSH AS THE ALLIED BOMBERS APPROACH THE BATTLEFIELD.



**CAMPAIGN #5 (FORTRESS STRIKE)**

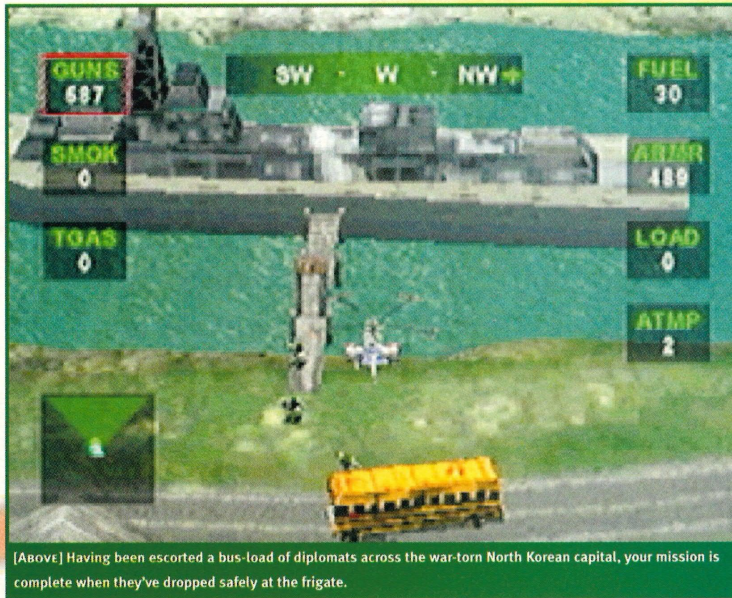
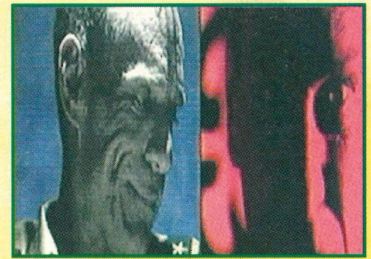
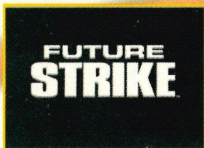
SETTING: AN UNDISCLOSED ARCHAEOLOGICAL DIG, SOMEWHERE IN SIBERIA.  
MISSIONS: 6  
HIGHLIGHT: TAKING OUT THE GUARDIAN GUNS

*Strike*, most notably you now have an on-screen radar that distinguishes between the targets, enemy vehicles in general, allies and the pick-ups. Plus you can also switch on a new targeting device to make shredding those convoys a lot less lacklustre.



I'VE SEEN THE FUTURE...

NUCLEAR STRIKE HAS ONLY BEEN IN THE CAN TWO MINUTES AND ALREADY THE SEQUEL IS PLANNED! UPON COMPLETING NUCLEAR STRIKE, YOU'LL BE TREATED TO A TEASING LITTLE PREVIEW OF THE NEXT GRIPPING STRIKE INSTALLMENT... FUTURE STRIKE. THERE'S HARDLY ANYTHING TO TELL AT THIS POINT OTHER THAN THE FACT THAT IS UTILISES WALKER-TYPE VEHICLES SIMILAR TO THOSE SEEN IN RETURN OF THE JEDI. SOUNDS DEAD EXCITING.



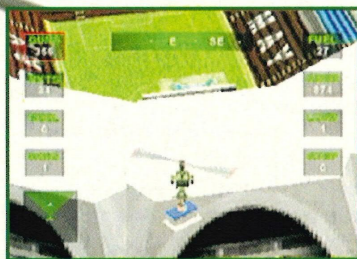
[Above] Having been escorted a bus-load of diplomats across the war-torn North Korean capital, your mission is complete when they've dropped safely at the frigate.

Also, whereas *Soviet Strike* was a bit rough around the edges and at times jerky, these problems have now been rectified with a super smooth frame rate and lots of new special effects such as light sourcing and intricate shading. As always, the detail is very fine, and the beauty about games such as this is the way you can destroy absolutely anything you'd care to turn your sights on. Unfortunately unlike with *Soviet Strike*, the in-house programmers seem to have lost their sense of humour as there is no Elvis or Santa to be seen... but then it's early days yet!

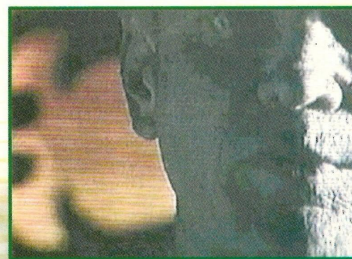
Many of the familiar traits of the last *Strike* game are evident in this sequel. The same impressive use of FMV footage, the same characters (Andrea's got a new hair-

do, Nick croaks it early on, Delta's still the same wise-cracking techno-freak he always was), and the same wealth of information concerning all aspects of the missions and locations that are available to the player at the touch of a button.

If you liked *Soviet Strike* then you're going to love this, as it is basically more of the same sort of stuff with added trickery and re-jigging, although perhaps it isn't quite as challenging as it could have been. We found that some campaigns tended to peak in the middle and trail off towards the end rather than build a steady level of difficulty that reaches fever pitch at the climax. Still *Nuclear Strike* is a very challenging and well thought out game that will keep you riveted for weeks.



[Above] This is no time to watch the north London Derby... there's a nation to save and... THAT WAS NEVER OFFSIDE, ARE YOU BLIND REF?!



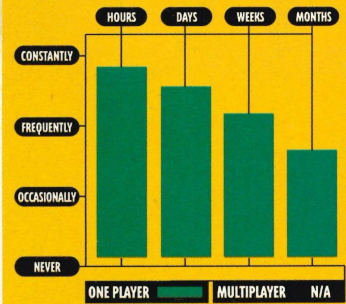
[Above] As we say, another *Strike*, another nutter, and this bloke is definitely a few pebbles short of a beach.



[Above] As we said, *Nuclear Strike* utilises a nice light shading effect to convey the time that elapses as you carry out your missions.



LONG TERM PLAY...



LOOKS	●●●●●○
SOUNDS	●●●●●○
GAMEPLAY	●●●●●○
VALUE	●●●●●○
HELLFIRES	●●●●●○

PLAYED 88%

Another striking performance from EA!

ALTERNATIVELY:  
SOVIET STRIKE (83%)  
VIEWPOINT (74%)

