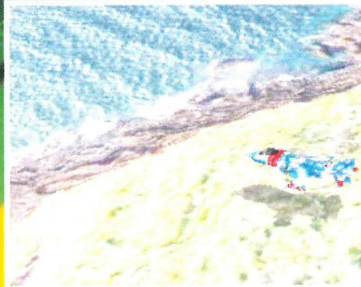


Nuclear Strike

Over the past few years we've had Desert Strike, Jungle Strike, Soviet Strike. What next? Personally I'm all for Miners' Strike (if you'll pardon the untopical gag...)



The jet fighter is just one of the many different vehicles you will have to tear around in to complete Nuke Strike

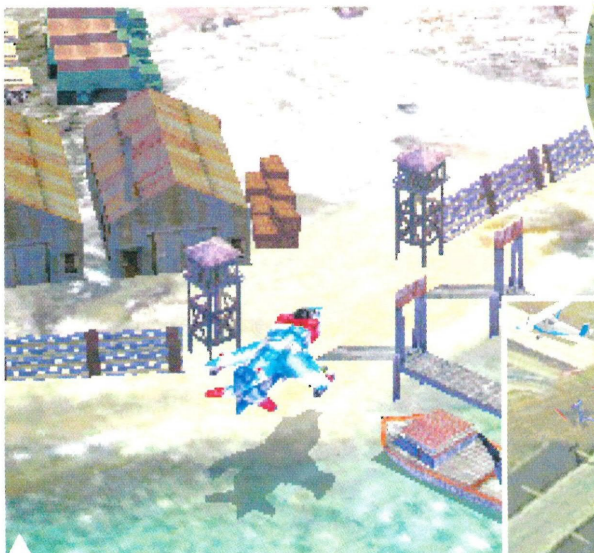
If only I was writing this review a decade ago, that Miners' Strike joke in the intro would have been topical. Thankfully it's only you lot so it doesn't matter, but we might as well get on with it anyway before we run out of room. A lot of you have probably been awaiting Nuclear Strike with baited breath after the success of Soviet Strike, and rightly so. Load it up and you're hit immediately by a game that's trying to progress through its various incarnations.

For those of you who've been in prison since the halcyon days of the MegaDrive, the Strike games started off with you just controlling a helicopter over the desert in a Gulf War scenario. They've now progressed to flicking between vehicles like there's no tomorrow. One minute you'll be in the familiar old helicopter gunship, the next you'll have picked up a hovercraft and be hammering across all kinds of terrain rescuing, killing and liberating in the name of greater good.

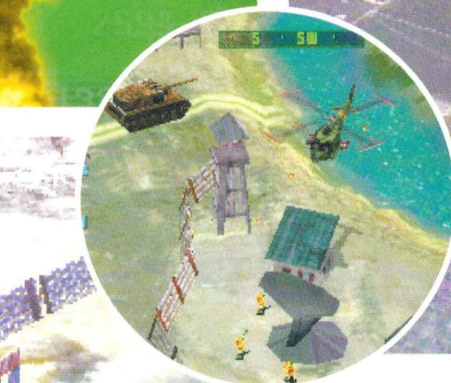
We now have more photo-realistic scenery than ever before and, if you're watching



The terrain is pretty barren after you unleash havoc onto the local populace



You've found the enemy encampment, now all you need to do is destroy it!





Nuclear Strike over somebody's shoulder, you can't fail to be impressed. You still start off in the trusty old helicopter gunship and be set an initial task of destroying what are known as Smoke Pits. These deep holes in the ground are kept burning to provide a smoke cover for the enemy's sensitive locations. It's a pretty easy introduction to the game as long as you keep a constant eye on where you are by using your trusty radar map which will highlight the three targets until you demolish them with your airborne rain of death!

And so on and so forth. Most of you will have played something of this ilk before, especially if you've had a previous console, and that could be where the problem lies. Okay, so we have the nice variety of different vehicles and weapons but, scratch beneath the surface and do we have the same gameplay as every other time? Yes I think we do.

The only question that remains after this is whether it's still a decent game and, once again, the answer is yes. It's just getting a bit long in the tooth these days with a fresh lick of

Here you are in your trusty old chopper, scene of many a heroic battle over the last few years



The scenery is photo-realistic and even more detailed than in the Soviet Strike prequel

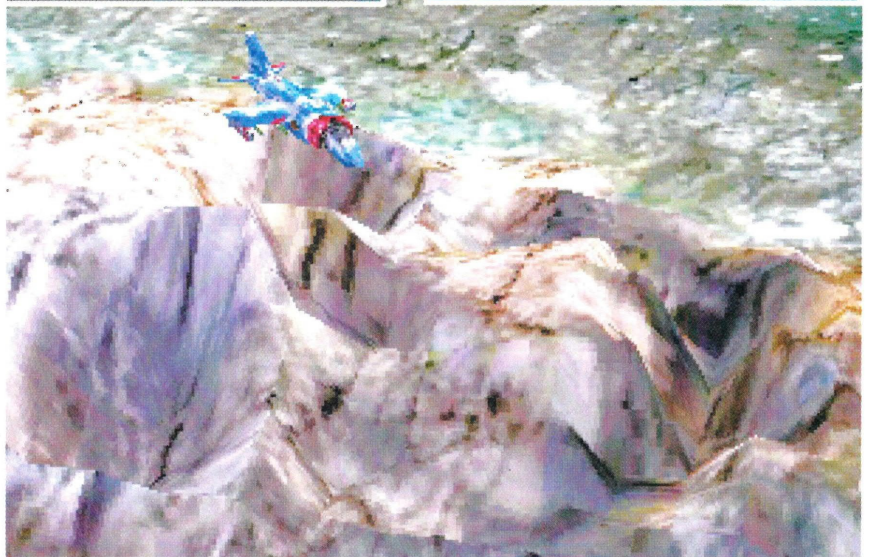
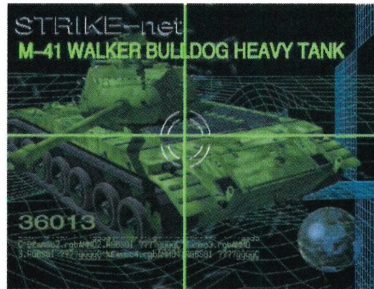


paint here and there, to keep prospective buyers interested.

It was a phenomenally good idea all those years ago for the Sega console but maybe people are beginning to want a little bit more in the originality stakes, rather than just constantly churning out for sequels and rehashes. It's not really fair to aim this criticism just at Nuclear Strike though, which is a tried and tested formula that works well. It would be nice though to see a few newer features in there somewhere.

One part that is constantly being improved is the Full Motion Video. If you've already got or played Soviet Strike you'll recognise some of the characters from the FMV sections that return as part of the Strike team to help you once again.

The FMV, once again, actually adds to the aura of the game and makes you feel more like a part of things as everything hots up and begins to get more hectic. The FMV really links in well with the rest of game as the action flicks into the movie sequences seamlessly giving you all the background information you need on the current mission.



This enemy village should be a formality to destroy. Let rip with your weaponry

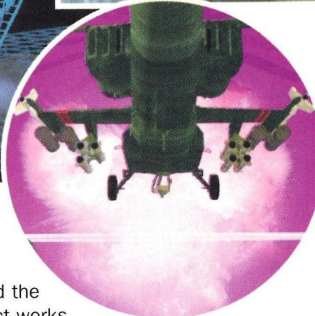


The detail quality is really quite remarkable. The Nuclear Strike team have done another great job





You are given information on the craft you will be facing before each mission from your team



Nuclear Strike

► Other plus points for Nuke Strike are that it now boasts a much faster frame rate which helps matters greatly when it comes to the game's many combat situations. Soviet Strike was accused of flickering and slowdown in issue two of this very magazine, but this wasn't noticeable in NS which is obviously good and shows the programmers have been working on the code behind the scenes at least.

Electronic Arts tells us that the AI has been richly improved and it certainly does seem to be the case as enemies tend to behave somewhat more intelligently, although you'll still get little Viet Kong type villagers standing firing pistols in direct line of your mighty helicopter.

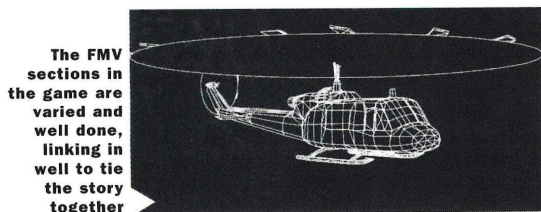
The lighting effects have also been enhanced and weather conditions chucked into the

bargain, and the overall effect works very nicely. Like I say, the only major fault is that the basic gameplay is staying exactly the same regardless of the prefix to the word Strike. If it isn't broken don't mend it is obviously the order of the day here and while I can see why, it would be nice to see the coders working on adding many more things to do as well.

Having said that, it won't bother everybody and a lot of people will still get a lot of enjoyment from Nuclear Strike, perhaps more so if you haven't already got Soviet Strike. It's only getting an eight from me because of its similarity to the others, but it is a beautiful looking game that you can just pick up and play anyway. Still recommended.



Each craft handles differently but not tremendously so, so you'll still find the learning curve simple



The FMV sections in the game are varied and well done, linking in well to tie the story together

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We're perhaps getting to the point where we're a Strike too far. To be honest things are getting a bit samey although the basic game is still enjoyable to play. The graphics keep getting better and better and the variety of craft is ever increasing, but as they don't handle any much differently from each other anyway so in a frenzied moment you tend not to even notice what you're controlling at the time. It's obvious that Nuclear Strike is a good game but any gamer worth their salt will have Soviet Strike anyway and whether it's worth adding this to your shelf if that's the case is the big debate. It gets an eight from me cos it's still a classic title that has made the genre its own but just be careful out there...

GRAPHICS 8

SOUND 7

GAMEPLAY 8

LASTABILITY 8



HUGH Admittedly the Strike series is quite long in the tooth now, but let's face it, with graphics like this, brilliant gameplay and ample opportunity to blow things up, I don't think it can go too far wrong.

JAY The Strike series goes from strength to strength with each addition to its missile pumping family tree, and this is no exception. There's no question about it really, this is excellent and you must buy it immediately

JAMES An impressive addition to an already great series. I enjoyed Soviet Strike and the improved FMV in Nuclear Strike adds that extra something. Definitely one to be recommended

ANDY Much more varied and interesting than the rather splendid Soviet Strike so for this reason alone it's got to be worthwhile taking a closer look. An improvement all round and as essential as its predecessor