
PlayStation
NTSC U/C
PlayStation
ELECTRONIC ARTS® PRESENTS
SOVIET
STRIKE™
FROM THE CREATORS OF THE DESERT STRIKE TRILOGY
TEEN
AGES 13+
CONTENT RATED BY
ESRB
SLUS-00061
ELECTRONIC ARTS®

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game : dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions: IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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.

SOVIET STRIKE

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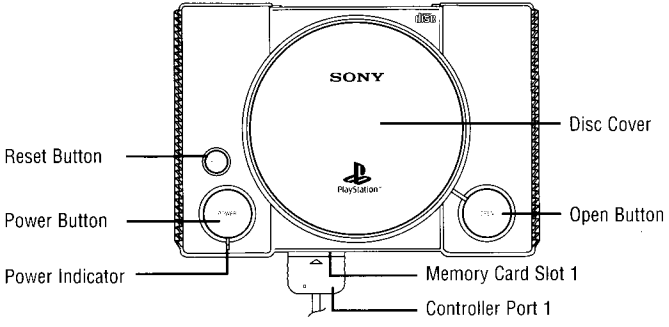
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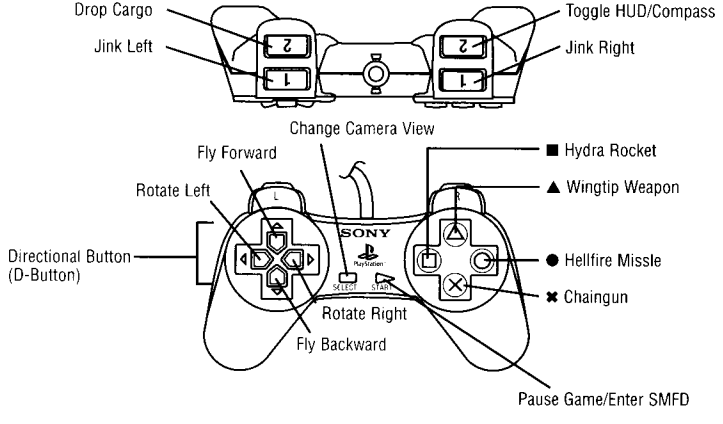
GENERAL SECURITY CLEARANCE

STARTING THE GAME



1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc.
2. Insert the Soviet Strike™ disc and close the CD door.
3. Insert game controller into controller port 1 and turn on the PlayStation game console.
4. Press **START** or ✖ to bypass the opening movie and title screen.
5. Press **START** at the Main Menu to begin the game.

STANDARD CONTROL LAYOUT



★ NOTE: THERE ARE FOUR CONTROLLER CONFIGURATIONS. SEE CONFIG ON P. 7 FOR DETAILS.

OFF THE RECORD: WELCOME TO STRIKE

"War: Something we humans are quite good at. There was a time when we knew the bad guys. Battle lines were set. Choices were defined. But now, madmen and terrorists have changed all of that.

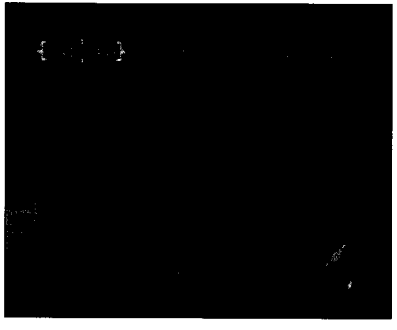
"Our Global STRIKE Force responds to this new world disorder. We operate...outside normal channels. Our job is to anticipate potential wars and stop them before they begin. When things need to happen without 'uncomfortable' political repercussions, we get the call.

"STRIKE maintains a worldwide network of covert facilities. Each location has regional operatives, hardware, munitions, and the best computers money can buy. If there's trouble brewing, you know that we won't be far away.

"But now we've got a nightmare scenario in Eastern Europe: The former Soviet Union. It's a lit powder keg with enough nuclear firepower to turn this planet into glass. And when situations like this reach the boiling point, we call in the best of the best.
That's you."

General Earle

MAIN MENU: BOOT UP STRIKE.net



The Main Menu is where you take care of any necessary business prior to launching a Campaign.

- To select an option on the Main Menu:
  1. D-Button ‹ › to highlight a category.
  2. Press ✖ to select the highlighted category.
  3. D-Button ˆ ˇ to highlight an option.
  4. Press ✖ to select the highlighted option.
  5. Press **START** to begin a campaign.
- Press ▲ at any time to return to the Main Menu.
- Press ✖ to skip the video anytime a video is playing or to exit a demo.

LOAD/SAVE

ENTER: Enter a Password. New Passwords are issued at the end of each successful Campaign.

- To Enter a Password:

1. After selecting ENTER, D-Button ↔ to cycle letters.
2. When the letter you want to enter appears, D-Button ↔ to move to the next space.
3. When you're finished, press ✖ to select.

VIEW: View the Password for your current game or see the one you've just earned.

LOAD: Load a saved game.

- To Load a saved game:

1. Make sure the memory card on which you stored the game is inserted in memory card slot 1.
2. Highlight Load and press ✖. The Load Game menu appears.
3. Highlight your saved game and press ✖.

SAVE: Save a game.

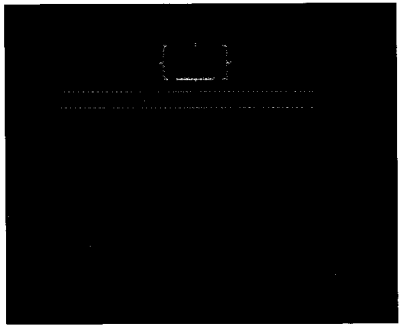
- To Save a game:

1. Make sure the memory card on which you want to store the game is inserted in memory card slot 1.
2. Highlight Save and press ✖. The Save Game menu appears.
3. D-Button ↕ to cycle letters.
4. When the letter you want to enter appears, D-Button ‹ › to move to the next space.
5. Press ✖ when you are done.

★ NOTE: DO NOT REMOVE THE MEMORY CARD DURING A SAVE OR LOAD.

★ NOTE: YOU CAN SAVE ONLY WHEN YOU HAVE COMPLETED A FULL CAMPAIGN. YOU CANNOT SAVE IN THE MIDDLE OF A CAMPAIGN.

CONFIG



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

- To highlight a weapon type: D-Button ↕
- To cycle through all selections: D-Button ↔

When you have made your selections, press ✖.

CONTROL: Configure the controller layout in one of four ways.

- To cycle through available controller layouts: D-Button ↔. When you have made your selection, press ✖.

AUDIO: Set the volume for both Music and Sound Effects.

- To highlight an audio type to configure: D-Button ↕
- To change the volume of the audio: D-Button ↔
  When you have modified the configuration, press ✖.

STRIKE FILES

STRIKE files contain classified information which is only available to members of the team.

- To play: Highlight a file and press ✖.

CLASSIFIED SECURITY CLEARANCE

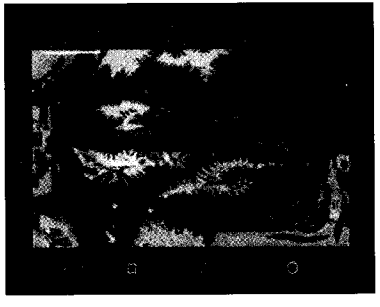
PLAYING THE GAME

QuickStart

- Use the D-Buttons to maneuver your Super Apache.
- Use **L1/R1** to jink your chopper and avoid enemy fire.
- Use the ●, ■, ▲, ✖ buttons to fire your weapons.
- Press **R2** to toggle the Heads Up Display (HUD) and Compass.
- Press **L2** to drop cargo.
- Press **START** to pause the game and access the Super Multi-Functional Display (SMFD).
- Press **START** to receive an Intel message when the Strike logo flashes on the screen.
- Once inside the SMFD, press the D-Button ↔↕ to view Missions, Enemies, Assets, and Intelligence. (See Super Multi-Functional Display on p. 9 for more details.)

- Hover over friendly forces, munitions, and other assets to automatically winch them up.
- Drop off passengers at specified Landing Zones to restore your armor.
- Supplies are sometimes hidden inside structures or vehicles. Be careful: Using too much firepower may destroy the contents.
- STRIKE recommends completing your missions in order.
- Return to Home Base when all of your missions are complete.
- To Exit a Campaign and return to the Main Menu from gameplay, press and hold both **SELECT** and **START**.

THE SUPER MULTI-FUNCTIONAL DISPLAY



Use the Super Apache's onboard SMFD to access STRIKE.net. Via high-speed Satellite Communications (SATCOM) links you will get all pertinent data on your Missions, enemy threats, friendly resources, maps of the area of operations, and situation reports (sitreps).

- To access the SMFD (and pause the game): Press **START**.

UPPER ROW

Information in the upper row is grouped into the following categories:

MISSION: Breaks down a Campaign into individual Missions. Each Mission can be completed in order...or not. Sometimes battlefield flexibility will win you the war.

ENEMY: Lists all hostile equipment.

ASSETS: Lists all friendly assets.

INTEL: Summarizes background information about the current Campaign.

LOWER ROW

Each category in the upper row can be viewed in three ways:

MAP: Selecting an item shows the location of the subject on your map. Press ✖ at any time to access the Map.

★ NOTE: WHEN THE STRIKE.NET ICON APPEARS AT THE LOWER RIGHT PART OF THE SCREEN DURING GAMEPLAY, PRESS START TO ACCESS THE MESSAGE. PRESS ✖ TO BYPASS THE MOVIE AND ACCESS THE MAP.

INFO: Press ■ once for a brief text overview of the selected item from the upper row. Press ■ a second time for more INFO, usually a voice annotated video file from STRIKE.net.

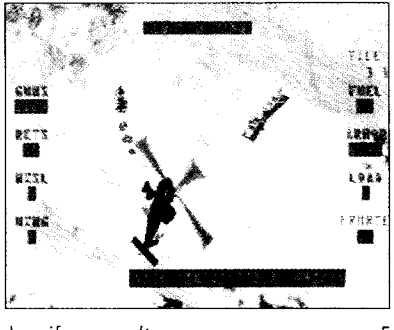
STATUS: Press ▲ to get a summary of the current status of the Mission, Enemy, Assets, or Intel categories.

MORE: Press ● if it is blinking. It will page through additional screens of text if more information is still available.

To select an item:

1. D-Button ‹ › to highlight a SMFD category.
2. D-Button ⌃⌄ to access an item within that category.
3. Press the appropriate button(s) described above.

THE HEADS-UP DISPLAY (HUD)



Firepower is meaningless if you can't manage your resources. Fuel, Armor, and Ammo are your life blood. Use them with care. STRIKE will pre-position fuel pods, armor crates, and ammo packs for each Campaign. You might even get lucky and find a special repair kit ...

The Heads-Up Display (HUD) allows you to keep track of your Super Apache's resources and call up your Directional Compass. There are also on-board warning signals to alert you to low fuel and armor. Pay attention to them.

➲ To cycle through the HUD and Compass views: Press **R2**.

ATTEMPTS



You start with three attempts per campaign. The Super Apache can withstand substantial abuse, but only to a point. Your Smart Armor will realign to the Super Apache's interior space and cover the damaged areas after your first two crashes. After your third crash, the plug gets pulled.

FUEL



You begin each Campaign with 100 units of fuel, unless you configure with the Fuel Drop Pods on your wingtips. Don't loiter. 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 fuel tanks.

ARMOR



You begin each Campaign with 1500 units of Smart Armor. Each time you get hit your armor gets depleted, based on the Power (Damage) of the enemy weapon. While unloading passengers at a Landing Zone, your Super Apache will refurbish its internal armor plating. Check the HUD for your armor status. Armor Repair Crates also provide magnetic armor plates if winched aboard, although they are notoriously hard to find.

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-positioned Ammo Packs. Winch these packs up for a full reload.

★ NOTE: PRE-POSITIONED AMMO PACKS DO NOT RELOAD WINGTIP WEAPONS.

Weapons	Number	Power Points
Hellfire Missiles	8	100
Hydra Rockets	38	25
Chain Gun	1178 rounds	3
Wingtip Weapons	**Number**	**Power Points**
Sidewinder Missiles	8	300
Fuel Drop Pods	2	up to 500
ECMs (Chaff)	48	0 (counter enemy missiles)

A note on the ECM feature: The Electronic Counter Measure (ECM) momentarily confuses enemy radar. The Super Apache's ECM consists of tiny shreds of foil that deflect the radar. The ECM is best deployed when the enemy has launched a missile.

★ REFER TO Config ON PAGE 7 TO LEARN MORE ABOUT CONFIGURING YOUR SUPER APACHE WITH A CUSTOM MIX OF WEAPONS.

LOAD

Your load indicates the number of passengers you've got onboard. The Super Apache can carry a maximum of six passengers. When you drop them off at a landing zone, your Smart Armor restores 150 points of armor for each passenger you unload.

MISSION OBJECTIVES

Keep focused on the Mission at hand. If you want additional tactical hints, refer back to the SMFD for Video Info. If you're not sure if a Mission has been completed, check the Status display by pressing the ▲ button while in the SMFD.

PICKING UP SUPPLIES, POWS, AND FRIENDLY AGENTS

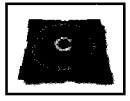
- To pick up friendly assets, just hover over the target. Your Super Apache's winch will automatically retrieve any asset under your chopper's shadow.

LANDING ZONES

Landing Zones are built for specific purposes.



Co-Pilot Unload Zone



Cargo Unload Zone



Friendly Landing Zone


Home Base

VIEWS

You can pilot your Super Apache in one of two views, Classic or Chase View.

- To change views at any time: Press **SELECT**.

TIPS

- Various weapon power-ups and special devices can appear throughout a Campaign. Keep alert for clues to their location and use.
- Change to Classic View for an unobstructed angle on what you are winching.
- Use the Jink buttons for precise control during winch attempts.
- 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.
- Keep moving. A sitting duck is a dead duck.
- Stumbling into an Alert Zone is a bad idea. Take out enemy radar or power stations to blind the enemy. When alerted, enemy weapons have increased range, rate of fire and power.

- 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.
- To pick up the cluster bombs in the Caspian campaign, you must have configured the Apache with Hellfires in the Chopper Config screen before the beginning of the campaign.

TOP SECRET SECURITY CLEARANCE

CAMPAIGN # 1 WALKTHROUGH: CRIMEA

WARNING! The following information divulges certain facts about the first two missions of this Campaign. It's here in case you run into serious trouble. In no way is the reading of this section necessary for your successful completion of the game. For the maximum challenge, refrain from reading any further.

MISSION #1: DESTROY 2 RADAR SITES

Understand the Campaign Goal

1. Press **START** to boot up the SMFD. Highlight INTEL and press ■. Read the screen text. Press ● if there is more information.
2. Press ■ again if you want to replay the Briefing video.
3. D-Button ↕ to cycle through each of the WHY/WHAT/WHO/WHERE/HOW options, and check the INFO on them as described in Step 1.

Review the First Mission

1. D-Button ↔ to highlight MISSION, then press ■. Press ■ again for a tactical video briefing about this Mission.
2. When you're clear on the Mission briefing, press ✖ to return to the map of Crimea.

Study Your Map

1. See what you have to work with: Highlight ASSETS, then D-Button ↕ to highlight the various assets and view their locations on the map. Press ■ at any time to get information about each asset. (Press ■ again to view video.)

★ NOTE: THE CRIMEA CAMPAIGN IS THE ONLY CAMPAIGN IN WHICH ALL FUEL AND AMMO IS SHOWN ON THE MAP.

2. Learn where hostile forces are lurking: Highlight ENEMY, then D-Button ↕ to highlight the various enemy equipment and see their location on the map. Press ■ at any time to get text information about each vehicle. (Press ■ again to view video.)

PINPOINT AND DESTROY RADAR SITES

1. Cycle the MISSION category until RADAR appears, then locate the flashing blue diamond on the Map screen. These are the radar sites.
2. Press **START**. You can now take off from Home Base.
3. Fly due east along the road. Bear left at the fork and proceed with caution. You'll see the first Radar Site immediately after the fork on the left side of the road.
   Note: Very quickly you will receive an urgent transmission from a STRIKE agent. To view this message, press **START**. Some broadcasts come in as video messages, some as audio only. Press **START** to return to the game. Once STRIKE has pinpointed your copilot, his location will show up as an asset dot on the SMFD Map.
4. Maneuver your Super Apache so the nearest enemy AAA is just in view, then fire a Hellfire missile or two Hydra rockets.
5. Destroy the second AAA with another missile or two Hydra rockets.

6. After you've destroyed the AAA defenses, use your chaingun to take out the radar dish, ground troops, and truck.
7. Now carefully continue east. Approach the second radar site from the south (so the guns won't target you) and quickly disable the enemy guns before taking out the second radar dish.
8. Press **START** to access the SMFD and highlight MISSION.
9. D-Button ↕ to select RADAR, then press ▲ for Mission Status. Verify that it is now marked "Destroyed." Now you can proceed to the second Mission.

MISSION #2: RESCUE CAPTURED AGENTS

1. By now your copilot Nick Arnold will be yelling for help. Quickly fly East from the Radar Sites to the Prison Compound where Nick is about to be taken out to the firing squad.
2. Move to the south side of the compound and blow a hole in the wall with the chain gun.
3. Carefully pick off the BRDM-2 on the other side of the wall (That's the four-wheeled recon vehicle.), then blow up the buildings in front of you with the chaingun.
4. Take out the AAA on the east side of the compound.
5. There are three rows of buildings in the North part of the compound. Take out the southern-most building in the middle row. Three soldiers appear. Take out the pair of guards, then winch up Nick.
6. Once you've rescued Nick, start shooting up the prison cells. There are more prisoners to be had, and they'll run out into the open once you blow open their cells. The mission is complete when you have rescued Nick and four additional prisoners.