

## = Nuclear Strike =

Nuclear Strike is a shooter video game developed and published by Electronic Arts for the PlayStation in 1997 . The game is the sequel to Soviet Strike and the fifth instalment in the Strike series , which began with Desert Strike on the Sega Genesis . The Soviet Strike development team also created Nuclear Strike . EA released a PC port the same year ; THQ developed and in 1999 published a Nintendo 64 version called Nuclear Strike 64 .

Nuclear Strike is a helicopter @-@ based game , with strategy elements added to the action gameplay . The plot concerns an elite special force - the player 's allies - pursuing a nuclear @-@ armed rogue spy through a fictionalised Asian setting . It retained the earlier game 's engine but added several modifications to improve graphical performance and make the game more accessible . The game features 15 playable vehicles , a large increase from previous games . In addition to the main fictionalised Apache , there are secondary helicopters , jets , armour and a hovercraft . The player also commands ground troops in occasional real @-@ time strategy sections .

The game received positive , negative and mixed reviews . Critics noted a weak storyline , though GameSpot dismissed this as unimportant in an action game . GameSpot called the graphics - which made use of specialised hardware such as 3Dfx Voodoo video cards and the N64 Expansion Pak - " about as good as it gets " , while Allgame said they are " decent " and Daily Radar called them " horrible " . Critics praised the full motion video as well as the music and sound effects . Reviewers enjoyed the straightforward gameplay but several complained of a close similarity to its predecessor Soviet Strike and questioned the game 's value as a result .

## = = Plot = =

The game begins in Indocine , a fictional Southeast Asian country . The player controls a Super Apache helicopter as part of the STRIKE covert operations force , led by General Earle ( John Marzilli ) and assisted by technician Hack ( Antwon Tanner ) and propagandist Andrea Gray ( Susan Turner @-@ Cray ) . The antagonist is Colonel LeMonde ( Bo Hopkins ) , a spy @-@ turned @-@ warlord who has stolen a nuclear weapon . Allied to STRIKE in Indocine is guerrilla leader Naja Hana ( Moon Bloodgood ) , whose forces join the player in attacking LeMonde 's forces . Meanwhile , LeMonde bluffs STRIKE by arming a fake nuclear bomb in an old temple compound , which results in Naja attempting to locate the warhead and LeMonde . At the same time , the player is sent on a wild goose chase attacking a decoy convoy thought to have the nuclear bomb being transported away from Indocine . In actuality , LeMonde escapes capture long before STRIKE could catch up to him and he managed to smuggle the real nuclear bomb away from Indocine off @-@ screen . This prompts the player to extract Naja from the now booby @-@ trapped compound before the whole compound blew up sky high . Nonetheless , his forces are eventually defeated in Indocine and STRIKE conducts their operations in the South China Sea , where LeMonde is discovered dealing with Napoleon Hwong ( Philip Tan ) , head of a fictional Triad @-@ like criminal organization known as the Octad . The player recruits mercenary Harding Cash ( Jamie Donovan ) in battling the pirate warlord in an attempt to recover the missing nuclear weapon . After defeating Hwong 's forces , the player and Harding manage to capture and interrogate Hwong for information concerning the whereabouts of the nuke long enough before Hwong commits suicide . The player eventually heads to Pyongyang , North Korea , where the stolen nuke is located .

LeMonde resurfaces in Pyongyang , where North Korean ruler Kym Zung @-@ Lee invites several world leaders to a peace conference . The two plan to kidnap the world leaders , especially since Kim financed LeMonde 's operations in Indocine and getting the nuclear weapon ( stashed inside Kim Il @-@ sung 's statue on Mansudae Hill ) . Using a small helicopter and nonlethal weapons , the player is able to spirit the delegates to a French frigate somewhere in the Taedong River and get them out of the country ; other delegates left behind are sent to bomb shelters or are evacuated by STRIKE Chinook transports . Also , between escorting the delegates to safety , the player and Andrea manage to take over an AH @-@ 1 Cobra attack helicopter from a museum while fending off Kym 's security forces in the process . The missing nuclear weapon explodes as the player sits

out the blast in the Rungnado May Day Stadium .

North Korea blames the nuclear explosion on the South and sends its forces across the DMZ in an attempt to start a second Korean War while LeMonde heads to Russia . STRIKE heads down to the DMZ and assists US Forces Korea and the South Korean Army in repelling the assault . Having prevented another Korean War , STRIKE , together with Naja and Cash , attack an old Mongol @-@ era fortress in Siberia , where LeMonde has brought in mercenaries to fortify it as he prepares the launch of a " proto @-@ nuclear " missile designed to rupture the ozone layer . LeMonde 's forces are eventually routed , the proto @-@ nuclear missile eventually destroyed , and LeMonde himself is killed in an airstrike sponsored by STRIKE . Naja and Cash fall in love , while STRIKE prepares to deploy to another crisis zone .

= = Gameplay = =

Nuclear Strike is a helicopter @-@ based shooter game with a blend of both strategy and action , which the player views from outside the helicopter from an overhead perspective . It is similar to previous games in the series , but has 15 playable vehicles , a larger number than any of its predecessors . The main helicopter is a fictional Super Apache , with additional helicopters including the Cobra and other Hueys . Playable jets include the Harrier Jump Jet and a fictional V / STOL version of the A @-@ 10 Thunderbolt II . The player can use surface vehicles including the M1 Abrams tank , Bradley armoured vehicle , the Multiple Launch Rocket System and a PACV hovercraft .

The game features five different terrain settings with each level being played on a large map divided into several missions . These missions include seek @-@ and @-@ destroy , search @-@ and @-@ rescue , escorts , the destruction of bridges , supply drops and air support . In some sections the player forms part of a coordinated attack with AI @-@ controlled allies , while in others the player directs ground troops in the style of a real @-@ time strategy game . As well as engaging in combat , the player must monitor and replenish his fuel and ammunition supplies . The heads @-@ up display shows this information , along with intelligence on missions objectives and on friendly and enemy units and their locations . The compass indicating mission objectives is a feature new to Nuclear Strike , as is a radar showing the positions of nearby enemies .

= = Development = =

The game is the second 32 @-@ bit Strike game : the sequel to Soviet Strike and the fifth installment in the Strike series , which began with Desert Strike on the Sega Genesis . It was developed at Electronic Arts ' Granite Bay Software , by a 50 strong team led by producer Michael Kosaka and including the " same core group " - designers , programmers , artists and composers - as developed Soviet Strike . Series creator Mike Posehn received royalties for Nuclear Strike but did not work on programming the game . The game retained Soviet Strike 's engine , with several modifications . The development team increased the frame rate by 25 % over its predecessor , resulting in a " faster and smoother " feel . The game streams the environment from its CD , resulting in " no perceptible loading time " , while the terrain itself is persistent : damage such as cratering remains for the duration of play . The team improved the artificial intelligence and added more camera angles , though the game like its predecessors still eschews any in @-@ cockpit perspective .

Soviet Strike received criticism regarding the player 's limited view of his surroundings and attacks from enemies out with it . To offset this potential problem , the developers added a radar to the HUD , which illustrated surrounding enemies to the player . Gamers also criticized the difficulty of Soviet Strike . A high difficulty level being traditional to the Strike series , the team did not wish to alienate long @-@ term fans by making Nuclear Strike directly easier , but instead more accessible , using such devices as the new radar , a new compass indicating the direction of the next objective and " a lot more visual and audible clues " . Producer Kosaka explained : " A lot of the stuff we couldn 't fit in [ Soviet Strike ] is going in this one " . The team added several new vehicles , as well as continuing

the occasional real time strategy sections found in Soviet Strike . The jets proved problematic in early testing due to their speed , but appeared in the final game . Heat @-@ seeking missiles were among other new additions , as was a proprietary technology termed the Interactive Music System . This generates more " pulse pounding " music depending on the level of action occurring in @-@ game . Palomar Studios created the full motion video , for which some footage was shot in both Thailand and the Bronson Cave , used as the Batcave in the 1960s television incarnation of Batman . This latter shoot also employed a live tiger .

Initially only the PlayStation version and a PC port were planned , but the game appeared on the Nintendo 64 in 1999 as Nuclear Strike 64 . The PC port was developed by EA Tiburon , with both the PlayStation original and PC published by Electronic Arts in 1997 . Nuclear Strike 64 was developed by Pacific Coast Power & Light and published by THQ . Another sequel provisionally titled Future Strike was later planned , but the game was eventually released as Future Cop : LAPD , a mech @-@ based shooter game .

= = Reception = =

Daily Radar found the story lacking , while GameSpot 's Shane Mooney defended it thus : " people moan about a lack of a compelling story in action titles , which makes about as much sense as complaining about the lack of a nailgun in a football sim [ ... ] People couldn 't care less if the story was written by Steinbeck or Stymy the Hack , as long as they get to see THX @-@ rattling fireballs and bad guys bleeding from every orifice . "

IGN noted improved graphics , which it favourably compared to those of a John Woo film . GameSpot called the graphics as " about as good as it gets " , particularly with a 3D video card . The New Straits Times also appreciated the game 's performance with a 3Dfx Voodoo card , praising the graphics of the terrain , as well as water and helicopter movements . GameFan acclaimed the attention to detail and variety in environment graphics ' textures . Reviewing the PC version , Allgame called the graphics " decent " , but criticised the minimal progress from Soviet Strike which resulted in " a slightly archaic look " and lack of " a feel of individuality " . Reviewing Nuclear Strike 64 , the website noted that the graphics ably handled numerous explosions and enemies . The reviewer praised the detail , colours and fluid motion . He also acknowledged the use of N64 Expansion Pak , but said " the game still moves and looks very nice " without it . Game Revolution felt : " This is definitely the best @-@ looking ' Strike ' game yet . " It praised the " gorgeously rendered " maps and the detail on structures and units , while Next Generation complained of " water that doesn 't ripple and a few other missing touches " resulting in a somewhat haphazard feel . Daily Radar praised the terrain graphics but called the vehicles " horrible " . Power Play praised the impressive graphics and destructible scenery . Game Revolution also praised the persistent battlefields : " What really stands out is the ability to interact with everything . When you shoot water , you see and hear the splashes . You can blow up almost anything that they 've put on the map " but noted the sometimes unrealistic results , such as ships being launched high into the air upon destruction . Edge called said the terrain graphics were " some of the best yet on the PlayStation " , but there were otherwise no ground @-@ breaking visuals .

GameFan praised the " super stylish " full motion video . Allgame felt the game to be worth playing for the FMV alone , calling it the " best aspect of the game " and " an awesome video presentation that , combined with a number of high quality voice @-@ acting jobs , does a great job of conferring the intensity and danger of the nuclear dilemma at hand . " Game Revolution noted the strong production values of most of the FMV and while a minority had " back yard " production , they nevertheless used quality actors and " fairly impressed " the reviewer , though he criticised the " MTV @-@ like editing " . Edge also noted the " MTV @-@ style presentation " and called it " stylish " and atmospheric . Reviewing Nuclear Strike 64 , Allgame praised the atmospheric music as " reminiscent of a large budget political spy thriller " . The reviewer said : " what really cranks up the adrenaline and ramps up the immersion factor in the game is the great sound effects . "

Allgame said the enjoyment " isn 't bad " , but limited : " You can only blow up so much stuff with a helicopter . " Glenn Rubenstein of GameSpot in his PlayStation review called the game tired and

mediocre , but reviewing the PC version , Shane Mooney wrote : " I 'm happy to say that the much @-@ maligned action @-@ heavy , plot @-@ light genre has received a solid kick in the pants from the wonderfully fun Nuclear Strike . " Mooney praised the successful port from the console version and believed players would " find plenty to slobber over in this extremely entertaining title . " Daily Radar said : " When it comes to creating an action game , it would be nice to play something that requires a little bit more than just holding down the fire button continuously . In Nuclear Strike 64 , that 's just about all you do . " The website said : " if all you 're looking for is a game where you can fly around in a helicopter , drive a tank and manipulate 10 other vehicles in a destructive fest , well , here you go . " Allgame summarised : " When all is said and done , Nuclear Strike 64 is a fine example of an excellent shooting game . " The reviewer believed that gamers would appreciate the game 's longevity and variety . Game Revolution praised the helpful interface and responsive controls and said the mechanics were generally good , but complained of an occasionally inaccurate targeting system . The website acclaimed the " perfect " difficulty level . GameFan took issue with enemies shooting the player 's vehicle while not visible on @-@ screen . GameSpot 's minor complaints were infrequent game saves , a " too easy " structure allowing supply lines to be destroyed before the main forces , a short game despite large missions and a lack of multiplayer .

Allgame felt Nuclear Strike " is really nothing more than a repackaged version of the earlier game " . The reviewer felt there to be limited motivation for owners of Soviet Strike to buy the new sequel other than the FMV . GameFan called Nuclear Strike " a tangible improvement over its predecessor " and " a more satisfying experience all round . " The writer felt the increased number of vehicles set the game apart from Soviet Strike , saying they " make for a far richer , more active playing experience . " He recommended it to Soviet Strike devotees , while Power Play recommended it for fans of action games . IGN wrote the game was a " fine example " of the series , also citing a broader range of vehicles over Soviet Strike . Nonetheless it gave Nuclear Strike a lower score than the game 's predecessor , saying " at its heart Nuclear Strike is the same game as Soviet Strike [ ... ] It 's not a bad game , it 's just more of the same . " GameFan 's reviewers called Nuclear Strike " the definitive strike game " and said it " trounces all other Strikes that have come before . " Previewing the PlayStation version , Super GamePower predicted the improved explosion effects , missions and wider range of vehicles would make it the best in the series . In its review , the magazine said the game contained nothing new for fans of the previous games , but felt the control system , explosions , helicopter sound effects to be excellent . Next Generation said : " Those who enjoyed Soviet Strike are certain to like Nuclear Strike even more " , but said the games are almost indistinguishable . Game Revolution acknowledged the game is " basically the same rehash of its predecessors , but it stands as a great game on its own . Nuclear Strike is a definite buy for fans who haven 't tired of the series , and at least a ' rent me ' for those who have been locked in the closet and haven 't played any ' Strike ' games . " Edge said : " Fans of the series lusting after more above @-@ viewed shooting action will naturally welcome this latest regurgitation . The seasoned gamer , however , will no doubt walk away with a feeling of déjà vu . "