



NTSC U/C

PlayStation™

STRIKE POINT™



KIDS TO ADULTS



CONTENT RATED BY ESRB

SLUS-00139



TECHNOS®
AMERICAN TECHNOS INC.

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:

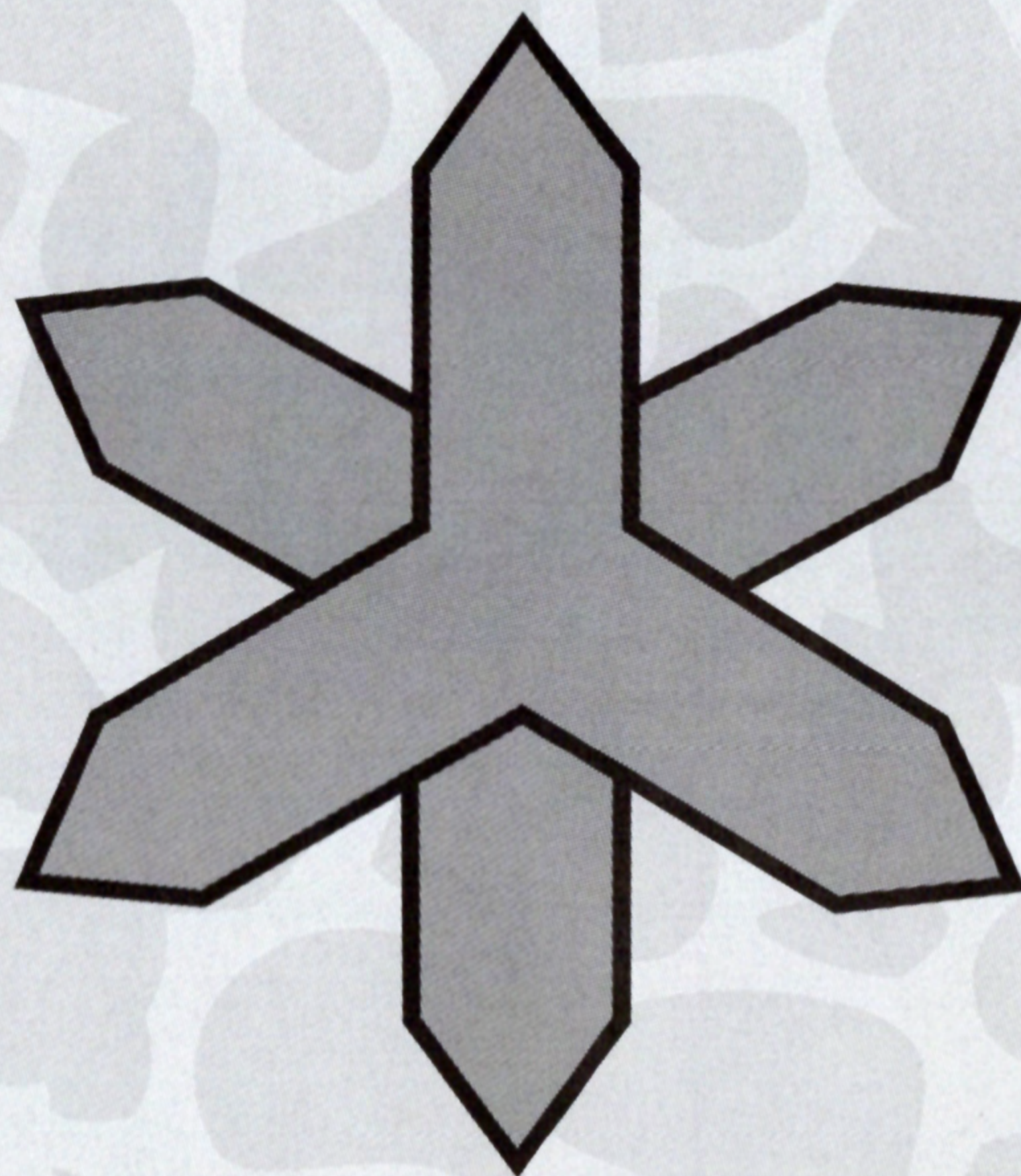
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

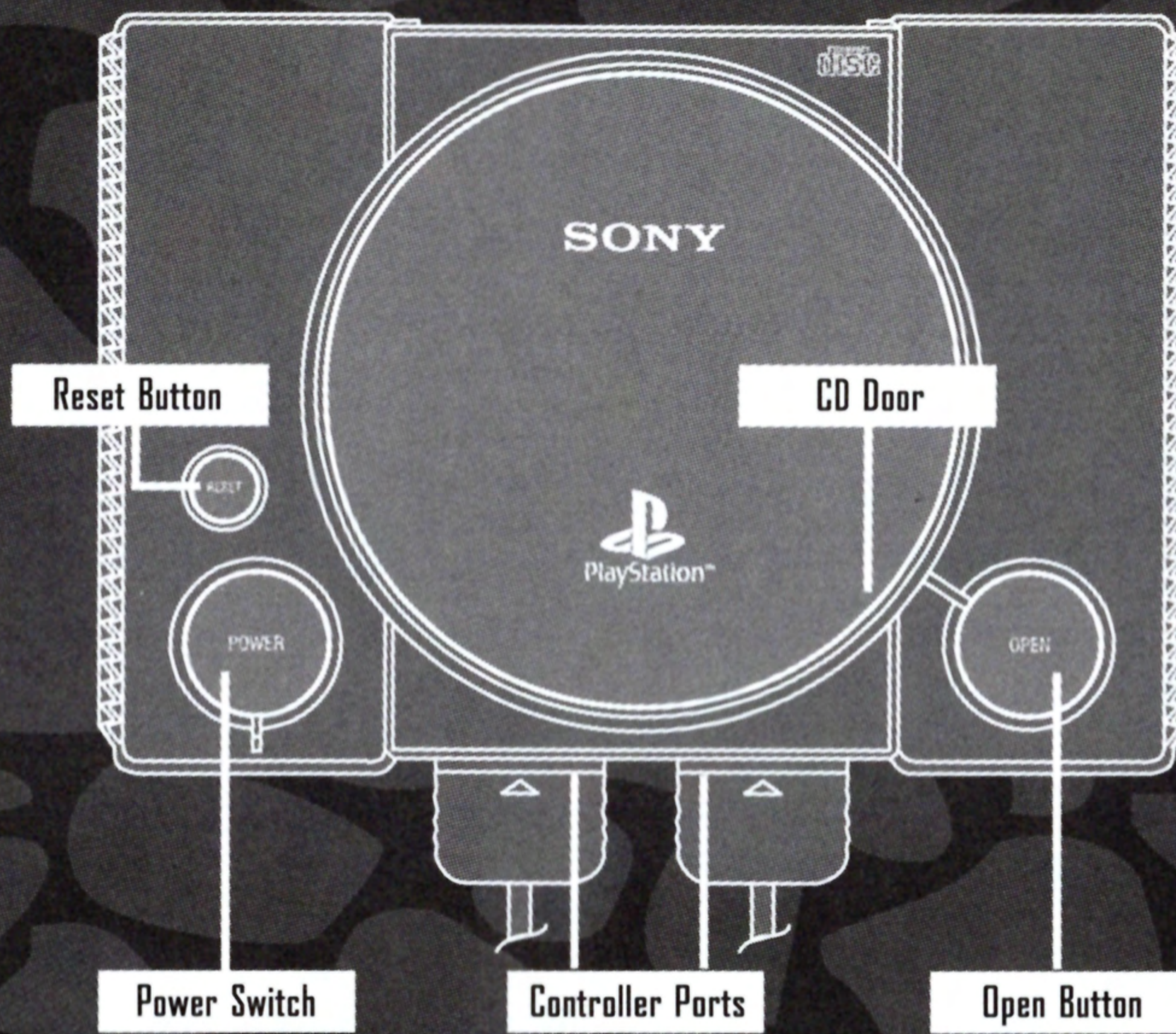
HANDLING YOUR PlayStation™ DISC:

- 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.

STRIKEPOINT™

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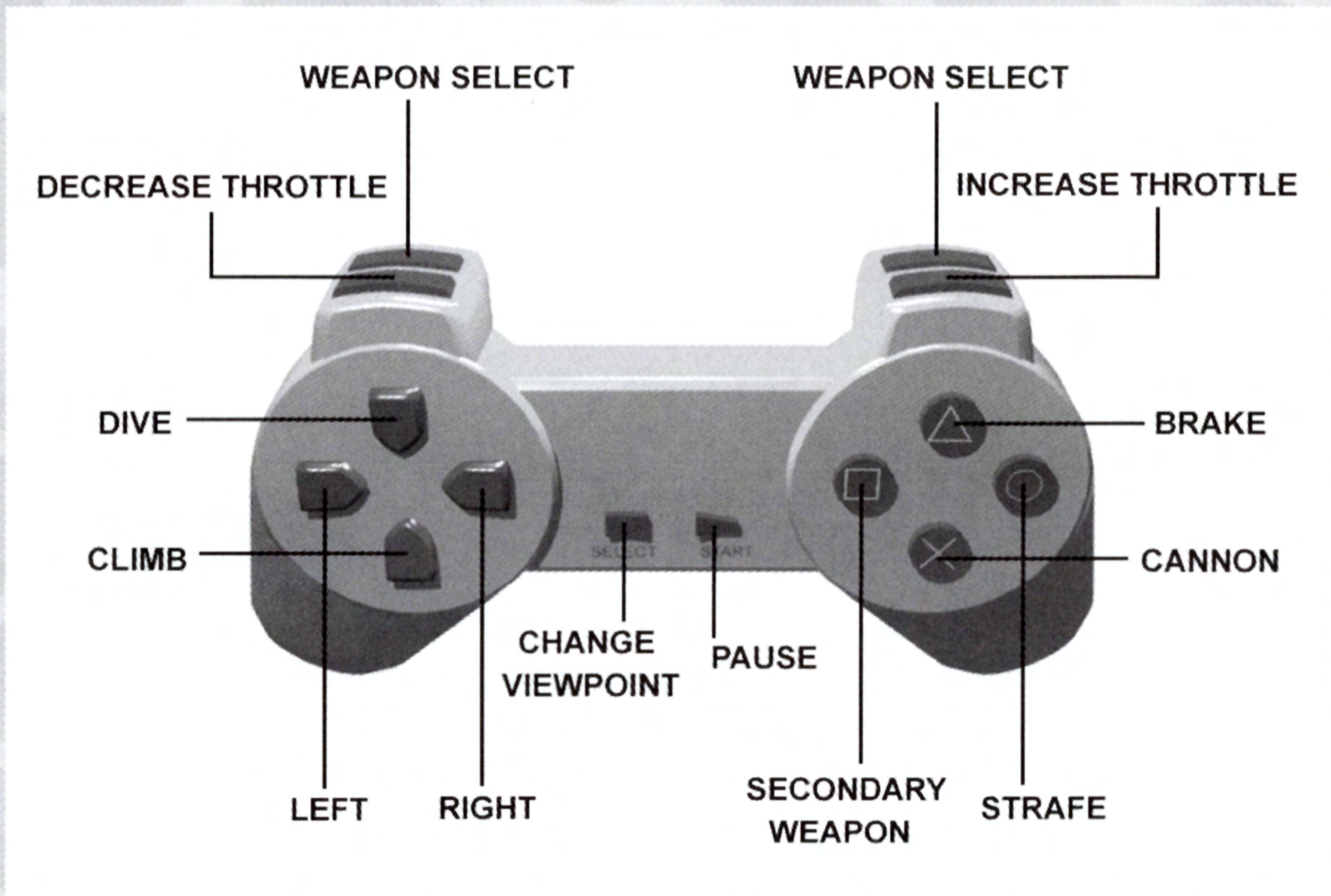


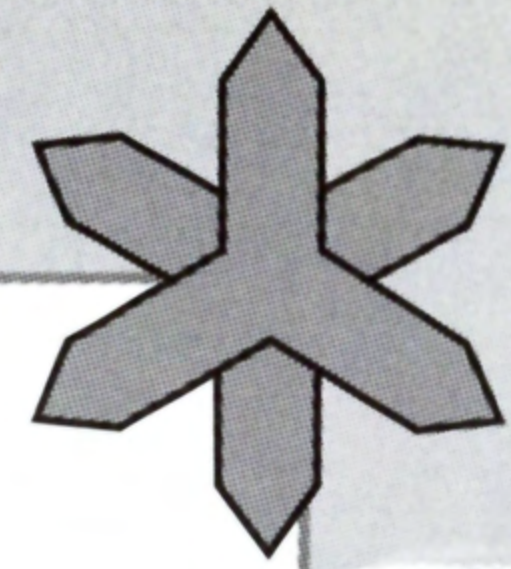
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **StrikePoint™** disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console.

You will then be presented with the menu screen, in which you have the following options: **1 PLAYER GAME, 2 PLAYER GAME, 2 PLAYER BATTLE** and **OPTIONS**.

Please note to access the 2 Player options Controller 2 will need to be inserted. Press the Directional Buttons Up and Down to highlight your desired option and press the X Button to accept the option.

The default Controller setting is shown below. The Controller can be reconfigured to your preference for either Player 1 or Player 2 in the Options Menu (see page 6).





--- BRIEF: HEX ORGANIZATION ---

International terrorist group — origin unknown

Current demands: classified — summary: unreasonable

Current leverage: possession of multiple ShockWave devices

Threat Class: extreme

--- BRIEF: SHOCKWAVE DEVICE ---



Creator: Hex Organization

Function: Triggerable seismic disruptor

Placement:

fault line

volcano

ocean

nuclear plant

arctic

Result:

major earthquake

increased activity - eruptions

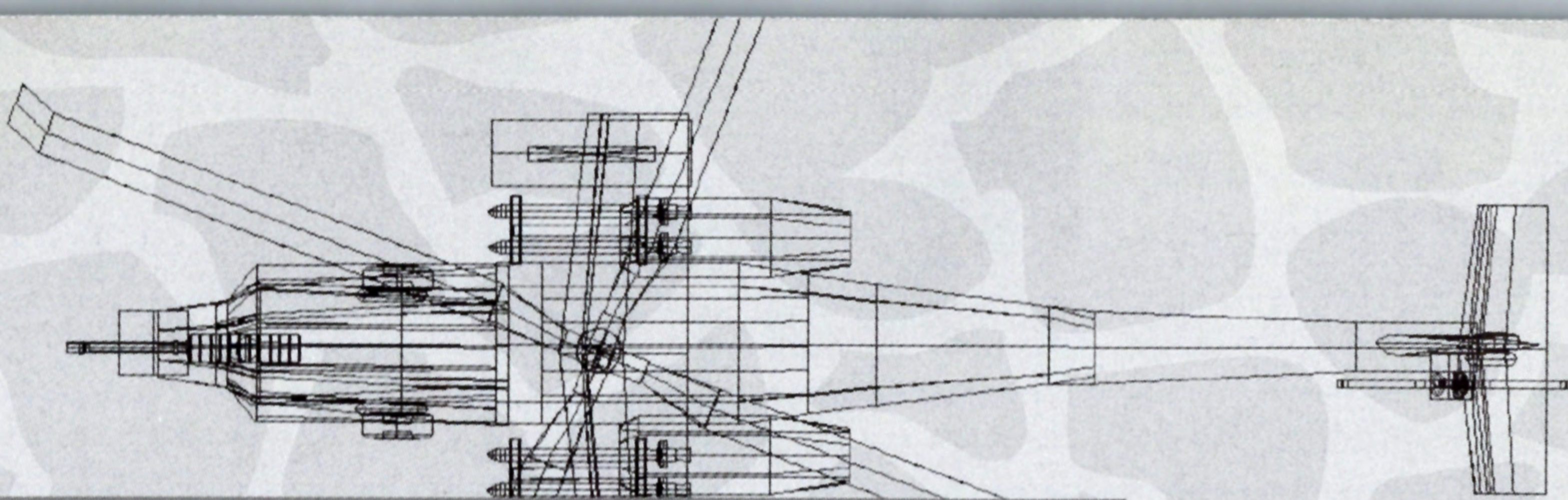
tidal waves

radioactive fallout

rising sea level



YOUR MISSION:



- - - LEVEL ONE COMMUNIQUE - - -

As leader of the newly formed **StrikePoint** team, your mission is to neutralize the threat of the Hex Organization. By strategically planting numerous explosive ShockWave devices globally, they are in position to destroy the Earth's eco-sphere. You are at liberty to undertake each mission in the order you choose, but your success in each sortie is imperative. Missions will involve, but are not limited to: destruction of enemy aircraft and artillery, ambushing and elimination of target convoys, rescuing of ally scientists, (previously kidnapped for intelligence reasons) and most importantly, collecting and defusing all untriggered ShockWave devices.



This screen presents you with the following options. Press the Up and Down Directional Buttons to select an option to change.

MUSIC - Adjust the volume by using the Left and Right Directional Buttons on the Controller. The bar on the screen indicates how loud the music will be.

SOUND EFFECTS - Adjust the volume by using the Left and Right Directional Buttons on your Controller. The bar on screen indicates how loud the Sound Effects will be.

STEREO / MONO - You have the option to play the game in Stereo or Mono sound, press either the Left and Right Directional Buttons or the X Button to make your choice.

ENTER PASSWORD - Each time a level is completed you will be presented with a new password. By entering this word in the Enter Password option you will be able to return to a previous game. Enter your Password, then press the X Button to continue. If an incorrect Password has been entered you will see the message BAD PASSWORD.

CONTROLLER PLAYER 1 - The default setting of the Controller will be shown on screen. This will be shown as Control Option A. By pressing the Left and Right Directional Buttons you are able to cycle through seven more Controller configuration options (options B through H). To select any of the new Controller configurations, press the X Button.

CONTROLLER PLAYER 2 - Set this up in the same way as Controller Player 1.

NOTE: Press the Triangle Button in the Options Screen to return to the previous screen.



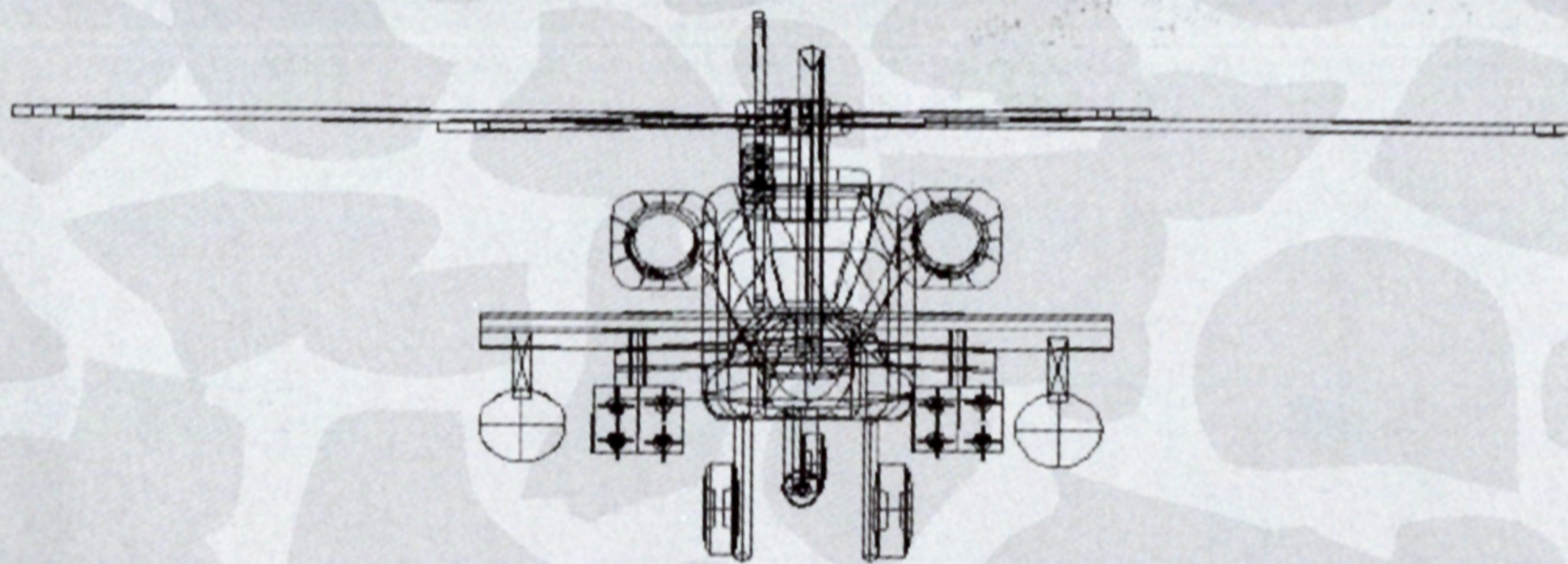
On the **Menu Screen** you will be offered 3 different modes of play:

1 PLAYER GAME - This option allows a single player to take on the enemy and complete the levels without help.

2 PLAYER GAME - This option allows 2 players to join forces. You will work together to plan and plot the downfall of the enemy and attempt to complete all the levels.

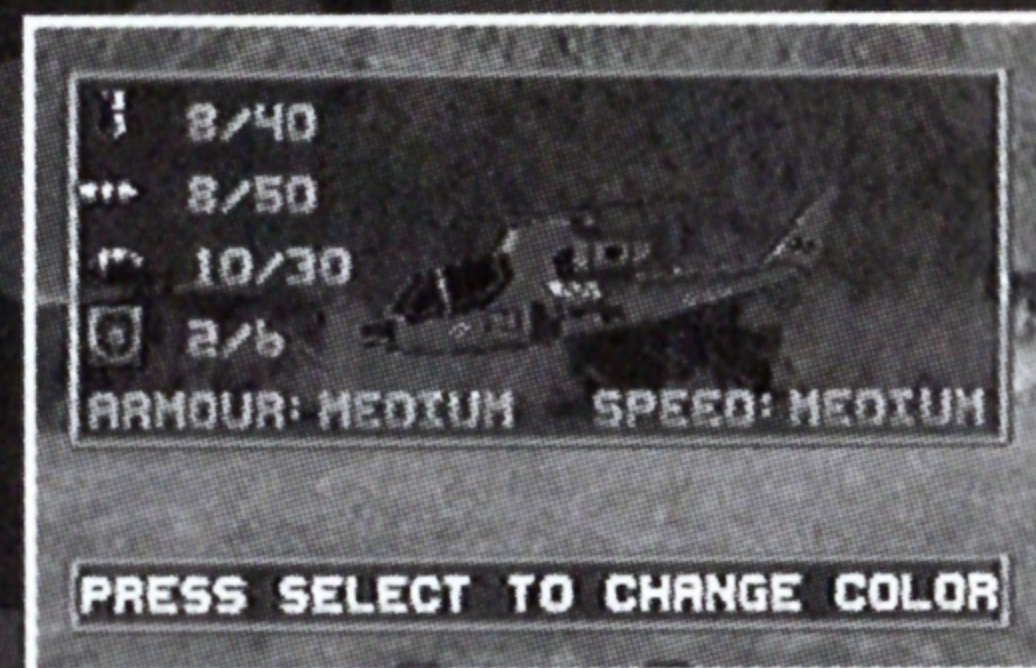
2 PLAYER BATTLE - This option involves doing battle with an opponent. It's down to the clock to see who can complete the levels in the quickest time while attempting to accumulate a higher score. Players can also choose to fight head to head and attempt to destroy each other.

During a 2 Player game, **StrikePoint** uses a vertical split screen.



HELICOPTER SELECT SCREEN

After choosing your preferred mode of play you will be presented with this screen. There are 3 helicopters to choose from, each available in 3 different colors. Each of the helicopters has a different set of attributes: speed, armor, weapons available at take-off and maximum weapon payloads. Use the Left and Right Directional Buttons to switch between helicopters. Press the Select Button to change the color of the selected helicopter. When you are satisfied with your choice of helicopter, press the X Button to continue.



LEVEL SELECT SCREEN

Strike Point offers 10 varying levels to choose from, ranging from Europe to the Antarctic. All 10 levels need to be completed to finish the game, but you can tackle the levels in any order you wish. On the Level Select Screen you will notice that each level is split into a varying number of missions.

The missions can again be carried out in any order, however, it is advisable for beginners to attempt the missions in the suggested order.

Use the Left and Right Directional Buttons to choose your desired level, then press the X Button to start the game.



Once you have selected to start the game, loading will take a few seconds. You will then appear on your chosen level ready to take off from the Heli-Pad. Your first mission objective will appear at the top of the screen. If at any time you need to be reminded of your current mission objective, hold the Brake button down for approximately a second. Depending on the size and difficulty of the level you will be given a time limit within which all mission objectives need to be completed. Failure to do so will result in Game Over.



To help you locate your next mission objective you will be aided by on-screen arrows which will direct you to the location of your next mission. The arrows point up or down and left or right. If you choose to attempt an alternative mission, the arrows will be of no help.

To complete each of the missions you will be required to utilize some of your Secondary Weapons. Your standard cannon fire will not always be sufficient to complete certain missions, for example some missions involve rescuing ally scientists. To do this you will need to select the Green Beam as your Secondary Weapon.

At the beginning of each new game you have 3 lives (helicopters) to complete all 10 levels. On the majority of the levels you will be able to find and pick up extra lives (Helicopters).



A list of your Secondary Weapons and their functions follow:

AIR TO GROUND MISSILE

A homing missile useful for destroying ground based objects. Depending on your chosen helicopter you will begin with between 4 and 10 missiles. If you lose a life your stock of missiles will be replenished. Your stock will also be replenished whenever you start a new level. On the majority of levels you will be able to pick up extra missiles to bolster your ammunition level. Extra Secondary Weapons can be found in crates scattered around the levels, on the top of each crate you will see an icon depicting what is in the crate.

AIR TO AIR MISSILE

A homing missile useful for destroying aircraft such as Planes and Zeppelins. Again, depending on your choice of helicopter you will begin with between 6 and 10 missiles. Extra missiles can be found in crates scattered around some of the levels.

BOMBS

Used primarily for destroying convoys of vehicles, boats, tanks etc. Depending on your choice of helicopter you will begin with between 5 and 15 bombs. Once again, extra bombs can be found in crates within some of the levels.

LANDING ICON

When this icon is selected, the on-screen arrows will guide you to the nearest heli-pad, rather than your next mission objective. When the Heli-Pad is in sight you can activate this function. Your helicopter will land, dropping off any cargo you may be holding, and most importantly you have the chance to replenish your energy level. The longer you stay on the Heli-Pad the more energy you will receive. This feature is useful when your energy is low. To avoid losing a life, head for the Heli-Pad before your energy runs out. Use of this feature is not limited.

GREEN BEAM

As described earlier in the manual, the green beam is used primarily for collecting the Shockwave devices and rescuing ally scientists. When your target is in sight, the green beam can be activated. Again, use of this feature is not limited.

TURBO

Utilizing the Turbo will give you a short burst of speed. The Turbo comes in useful for escaping from enemy fire or when time is running out. Depending on your choice of helicopter you will begin with between 1 and 5 Turbos. You are able to collect extra Turbos from crates found within some of the levels.



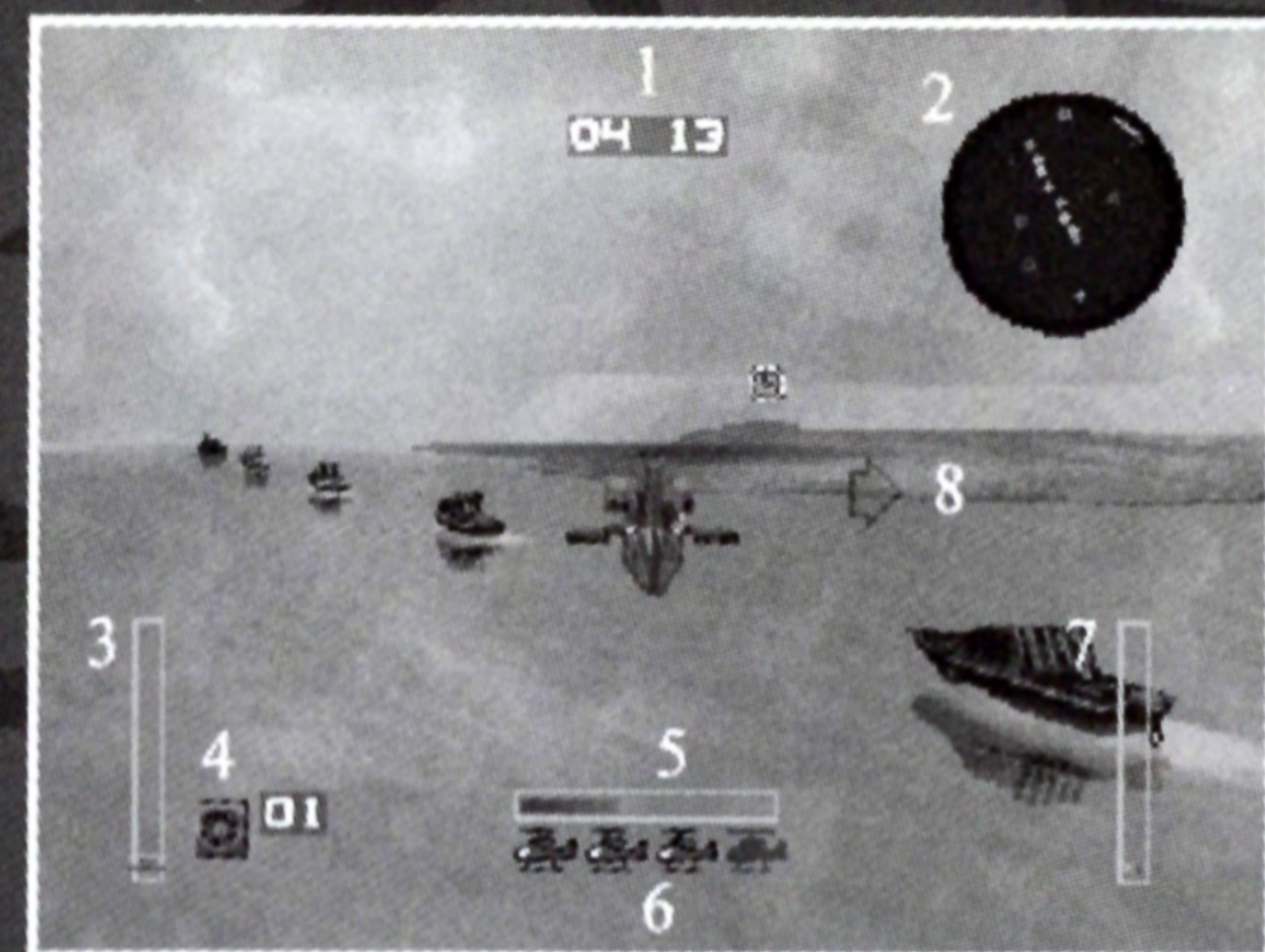
At any time during the game, you are able to cycle through the secondary weapons. Your Wing-Man will tell you which Secondary Weapon is being selected. Regardless of which Secondary Weapon you select, you can still use your cannon. Remember not to waste your Secondary Weapon ammunition if the cannon can be used to achieve similar results.

Both armaments, (Cannon and Secondary Weapon), are auto-targeting, however, when using your Secondary Weapon, a cross-hair will appear on your intended target when in range. This should help you to avoid wasting Secondary Weapon ammunition.

Once a mission is complete you will be notified on screen, and then informed of your next mission objective. If at any time you need a reminder of your current mission, press and hold the brake button on your Controller.

There are several on screen display features to help you while playing the game.

1. **TIMER** - Keep an eye on the timer to see how much time is left to complete the level.
2. **RADAR** - The radar will show you where enemies are in relation to you. You are always situated in the middle of the radar. Any objects within the two diagonal lines will be in your field of view.



Objects appearing on the radar represent the following:

Red Dots	Enemy helicopters
Small White Dots	Gunfire and bombs
Pink Dots	ShockWave devices
Light Green Dots	Ground targets
Dark Blue Dots	Tanks
Dark Green Dots	Radar dishes/crates
Yellow Dots	Bombers, other player
Large White Dots	Scientists
Light Blue Dots	Boats

3. **SPEED INDICATOR** - This lets you know how fast you are travelling and indicates your throttle setting.
4. **SECONDARY WEAPON INDICATOR** - This indicates which Secondary Weapon you are currently using and tells you the number of missiles you have remaining, if any.

5. **ENERGY BAR** - Indicates how much energy your existing helicopter has remaining.
6. **LIVES REMAINING** - The helicopter icons indicate how many lives (helicopters) you have remaining.
7. **ALTITUDE METER** - This lets you know your current altitude , note the altitude is measured from ground level.
8. **DIRECTIONAL ARROWS** - The arrows will help you to locate the mission objectives, or to find Heli-Pads if the Landing Icon is selected.



When using the first-person perspective, the same display features apply but the layout will be different.

To bring up the In-Game Menu press the START Button. You will then be presented with the Pause Menu where you will have the following options to choose from:

CAMERA POSITION

By pressing X you will access the camera position screen your camera position can now be changed using the following keys.

Triangle Button - Return to default camera position

Up Directional Button - Camera zooms in

Down Directional Button - Camera zooms out

Left Directional Button - Camera rotates left

Right Directional Button - Camera rotates right

The R1 and R2 Buttons on your controller will increase and decrease the tilt of the camera. To continue the game from your new camera position simply press the START button.

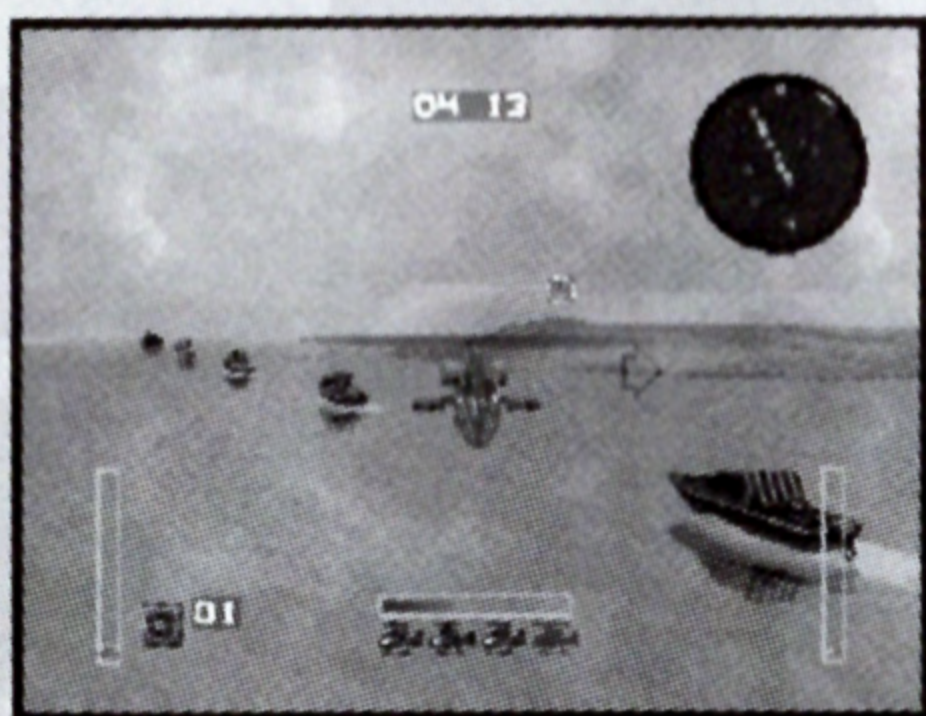
QUIT GAME

Select this to quit from the game.

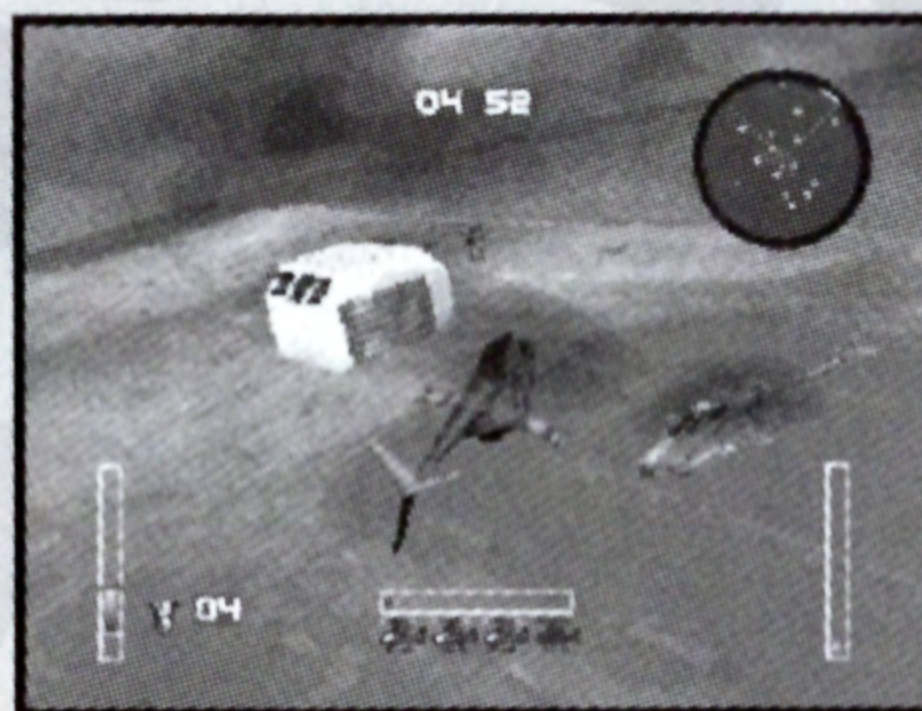
CONTINUE

Select this to continue the game.

Without accessing the menu screens you will have the choice of 3 different camera positions. The default will be the 3rd person viewpoint. By pressing the SELECT Button the camera position will differ slightly – you will still be in the 3rd person view, however, the camera will react differently. It will swivel on its axis when banking left or right to add realism to the game. By pressing the SELECT button again you are transported to the First-Person cockpit view. To return to the default camera position press SELECT.



Default View



Active Camera View



First-Person View

When tracking down your mission objectives you will fly past many items, vehicles etc. that may not be relevant to your particular mission. To help you identify key items for your particular mission you will find below a summary of all major items you will be required to track down and either destroy or pick up.



ShockWave Device



Bomber



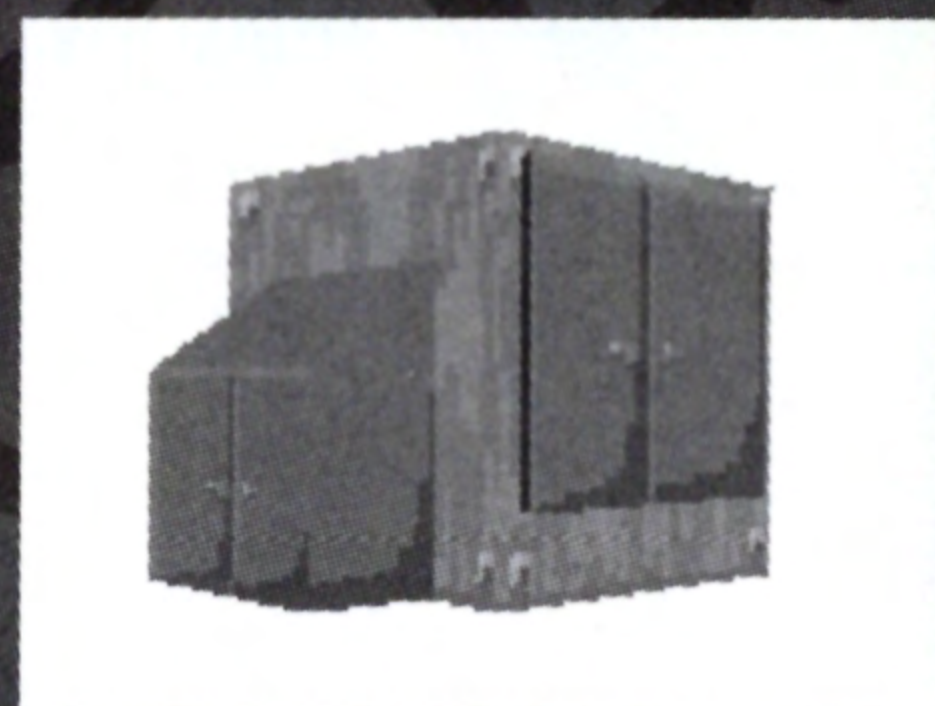
Fuel Dump



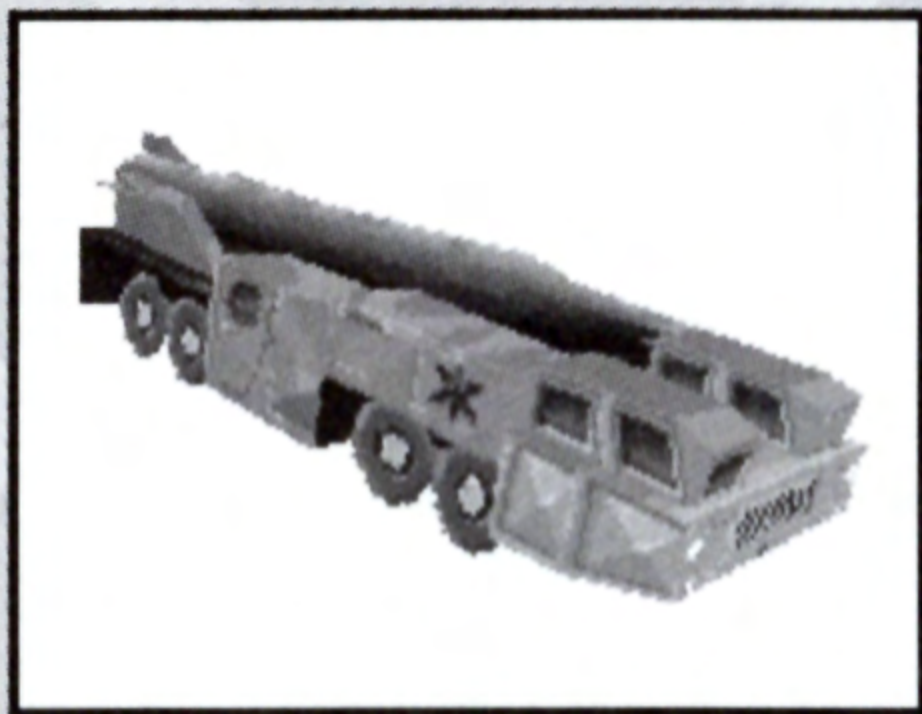
Experimental Fighter



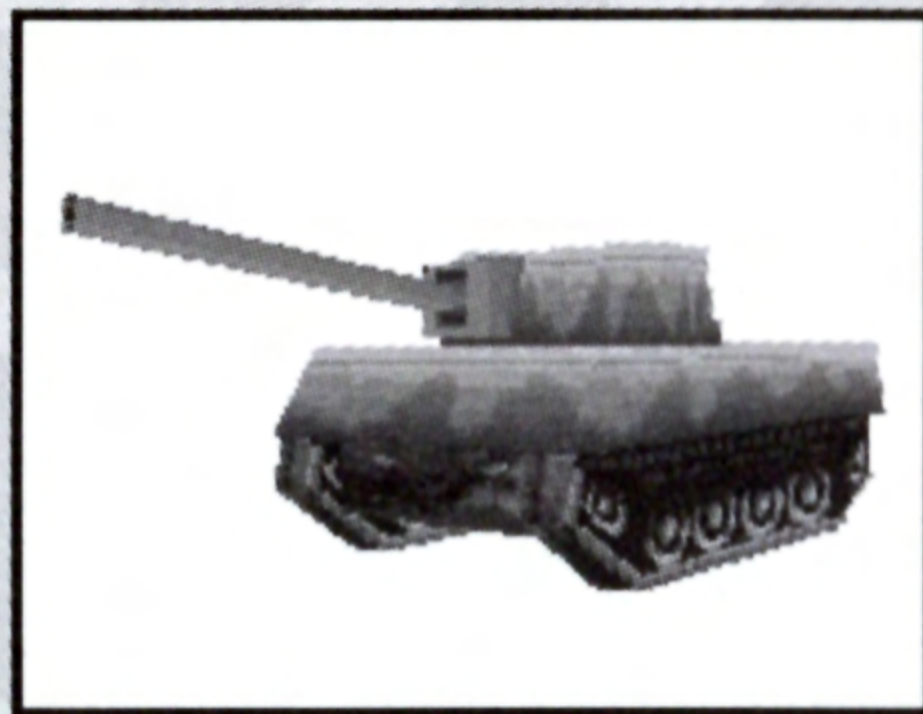
Factory



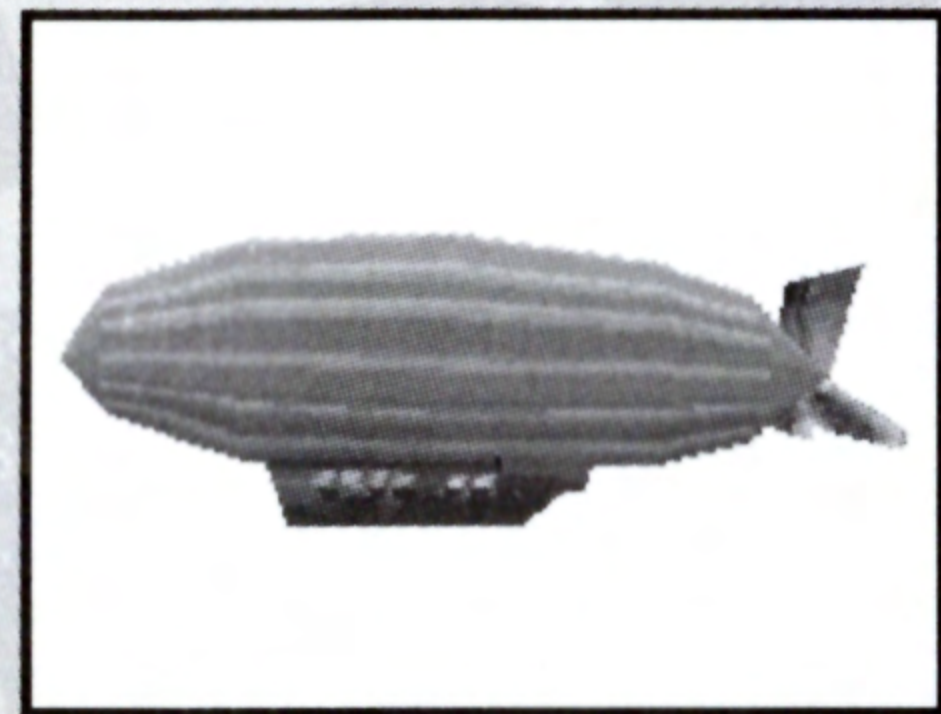
Power Station



SCUD Missile Launcher



Tank



Zeppelin



Boats



Bridge



Helicopter Base



HEX Base



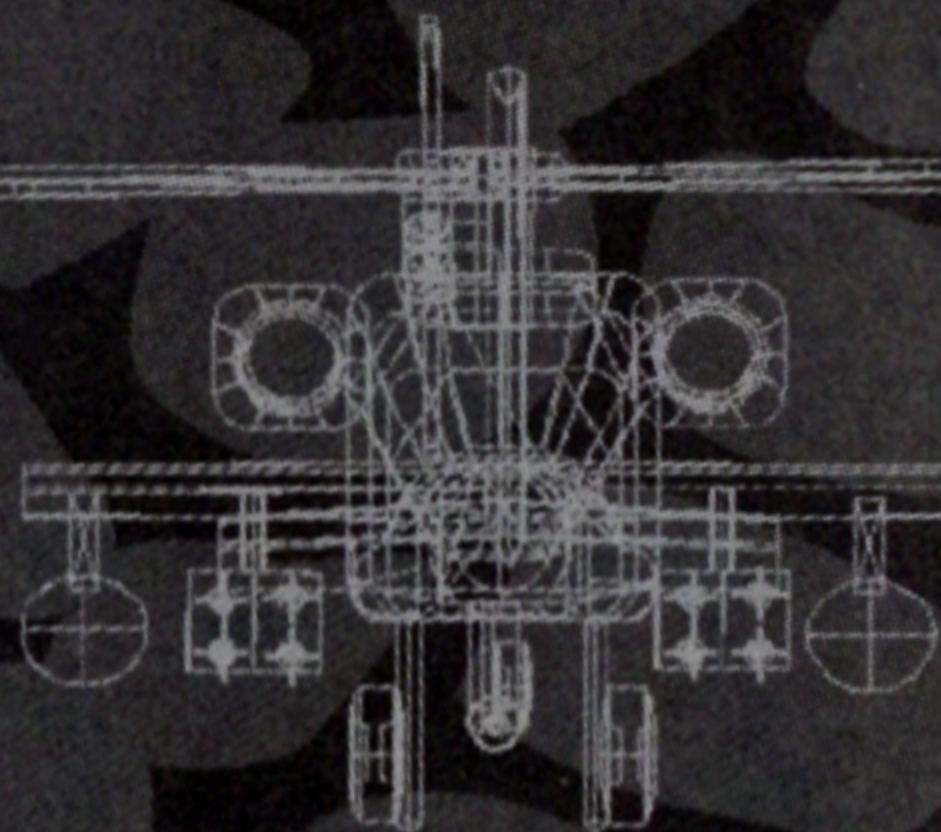
Jeep Convoy



Extra Life Crate

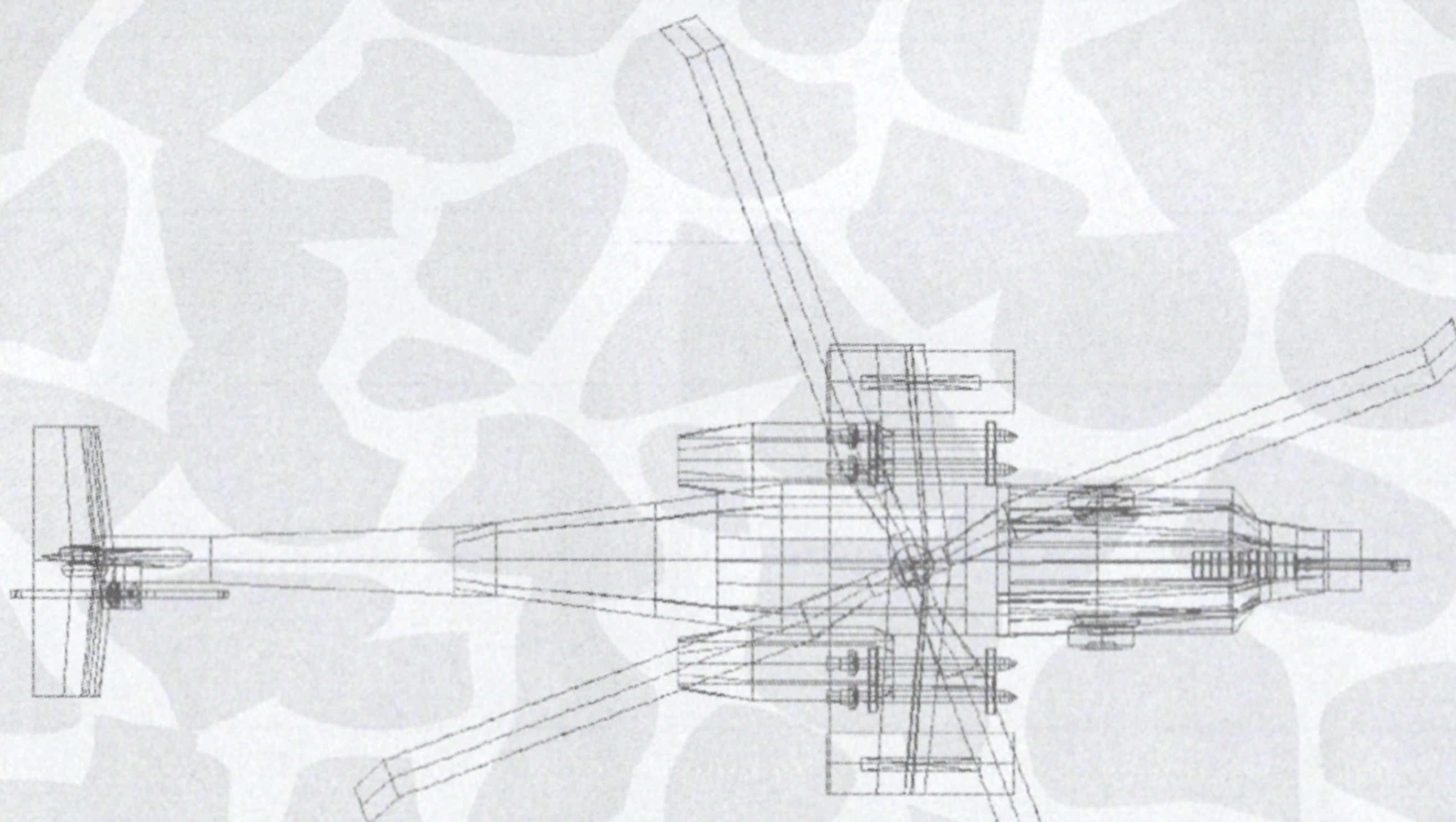


Scientist



DEVELOPMENT TEAM

Programming -	Simon Lacey, Adrian Jones
Additional Programming -	Chris Nash, Pete Wake
Graphics -	Russell Phillips, Justin Batchelor
Sound Effects -	PC Music Ltd
Testing -	Kirk Raybould, James Muggeridge, Shaun Mallen
Product Support -	Phil Bradley
Development Manager -	Daniel Luczywo
Executive Producer -	Steve Wilcox



Package & Manual Design: Beeline Group, Inc.

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