PROJECT EDEN™

More Great Games from Core Design and Eidos Interactive

HERDY GERDY

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EmuMovies

PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

EIDOS

PTHK3SUS03

THUNDER STRIKE
OPERATION PHOENIX™

TEEN
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CONTENT RATED BY ESRB

CORE

EIDOS

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

CONTENTS

GETTING STARTED 2

YOUR MISSION 3

AH74 CONTROLS 4

CAMPAIGN SELECT 5

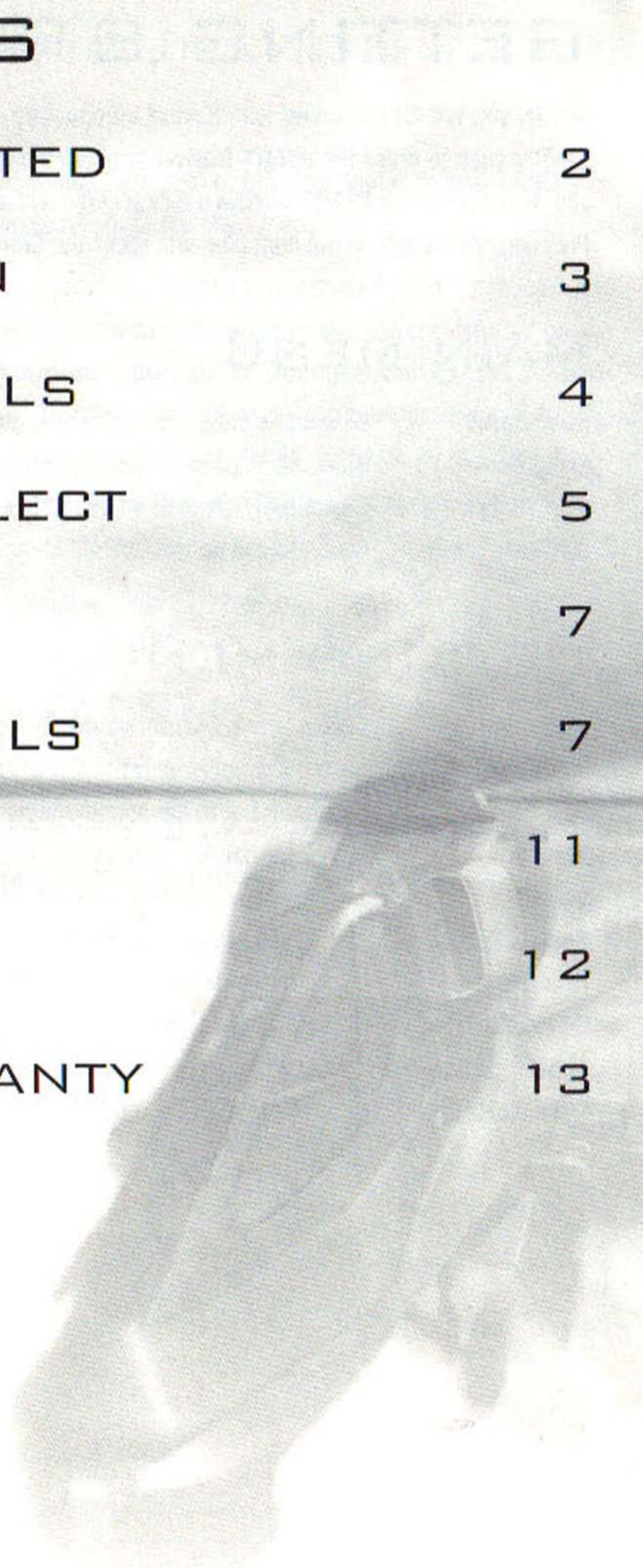
ORIENTATION 7

GAME CONTROLS 7

CREDITS 11

NOTES 12

LIMITED WARRANTY 13



THUNDER STRIKE OPERATION PHOENIX

GETTING STARTED

Initially you will be presented with a short introductory sequence. After the intro has played you will be prompted to press the **START Button** to begin the game, doing so will call up the Main Menu. If you do not press the **START Button** a rolling demo will automatically play after a short period of time. Pressing any button on the controller will recall the Start Screen.

MAIN MENU

New Game	Select this option to start a new game.
Load Game	Select this option to load a previously saved game.
Test Range	Select to fly chopper in Test Range.
Options	Select to call up the Options Menu.

OPTIONS MENU

Controls	Allows you to choose alternative control methods or create your own.
Vibration	Switch Controller vibration ON or OFF (default).
SFX	Use slider bar to set sound effects volume.
Music	Use slider bar to set music volume.
Sound	Switch between Mono or Stereo (default).
Screen Adjust	Allows you to re-center the image on your screen.
Credits	View the names of the people involved in producing the game.
Difficulty Level	Switch between, Normal (default) and Hard .
Load Settings	Loads settings you saved to memory card (8MB) (for PlayStation®2).
Save Settings	Save the changes you have made to a memory card (8MB) (for PlayStation®2).

CONTROL CONFIGURATION MENU

Scroll through the predefined control options, highlight your desired configuration and select it by pressing the ⊗ button, press the △ button to return to the Main Menu.

Alternatively, you can create your own control configuration by highlighting and selecting 'User Controls', use **Up and Down Directional buttons** to cycle through the current controls on the Controller image, use **Left and Right Directional buttons** to then cycle through the available commands. When you are happy with your reconfiguration, confirm your selection by pressing the ⊗ button. Press the △ button to return to the Main Menu or the □ button to fly in a Test Range to check your controls. To exit the Test Zone press the **START Button** and select Exit, this will return you to the Control Configuration Menu.

When you are happy with your front-end set-up return to the Main Menu and select New Game...

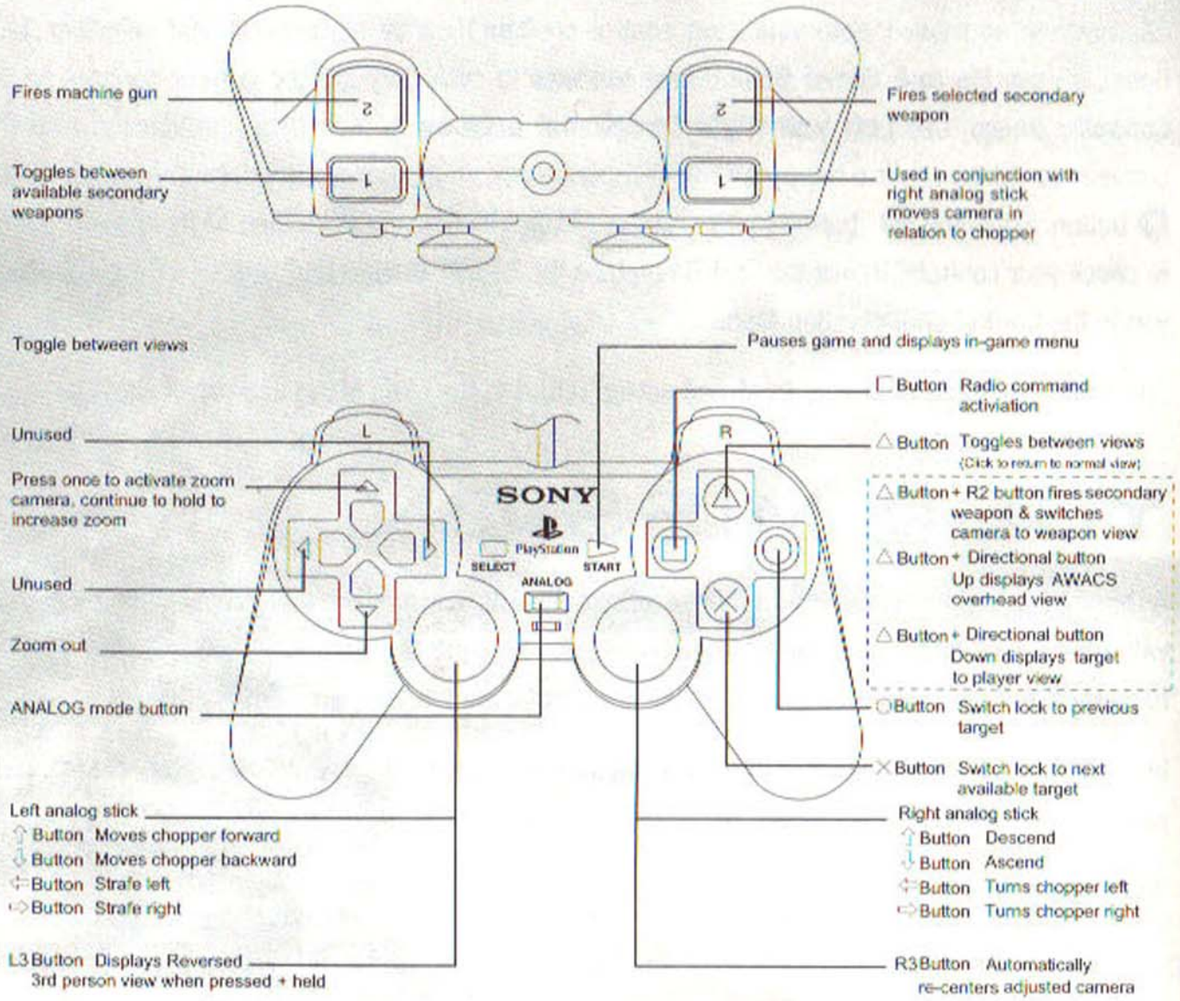
YOUR MISSION

A Deadly wave of extremist terrorism has struck at all of the principle nations paralyzing the world with fear. The globe's major powers immediately issue a state of emergency, merging their weapons resources and technologies into a clandestine project code named Operation Phoenix.

In control of the most advanced Gun-Ship technology known to man, you're joining the front line assault against this movement and represent the best chance the free world has for peace.

Your objectives are clear, resolve all situations.

AH74 CONTROLS:



MENU CONTROLS

NAVIGATE ALL MENUS USING THE FOLLOWING CONTROLS:

Directional buttons Use to move up and down menus and use to move sliders left and right.

⊗ button Press to make selections.

△ button Press to return to previous screen.

CAMPAIGN SELECT

Use the **Directional buttons** to scroll up and down the campaign areas, press the ⊗ button to hear an audible status report concerning that area, press the ⊗ button once more to accept that mission and be directed to the mission briefing room. Press the △ button to deselect that mission.

Please note, only non-resolved campaigns will be available for selection.

Upon successful completion of a campaign you will be returned to this screen, prompted as to whether or not you wish to save your game, then offered available campaigns for acceptance.

CAMPAIGN: EASTERN EUROPE

For a number of years now there's been much tension and conflict in the Balkans. You may have thought the situation was under control, make no mistake about it – it is not!

Until now an elite enemy unit has been building it's resources on the Serbian / Bosnian border west of Belgrade. They have built an extremely well hidden and well defended base in the hills with Radar coverage, giving it an eye over all allied movement in the area.

The most concerning information coming from the base is the placement of a tactical nuclear warhead on a civilian passenger train bound for the UN policed territory of Kosovo. This group's base must be compromised and the train stopped. From this point we may then begin to eliminate the enemy.

Let's go! This is a race against time, make your actions count, make a difference. Intel will feed tactical orders to you as the operation takes effect... **God's speed**.

CAMPAIGN: ALASKA

There's no time to waste – communication has been lost with our Allied Base located in the icy environment of North Alaska. This Base is a crucial element of the NMD Satellite Ballistic Defense Program and also hosts a top-secret department responsible for design and development of next generation space missiles.

The day before losing communication with this base a Gagarin class vessel disappeared from radar. Intelligence doesn't know what fate has befallen the ship. Fears are that it may have been destroyed, or more concerning, hi-jacked and made invisible to radar.

These events cannot simply be coincidence, the NMD base possesses codes required to launch satellite missiles. Should the Gagarin move to an optimal location, and should the NMD codes have been compromised, it could remotely control satellites' targeting and launch systems.

Now report to your units where your mission orders await you.

CAMPAIGN: AFRICA

Welcome to the Okavango Delta region of Northern Botswana. A few days ago a terrorist task force attacked the offices of a growing civilian political anti-terrorist party abducting their leader Mr Hakous Gharman. This man represents a critical chance for peace and stability in this region and must be rescued at all costs.

The terrorist group have supplied details of their ransom demands, which include the release of a number of 'political prisoners' along with a vast amount of cash. Intelligence believes that Mr Gharman is still alive but expects that even if the demands are met, the hostage is likely to face execution.

An area deep within the Okavango Delta has been identified as the terrorist group's hideout and it's here that the hostage is thought to be held.

This rescue mission is to take place at night and a stealth approach is to be adopted.

Move out, you will be updated with latest intel as you fly, rescue and deliver the package to an allied airport in Angola... **happy hunting**.

CAMPAIGN: MIDDLE EAST

Welcome back to the Middle East, one of the world's most highly volatile regions. Let's get right down to business. The enemy has taken possession of an oil rig in the Red Sea off the Saudi coast. They are using this as a fuel resource, it has subsequently been heavily armored. The rig holds a very strong forward tactical position offering early warning of any threat of attack to the nearby region. The defense capabilities of the rig need to be neutralized in order to allow access to the Iraqi coastline.

Allied intelligence has discovered an active chemical plant currently producing chemical weaponry. In order to capture this plant a landing point has been established along the Iraqi coastline. At this point, new grid references of further plants will be forwarded onto you, these targets must also be destroyed.

Please man your vehicles, mission specifics will be directed to you in due course... **good luck**.

ORIENTATION

MISSION BRIEFING ROOM

Upon selection of a campaign you will be escorted to the Mission Briefing Room. Here you will receive top-secret mission briefing documents including tactical information, current Intel and mission objectives.

Study this information well, you are on a 'need to know basis', all up to date Intel and recon is made available to you in order to ensure the upper hand in each mission. Upon successful completion of each mission, you will be returned here to receive the next mission briefing, until then...

Press the ⊗ button to confirm you have received your orders and proceed immediately to the AH74 hanger for mission equipping supervision.

GAME CONTROLS

ARMAMENT SCREEN

After selecting a campaign you will be transferred to the AH74 hanger. Our ground tacticians have evaluated the mission and will have prepared a selection of weapons to aid your mission. Should you decide that their assessment of firepower is correct then simply scroll down to the box marked Exit and press the ⊗ button, the pre-selected weapons will be displayed on the right of the screen.

If, however, you feel that you wish to alter the selection of weapons you are free to do so. You're flying the chopper and the choice is yours. The weapons, on the left hand side of the screen, are the available weapons for your vehicle. As there is a limit to the amount of payload you can carry, you'll need to select carefully the right type of weapon for your mission. There is a brief description of each weapon alongside it's icon to aid your choice. The weapons on the right of the screen are the currently selected weapons. To change a currently selected weapon use the **Directional buttons** to highlight the unwanted weapon on the right, switch back to the left hand side scroll up and down until the desired weapon is highlighted, press the ⊗ button and the two weapons will swap place.

As the chopper is only equipped with one gun turret selecting an alternative gun on the right hand side will trigger a prompt to replace the existing gun.

Please note, certain weapons will be deemed as unsuitable for certain missions and therefore will be badged as 'Unavailable'.

Once you are happy with your payload selection, highlight the Exit box on the left hand side and press the ⊗ button and you're ready for action.

At anytime you can refresh your memory as to the mission objectives by pressing the △ button to return to the briefing room.

Hightlighting and selecting the clear box will remove all weaponry, except for your chain gun, from the chopper. Selecting the auto box will rearm using the preselected weaponry for the mission.

Once on-board you have the choice of 3 views: first or third person or in-cockpit. You can alter between these by pressing the △ button or the select button.

Now take control of the most sophisticated tactical battlefield vehicle known to man and happy shooting!

PAUSE MENU

While in-game you can pause the action by pressing the START button. This in turn will display the Pause menu. Here you will see the options open to you:

Continue
Restart Mision
Switch Controller vibration on or off
Change SFX volume
Change Music volume
Time of Day (test range only)
Mission Briefing
Quit Game

Refer to the Options Menu for a more detailed description of these options.

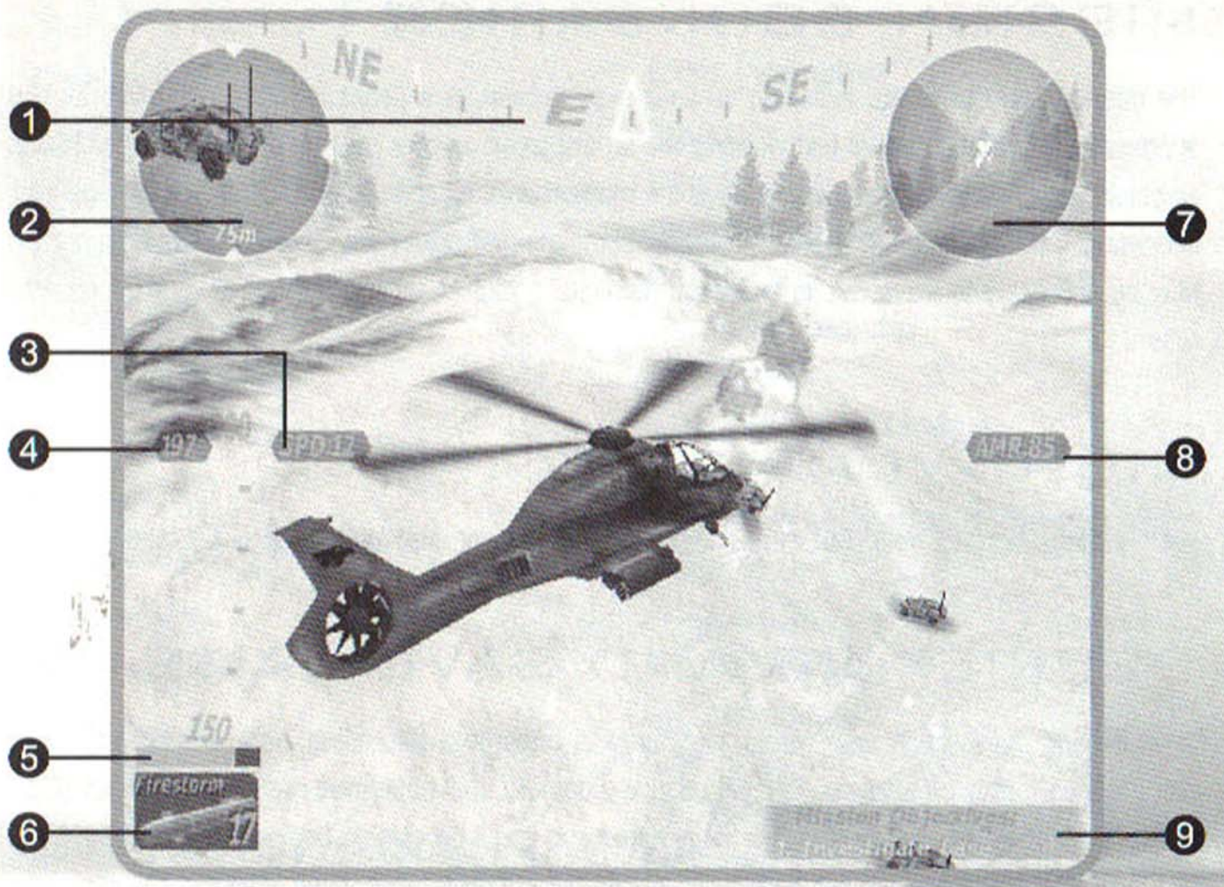
COCKPIT INSTRUMENTATION

1. **COMPASS** Displays current direction of travel, also indicates the direction to the nearest mission objective, this is displayed as a red triangle. Keeping the triangle in the center of the compass will ensure correct direction of travel to the objective site.

2. **CURRENT TARGET INDICATOR (CTI)** Indicates current target lock by way of a computer enhanced image of the target. Beware, this image will not indicate whether the target is friendly or not. The only way to check this is to use the HUD indicator that will display friendly targets in a blue box as opposed to enemy targets in red. The CTI indication also displays range to target.

3. **SPEED** The speedometer displays your speed relative to the ground.

4. **ALTIMETER** The Altimeter indicates your current height from the ground.



5. **MACHINE-GUN HEAT STATUS BAR** Due to the immense power of the onboard gun, the weapon is equipped with a self monitoring heat system that prevents the weapon from overheating and becoming damaged. Under prolonged firing the indicator bar will increase until it turns red, at this point the machines fail safe mechanism kicks in and you will have to wait a few seconds while the gun cools to allow firing to re-commence.

6. **SECONDARY WEAPON** This indicator shows the currently selected secondary weapon and, where applicable, how many of that ordnance is available.

7. **RADAR** The radar will display all vehicles within a short ranged area, all allies will appear as green dots, ground based enemies as red + yellow, airborne enemies cyan and missiles white. The radar will also show the mission boundary as a broken white line.

8. **ARMOR LEVEL** This display shows you the status of the choppers armor plating. Should this reach zero, the Pentagon will be despatching a letter to your Mother forthwith! Your Armor level is restored to maximum at the start of each mission.

9. **MISSION OBJECTIVES** This indicates an onscreen reminder of your mission objectives, as these objectives are completed they will become darkened.

WINGMAN To issue wingman radio commands press + hold the ■ button, then use the up + down directinal buttons to highlight your desired command. Releasing the ■ button will issue the desired order.

MISSION BOUNDARIES

The mission boundaries are indicated on your radar screen as a series of white dots. Also as you approach a boundary, a visual text warning will be displayed on your HUD. Once you have completed all objectives in your mission, please leave the mission area as soon as possible ready to report for debriefing. If you leave the mission area without completing all objectives you will receive a demerit, it may be necessary to leave due to excessive damage to your chopper but tell it to your CO on your return!

NIGHT VISION

For night-time missions your HUD will automatically switch to infrared mode to allow full mission vision.

DEBRIEFING AND SAVE GAME

Upon leaving the mission area, you are required to undergo a debriefing, here you will receive a statistical performance analysis. You will receive a demerit if all objectives are not completed. Three demerits and you'll find your flight status revoked and you'll be shining boots back at the barracks in no time. Your performance will have been monitored and rated, your rating will reflect any 'friendly fire' casualties that are attributed to you.

It is at this point that you will be prompted as to whether you wish to save your game. Follow the on-screen instructions to correctly save your game.

NOTE: Never insert or remove a memory card (8MB) (for PlayStation®2) when loading or saving files.

NOTE: Thunderstrike: Operation Phoenix only supports Memory Card slot 1.

COMBAT HINTS

Pay attention to the mission briefing information. Doing so will maximize your chance for successful completion of your mission.

Primary targets are what the missions are all about, neutralize these threats and get the hell outta there with as little damage to your chopper as possible.

Fire your machine-gun in short sharp bursts to prevent overheating and lock out.

Only leave the Mission area if your armor integrity is low, you will receive a demerit if you have not completed all objectives, but at least you'll live to fight another day.

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NOTES

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For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. **Customer Support Representatives will not provide game hints, strategies or codes.**

Product Return Procedure:
In the event our support agents determine that your game disk is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included. You will also need to include a daytime phone number so that we may contact you if necessary. **Any materials not containing this authorization number will be returned to you unprocessed and unopened.** Your postage paid package should be sent to the following address:

Eidos Interactive Customer Services
651 Brannan Street, suite 400
San Francisco, CA 94107
RMA# (include your authorization number here)

Note: You are responsible for postage for your game to our service center.

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Cost of call: $0.99/minute.
Must be 18 years of age or have parent's premission
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