PlayStation®

NTSC | U/C

PlayStation®

COVERT OPS: NUCLEAR DAWN™

MATURE
M
CONTENT RATED BY ESRB

SLUS-01151/01157
1001462.221.US

ACTIVISION®

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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console waranty.

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.

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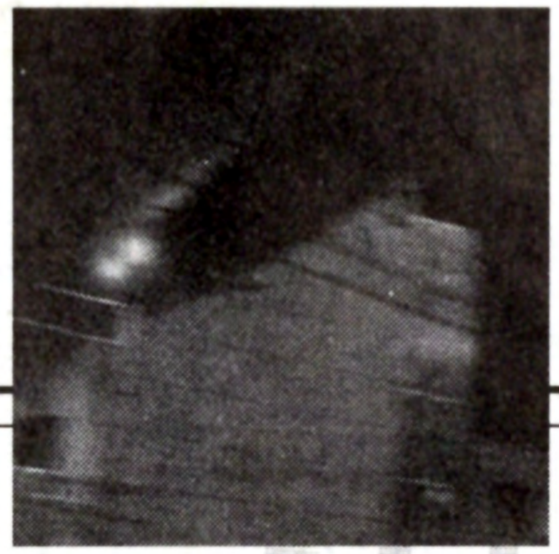
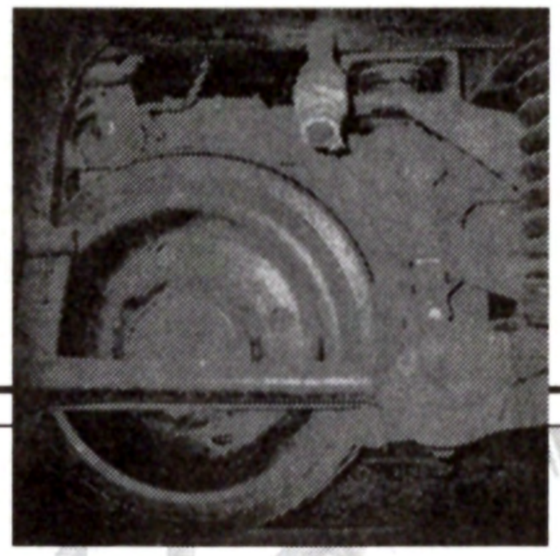
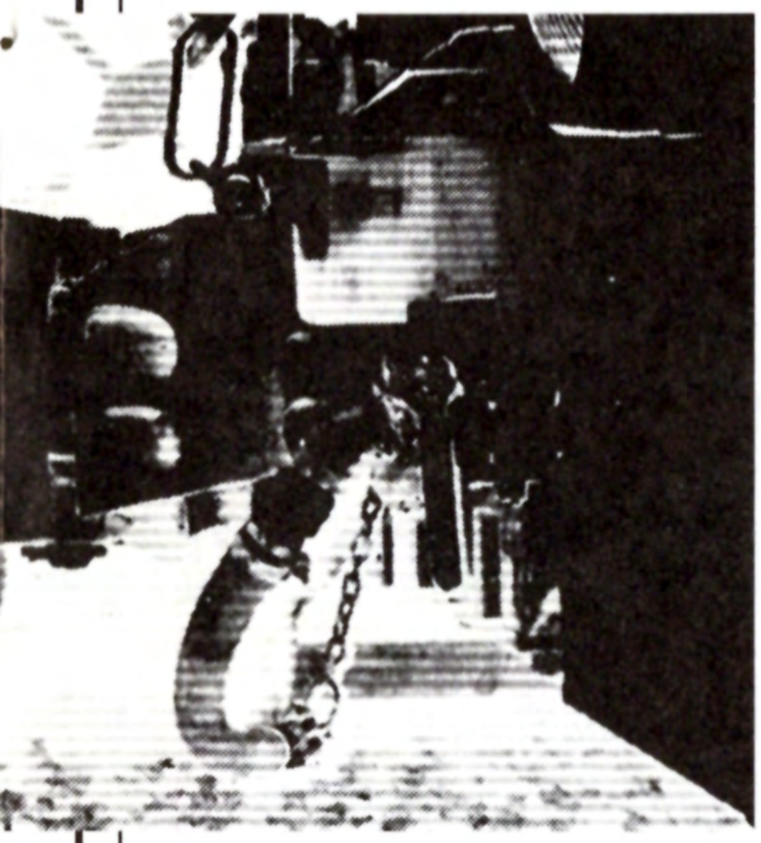
Story

COVERT OPS: NUCLEAR DAWN

An advanced, high-tech armored military train, "The Blue Harvest", leaves Saint Petersburg bound for Paris. On board are the French ambassador-to-Russia and his family. While en route, the train is hijacked and occupied by a terrorist group who call themselves the "Knights of the Apocalypse."



The "Knights of the Apocalypse" have demanded 20 billion dollars in return for the ambassador and his family. As negotiations commence, the single member of the train's original security detail who managed to survive the terrorist attack, Lieutenant Jack Morton, makes contact with HQ. Alone, Morton must save the ambassador and his family.

Opening

COVERT OPS: NUCLEAR DAWN

Set up your PlayStation® game console according to the instructions. Make sure the power is OFF before inserting or removing a compact disc. Insert the *Covert Ops: Nuclear Dawn* disc and close the disc cover. Insert game controllers and turn ON the PlayStation game console. The title screen will be displayed. In a moment, the opening movie will begin. Press the **START** button to return to the title screen.

New Game

When you select **New Game**, the Difficulty Selection window is displayed. Select the level of difficulty you prefer.

Load Game

To load a saved game, insert a MEMORY CARD with your saved data into MEMORY CARD slot 1 and select **Load Game** on the title screen. The Load screen will be displayed. Select the desired saved game to resume.

Options

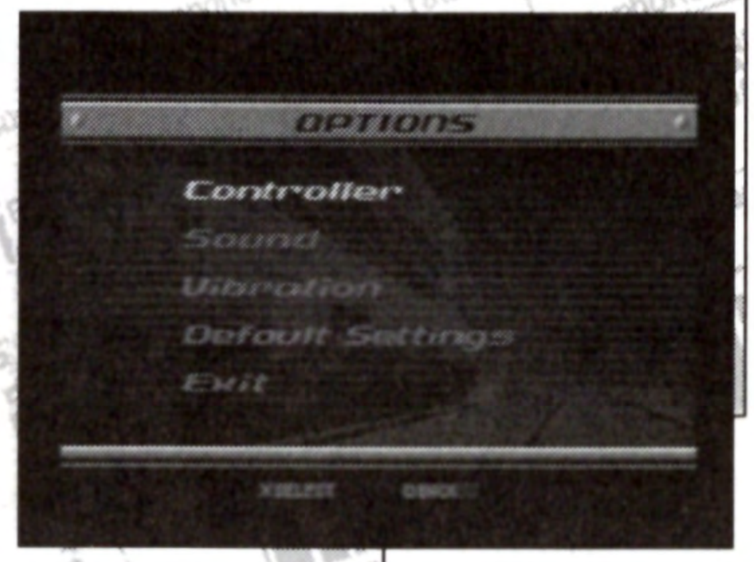
This changes the game settings (See page 5).

DIFFICULTY

◆ **Rookie**: Beginner mode. We recommend this mode if you are new to action games.

◆ **Normal**: Average difficulty.

◆ **Expert**: This mode is for experienced players. Start here if you dare!



OPTIONS

◆ **Controller**: Change the Controller's button configuration. Two options are available: Type A and Type B. (See page 6).

◆ **Sound**: Adjust the balance of the background music and sound effects.

**There are some sound levels you cannot adjust, such as the sound in the movies within the game.*

◆ **Vibration**: Turn DUALSHOCK™ Analog Controller vibration on or off.

**Note: The vibration option is only selectable with a DUALSHOCK™ Analog Controller connected.*

◆ **Default Settings**: Reset all options settings to their original values.

◆ **Exit**: Return to the title screen after changing the options settings.

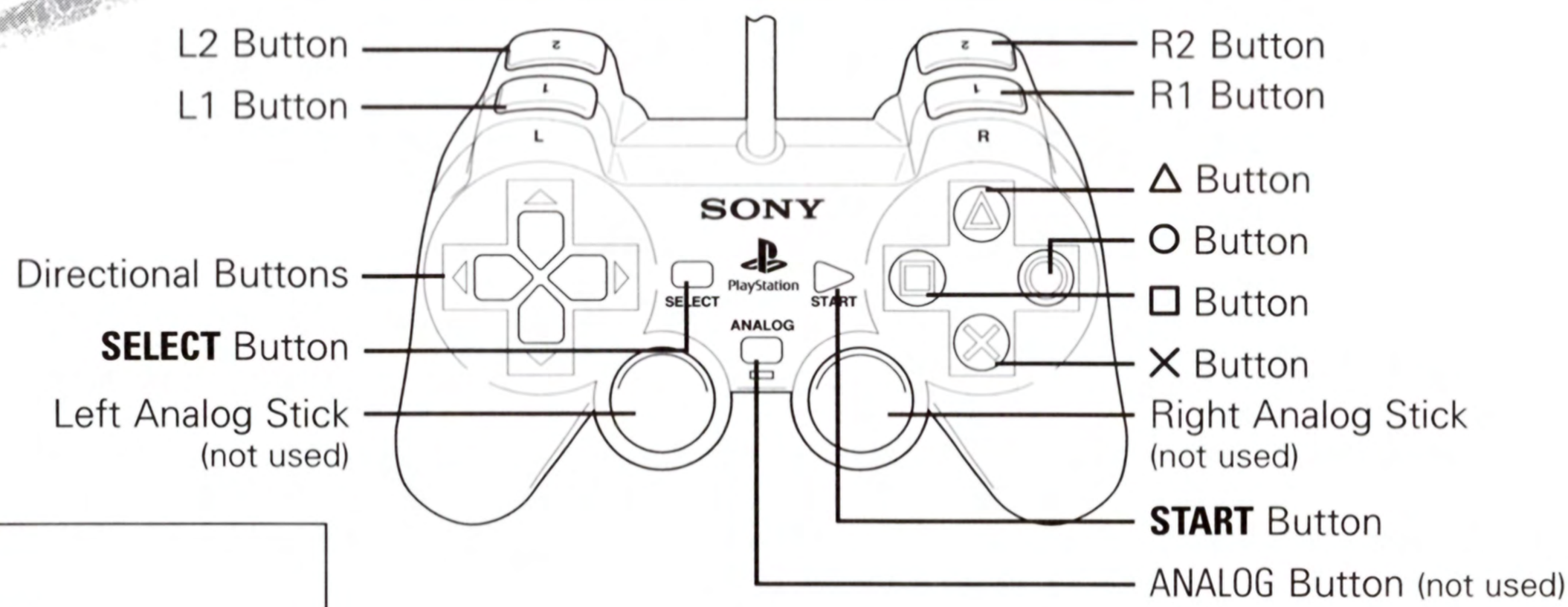
You can change options settings during gameplay by pushing* **SELECT.

**Press the* ○ *button to cancel.*

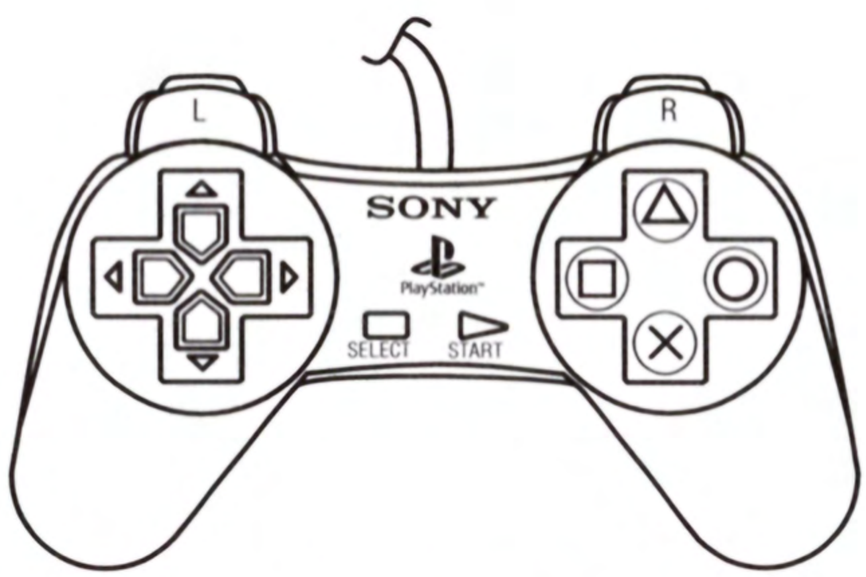
Control

COVERT OPS: NUCLEAR DAWN

DUALSHOCK™ Analog Controller



Caution
The vibration on/off feature for the DUALSHOCK™ Analog Controller is engaged when turned on in the Options screen, regardless of whether the LED is on or off.



Controller
Operation is the same as the DUALSHOCK™ Analog Controller.

- Directional Button Up: Walk forward.
- Directional Button Down: Walk backward.
- Directional Buttons Left/Right: Rotate left or right.
- ✕ Button (Choose/Action): Perform an action. Example: Jump on the roof of the train, open a hatch, climb stairs or a ladder, climb up a level, or push a box. (See page 11).
- O Button (Cancel/Dash): Press the O button with a Directional Button to move faster. Example: Directional Button Up + the O button (Dash): Dash forward
- □ Button (Attack): Attack an enemy. If you are carrying a weapon, the □ button uses that weapon. If you are unarmed, the □ button punches. (See page 10).
- △ Button (Search): Press the △ button (search) to search the room you are in. (See page 9).
- L1 Button: Turns 180 degrees.
- R1 Button: Squat.
- L2 Button: Rolls to the left.
- R2 Button: Rolls to the right.
- **START** Button (Menu): Brings up the Status menu. (See page 12.)
- **SELECT** Button (Options): Brings up the Options screen. (See page 5.)

➤ *Mini Game Operation: Buttons operate differently when you enter the mini game from the regular game. Read the operating instructions carefully when they are displayed prior to starting the mini game.*

Soft Reset: You can reset *Covert Ops: Nuclear Dawn* and return to the title screen by holding down **SELECT**, then pressing and holding **START** for two seconds.

Game Screen

COVERT OPS: NUCLEAR DAWN

- *Map*: Shows the car you are on. Up is forward, and down is backward.
- *Life Gauge*: Decreases when you take damage from an enemy. You can replenish the gauge using the First Aid Kit.
- *Crosshairs*: A crosshair is shown when an enemy is within firing range or when you turn toward an enemy. Press the □ button while the target is displayed to attack the enemy.
- *Mode Icon*: This is displayed when you are spotted by an enemy.

➤ *A life gauge and map are shown on the game screen. When you take damage from an enemy, your life gauge goes down. When the life gauge reaches zero, the game is over. The map shows the car you are on and your position in that car.*

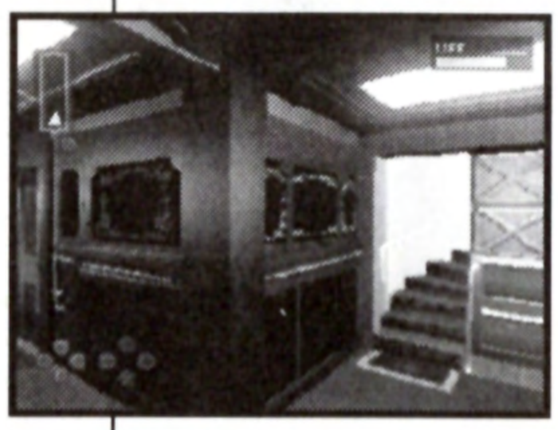
SEARCH

When you press the △ button (Search), the camera angle changes depending on your situation. If you keep the Search button pressed down and press the Directional Buttons, you are able to freely check your surroundings. This can help you better navigate the game by checking the camera's dead angles, looking for items or seeing approaching enemies before they see you. If you are someplace where △ is flashing on the lower left of the screen, such as in front of certain doors, look into the room by pressing the Search button.

** In some places the Search button does not work.*

Press the Search button from an area where you cannot see down the corridor...

...the camera pans.



Enemy straight ahead!
Wait until he turns his back
so you can take him out easily.

Game Screen

COVERT OPS: NUCLEAR DAWN

You start out with a handgun. Be sure to keep track of how many bullets you have left.

When unarmed, fight by punching. Skillfully approach an enemy and knock him out.

Attack Button

Attack enemies with the □ button (Attack). You start out armed with a handgun. You can use and inspect items, as well as change the weapon you are using, on the Item screen (see page 13). When you press the Attack button while unarmed, you will fight with your fists.

Crosshair

A crosshair is displayed when an enemy is within firing range. Press the Attack button while the target is displayed to shoot. The crosshair can change to orange or yellow.

Orange = Heavy damage.
Yellow = Minor damage.

Effective Weapon Range and Angle

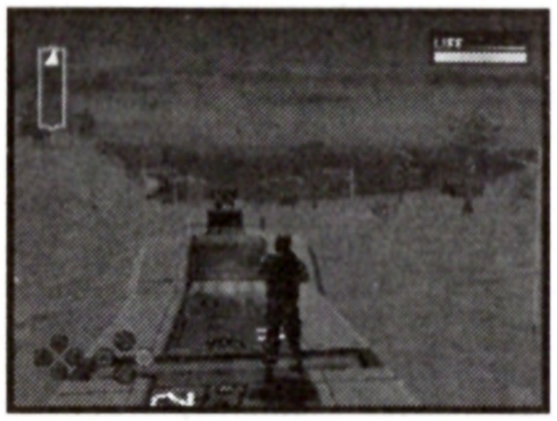
When the enemy is far away, or your aim is way off, the enemy sustains less damage. The target will be yellow in these cases.

* Different weapons have different ranges and angles of fire.
* The angle of fire does not affect damage in rookie mode.

ACTION BUTTON

The X button (Action) checks your surroundings or performs the appropriate action. If you press it while the X is flashing in the lower left of the screen, you perform the appropriate action. If X is not flashing, press the X button to check your surroundings to sometimes get items or information.

If you are about to fall off the train, press the Controller Buttons and Directional Buttons together. This lets you crawl back up. If you don't press them quickly enough, you will fall off the train and the game will be over.



When you press the X button at the end of a car, you jump. Press the X button (Action) to jump at the right time.

Press the X button (Action) to jump over obstacles.

Status Menu

COVERT OPS: NUCLEAR DAWN

Press the **START** button during gameplay to go to the Status menu. On the Status menu you can check the current location of the train, view maps, and manage your items.

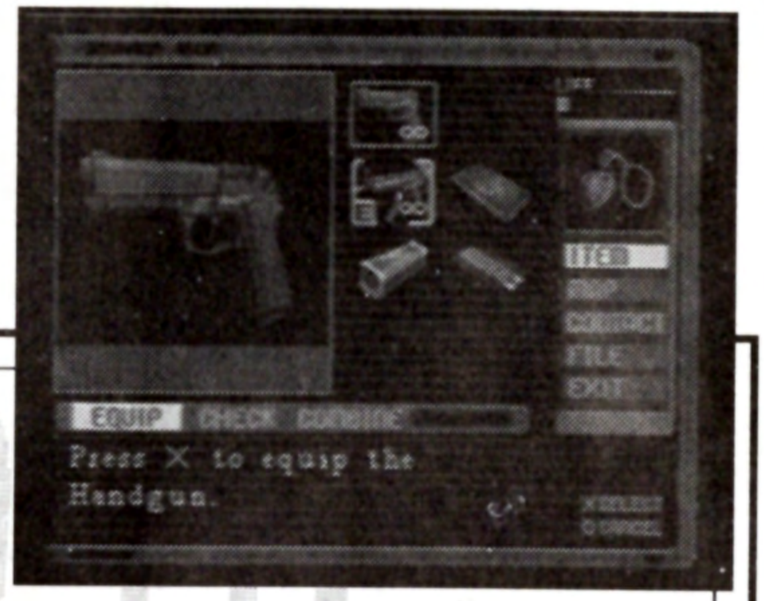
◆ **Item**
Go to the Item screen.
Use the items you're holding.
(See page 13.)

◆ **Map**
Go to the Map screen. Shows a detailed map of the place where you are located. (See page 15.)

◆ **Contact**
Go to the Contact screen. Communicate with the counter-terrorist team and others. (See page 15.)

◆ **File**
Go to the File Access screen.
Access stored information.
(See page 15.)

Item
You can have a maximum of eight items at any one time.



Special Items
You can have one special item in addition to your eight ordinary items.

ITEMS

Use the Item screen to choose from among the items you have gathered.

◆ **Use**
Use the selected item. Select this to choose the item or give it to someone.

◆ **Equip**
Arms or disarms the selected weapon.

◆ **Check**
Find out about a selected item.

◆ **Combine**
Combine the selected item with another item.

◆ **Switch**
Select functions for multiple-function items.

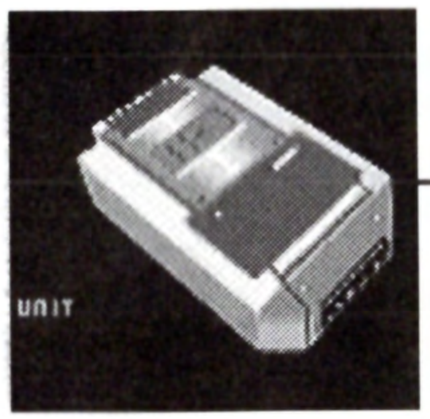
* The selectable categories vary by item.

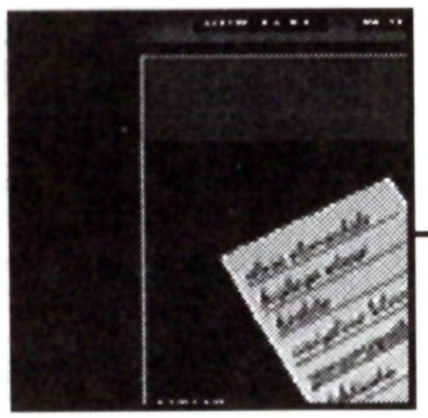
Status Menu

COVERT OPS: NUCLEAR DAWN

ITEM LIST

You will find many items throughout the game. Here are a few examples:





- *Handgun*: This is the weapon you start out with.
- *Handgun Magazine*: Combine this with the handgun to reload.
- *First Aid Kit*: Select this with the **Use** function to replenish your life gauge.
- *Card Key*: Card keys can be used to open locked doors.
- *Unit*: An electronic device being repaired. Set it somewhere and you may be able to use an elevator.
- *Memo*: A white sheet of paper. Read it, and you may learn something.

MAP

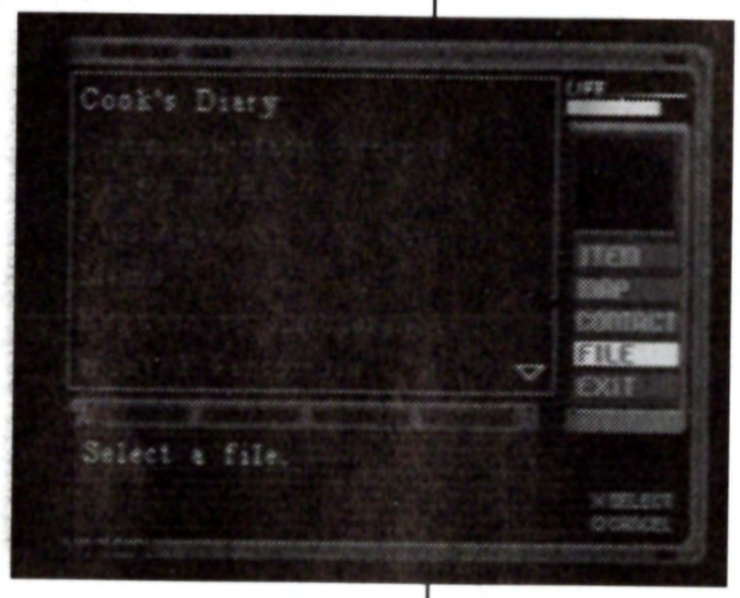
Get a detailed map of the train and check your current position. Rooms that you have not yet searched are shown in purple. Interior areas in train cars that you have never entered are blank.

CONTACT

You can talk to headquarters or Christina on the radio. When you don't know what to do, try calling in. You may get a useful hint.

FILE

You can review files that you collected during play. Files may contain valuable hints, so read them carefully.



Save

COVERT OPS: NUCLEAR DAWN

There are several "save points" within the game where you can save data during play. You can also store and exchange items in the save point boxes. When you are standing in front of a save point and ✕ is displayed, press the ✕ button to go to the Save Point screen.

- **BOX**: Allows you to store items for future use. These items may be accessed again from any save point box.
- **SAVE**: This game only uses MEMORY CARD slot 1. You will need at least one open block in your MEMORY CARD in order to save data.

Continue and Game Over

When your life gauge reaches zero, the game is over. Select **Continue** to resume play from the last saved point. To end the game, select **Exit**.

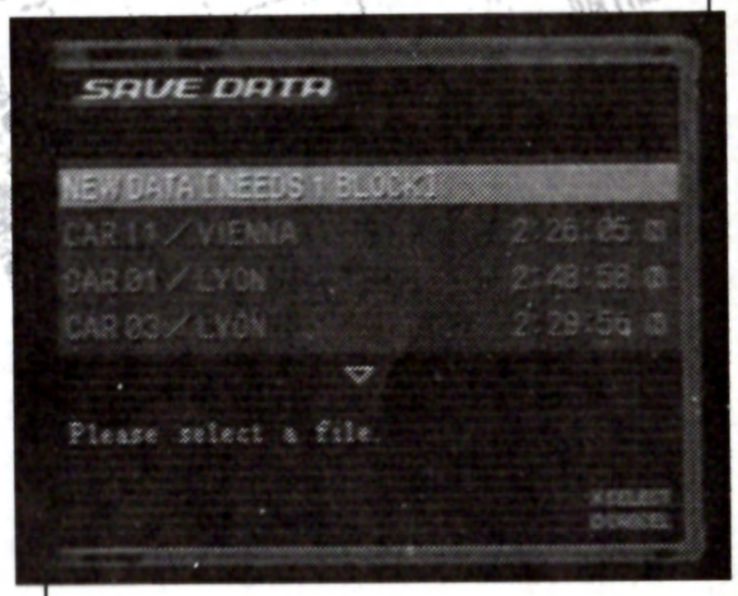
USING THE BOX

When you select **BOX** on the Save Point screen, items within the box are displayed. Select the item you want to exchange and press the ✕ button, then select an item in the box and press the ✕ button again. The items are switched. You can store up to 32 items.

➤ Special items cannot be stored.

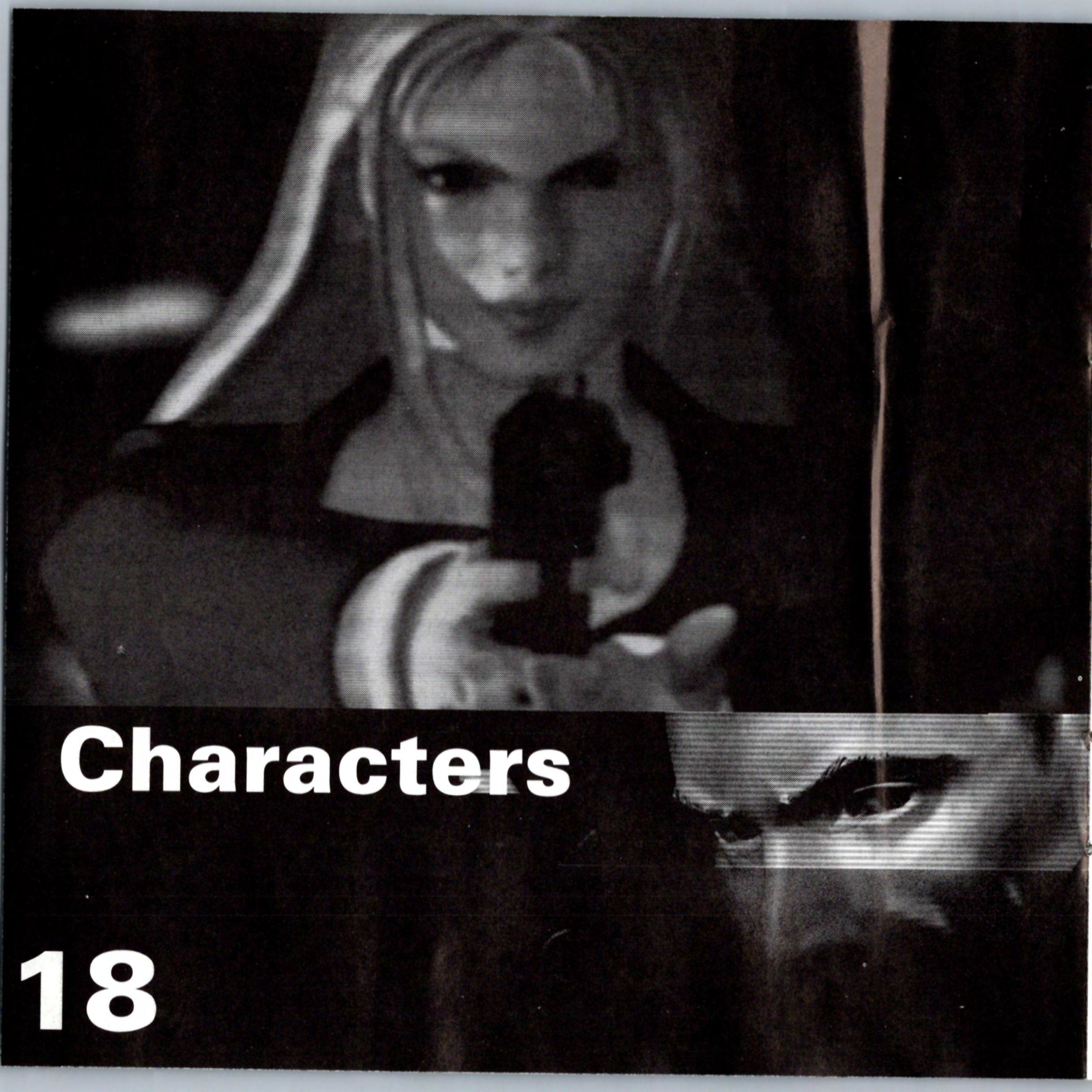
SAVE

When you insert a MEMORY CARD into MEMORY CARD slot 1 and select **SAVE** on the Save Point screen, the savable blocks are displayed. Select the block you want to save and press the ✕ button to save it. Train car, place, play time, and mode are displayed for each unit of data. The mode abbreviations are R = Rookie, N = Normal, and X = Expert.



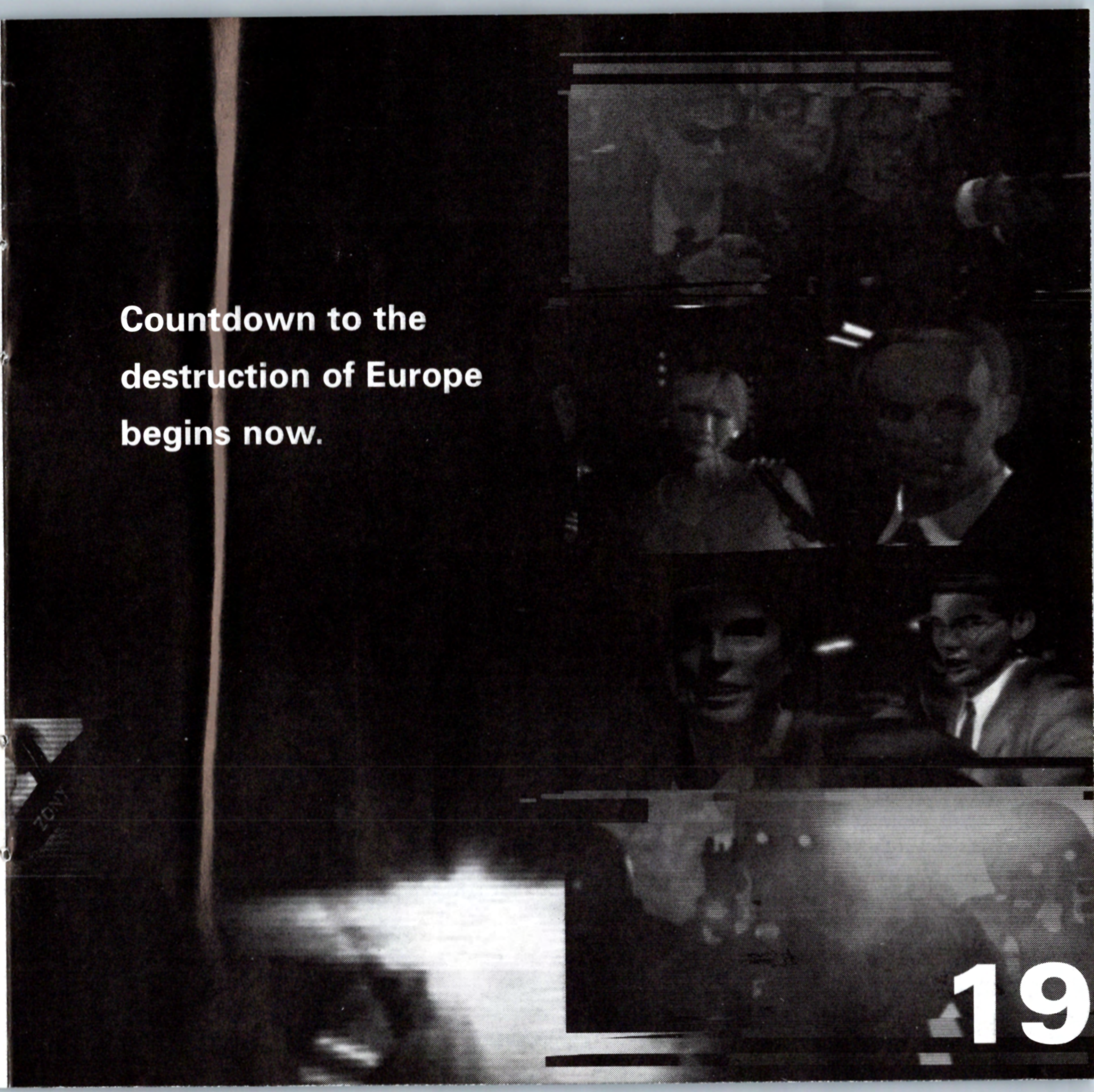
➤ Writing over previously saved data will erase the previous data.

➤ The first time you store data on a new MEMORY CARD, you may be prompted to format the MEMORY CARD. Select **Yes** to format the MEMORY CARD and save your game.



Characters

18


Countdown to the
destruction of Europe
begins now.
19

Characters

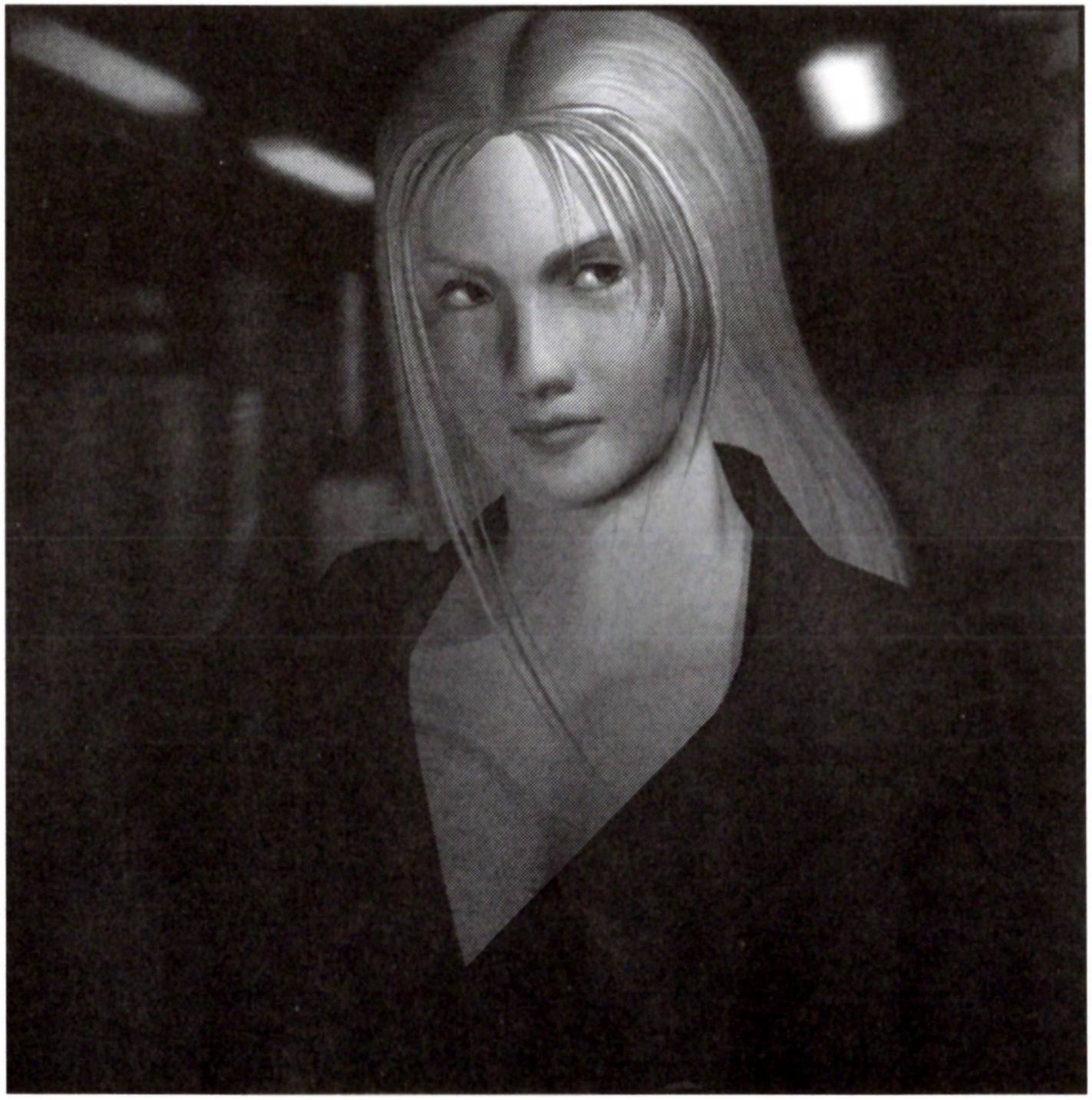
COVERT OPS: NUCLEAR DAWN

Jack Morton

Morton is a Second Lieutenant in the U.S. Air Force stationed at Freudenstadt, Germany. Assigned to protect the French ambassador, he commands a security helicopter that accompanies the Blue Harvest. Morton has a sharp eye, is insightful, quick to act, and decisive. Twenty-nine years old.

Christina Wayborn

Wayborn is in charge of the guards assigned to the French ambassador. She has been to the Olympics on the French sharpshooting team and joined the security forces based on that ability. Other agents respect Wayborn for her flexible responses to crises. Twenty-five years old.

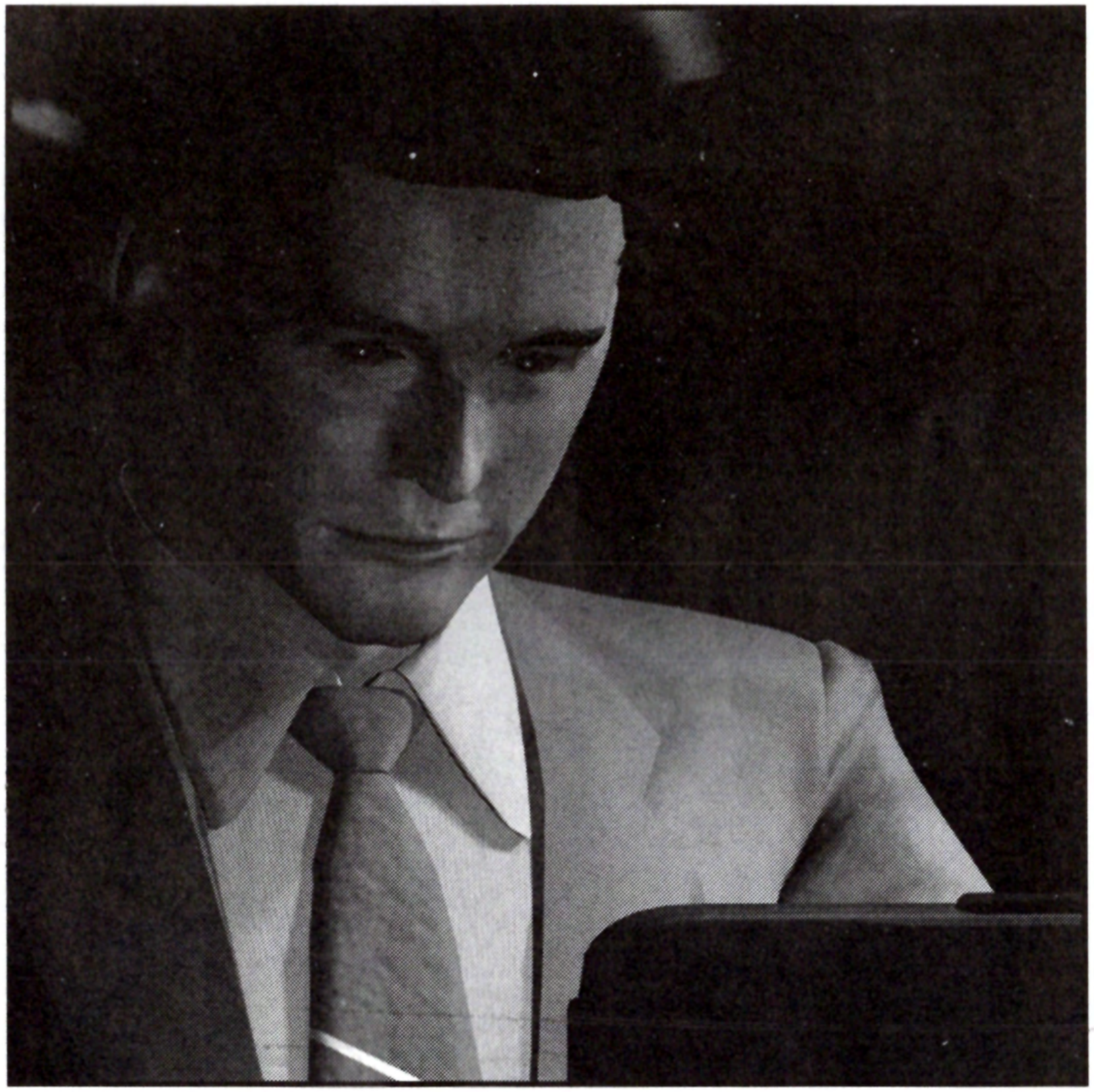


Boris Zugoski

Zugoski is the leader of the terrorist group, "Knights of the Apocalypse," who hijacked the Blue Harvest. Extremely self-serving and narcissistic, Zugoski is nevertheless a man of exceptional ability. Rational and cold-hearted, he permits no mistakes and believes the ends justify the means. Forty-five years old.

Pierre Simon

Riding on the Blue Harvest is Simon's last duty as French ambassador to Russia. After he finishes his posting, Simon is expected to rejoin the financial world. A very thoughtful man, he is rigorous about his work and always serious. He is a good husband and father to his family. Fifty-two years old.

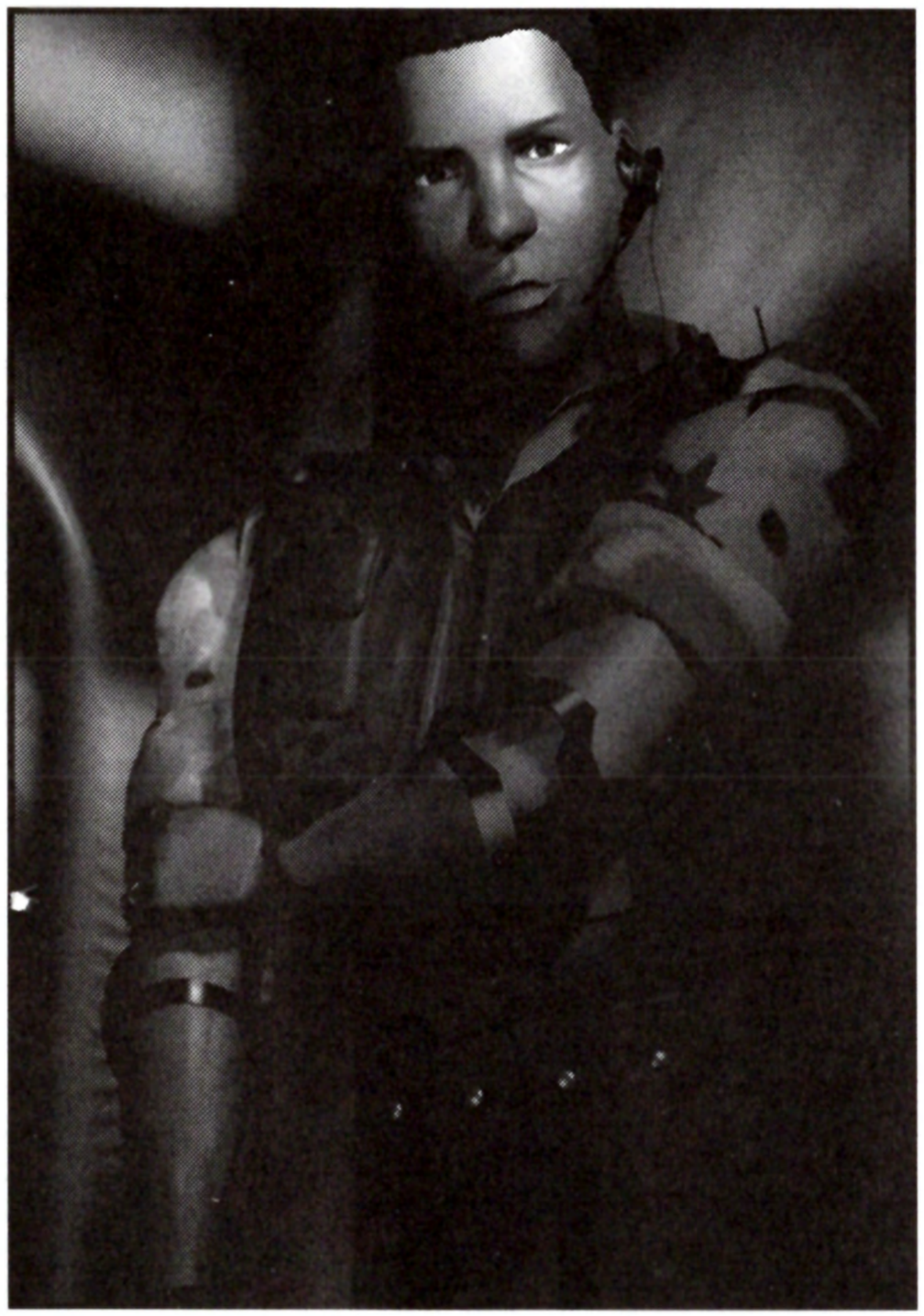


Philip Mason

Mason serves as first secretary to the French ambassador. He was hired by the strong recommendation of France's previous ambassador to Russia. Mason rose to the rank of first secretary on the strength of his job performance. Thirty-nine years old.

Billy MacGuire

MacGuire is the French army officer in charge of the Blue Harvest's radar. His father was a computer engineer, so MacGuire has been technically oriented since he was a child. Either gregarious or crude, depending on how you see him, he is quite sociable and well liked. Twenty-six years old.



Credits

COVERT OPS: NUCLEAR DAWN

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ISBN 1-58416-122-1

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