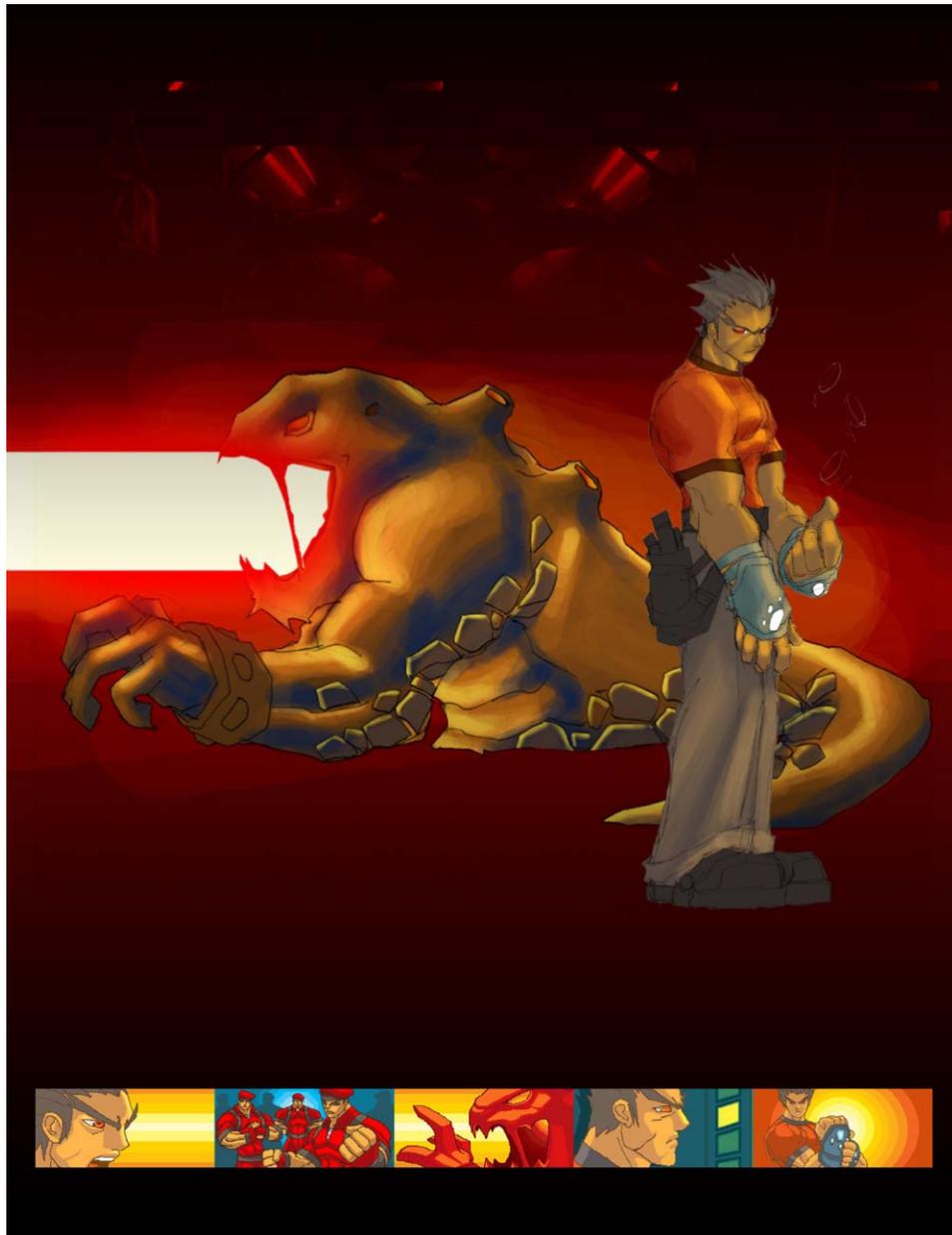


Area 52

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STORY

Area 52 is the most secret facility of the World Confederation for Extra-Terrestrial Research (WCETR) Corporation. This facility is hidden in the Gobe dessert, unknown even to the highest branch of intelligent government agency. For decades, the scientists there have been cloning, and genetically modifying alien bioforms for military and medical purposes. The research has yielded great biotechnology advances. Its database contains Giga-terra bytes of research data that can be used to save, or ... wipe out millions of lives, if the secrets should fall into the wrong hand! Then ... the unthinkable happens.

CONTROLS

Left/right	<ul style="list-style-type: none">• To run• To propel across a rope.
Left/right + B button	<ul style="list-style-type: none">• To turbo charge. Turbo charge allows Stryke to jump across small distances for example between platforms.
Up	<ul style="list-style-type: none">• To climb up a ladder
Up + B button	<ul style="list-style-type: none">• To jump up. If Stryke is under a rope, he can jump up to grab it.
Down	<ul style="list-style-type: none">• To jump down from a platform or rope.• To climb down a ladder or to kneel down when Stryke is on a platform. In the kneeling position, Stryke can avoid being shot at, and shoot at low-lying objects such as oil tanks.
A button	<ul style="list-style-type: none">• To fire. Stryke can only fire when the glove icon appears in the status area.• To fast forward intros and in-game cut-scenes
B button	Used in combination with control pad (see above) to perform turbo charge or jump.
Start button	<ul style="list-style-type: none">• To pause the game. The LCD screen automatically darkens while the game is paused.• To continue the game.• To skip intros and in-game cutscenes
Select button	<ul style="list-style-type: none">• To restart the game.

CHARACTERS

STRYKE



Stryke is a Search And Destroy/Rescue (SADR) technician. He can slip in and out of places stealthily, and he is also an expert in weapons and demolition. Stryke is somewhat of a lone wolf, he works better alone which makes him the perfect candidate for this mission.

The mission is also of personal importance to him. Beside the primary objective, which is to clean up the mess. He is also looking for one particular survivor, Marie, his girl friend, who is one of the scientists at the facility.

Marie... Is she still alive? if she is, will he find her in time, or will he be too late?

RED GUARD

Being first-generation clone soldiers, they have very limited intelligence. However, they are very efficient at guarding the lab perimeter, and they are posted in everywhere throughout the level.

An invisible shield protects the red guards, which must be disarmed in order to eliminate the guards.



LAVA BOSS

This is the first level boss that Stryke will encounter after the red guards are eliminated. Lava boss is the product of WCETR experiment that went awry. Design for used in military first line of attack, this boss has formidable arsenal of weapons. It can spit out super white-hot stream of vapors that can do terrible damage to anyone standing in front of it. It can also emit high-energy spheres that radiate outward to injure any life form within its blast radius.



POWER-UPS

Oil tank



Oil tanks represent obstacles to both the red guards and Stryke. They can also contain hidden items that may be useful to Stryke's mission.

Shield



Shields provide the energy force to protect both the red guards and Stryke from a direct hit.

Compact Disc (CD)



CD contains map, research data from the lab. Stryke can gain one extra live for every three CDs he collects.

High-energy Emitting Glove (HEG)



HEG are energy weapons used by lab scientists for emergency situations. There are several stations where they are mounted for easy access. However, due to a system-wide meltdown, the high-energy emitting gloves can only be accessed at certain intervals.

BEYOND THE DEMO

After Stryke accomplished the hangar level, more challenging levels await him. Stryke will require additional skills to overcome obstacles, and defeat ingenious enemies and bosses.

Stryke must contain the biological threat at WCER before time runs out. Will Stryke be able to save Marie? What would he do if she has been genetically altered to become what he has been assigned to destroy?

Stryke's story has only just begun....