

Radioactive

# Radioactive

Let's Play Nuclear War

by  
Mark Sheeky



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Manual published in the year 2019 by Pentangel Books.  
[www.pentangel.co.uk](http://www.pentangel.co.uk)

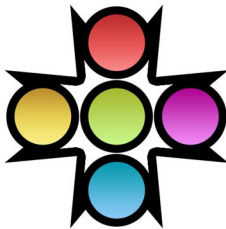
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Let us begin.



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# OVERVIEW

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# Welcome

Radioactive is a strategy game of nuclear war for one to four players. Players take control of a country and take turns firing missiles until only one survives.

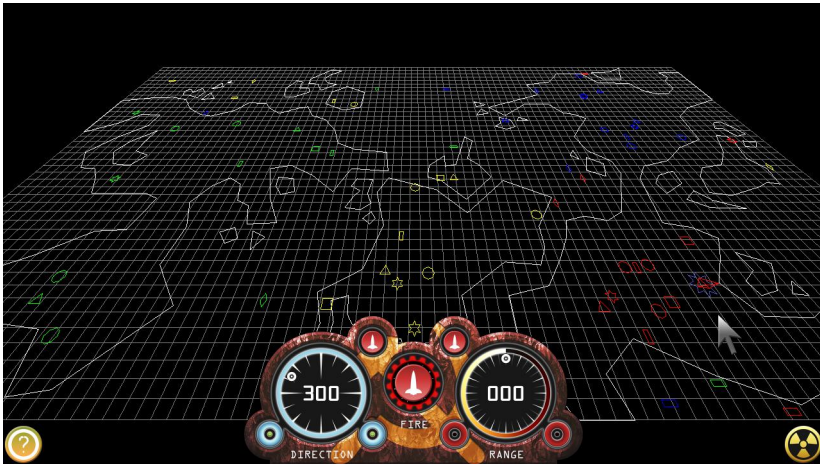
This manual includes a quick guide as well as more detailed information on how to play the game. Select an option from the left menu to continue.

## Radioactive

### Quick Guide

Use the arrow keys, and the return key to use the menu. Press the Esc key to go to the previous menu or screen. You can use the mouse too: left click to select an option, and right click for the previous menu. Click on the left/right halves of the screen, or use the mouse wheel to cycle options up or down.

The main game screen is shown below.



Players take turns to fire. When it is your turn, select a unit by left clicking on it. To move the map, hold down the right mouse button and drag.

Click the '?' icon for unit information and click on the radiation symbol to abort/quit the game.

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In the centre panel, the left wheel shows the angle of your shot in degrees. The right wheel shows the range. Click inside them, or on the small spheres that flank them to set the numbers you want. The three big spheres show the current player colour (red in the example) and are brightly lit to show ammo, zero to three shots. Click the large one in the middle to fire.



Submarines get three trident shots and no more. Silos start with three shots but get resupplied by factories.

Airbases contain three bombers, and Aircraft Carriers contain one bomber. A.B.M. units do not need aiming, their star-shots will home in on the nearest missile or bomber.

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IN DEPTH



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## Main Menu

Use the arrow keys, and the return key to use the menu. Press the Esc key to go to the previous menu or screen.

You can use the mouse too: left click to select an option, and right click for the previous menu. Click on the left/right halves of the screen, or use the mouse wheel to cycle options up or down.

The main menu allows access to the other menus to configure the game. Start Game will start a game with the current settings and Exit Game will quit the program.

## Set Up Players

### Player Selection

Up to four players, human or computer, may compete. Computer players are called CPU players.

### Personality

The personality of the artificial intelligence may be set for CPU players. Neutral personalities have no target preferences. Nautical personalities use any unit but prefer to target submarines and carriers. Aerial personalities prefer to use and target aircraft and A.B.M. units. Headhunters will target cities in an attempt to locate a hidden H.Q. Aggressive personalities prefer to use silos and submarines and will rarely use A.B.M. units. Defensive personalities use A.B.M. units often and tend to target enemy factories.

### Skill

The skill/accuracy of CPU players can be set. Options are Poor, Moderate, High and Expert. Expert CPU players never miss. Beating them, especially when there are no cities on the map, represents a challenge for any player. Do this to unlock one of the three cheat modes in the game.

### Speed

You may set the thinking speed of the computer players. Simulated human speed should normally be selected, however watching matches between several high speed computer opponents is interesting.

## Global Options

### Map

The top option allows you to set the game level map. You have a choice of six in the registered game (the demo features only one). Options are Earth 1999, Twin Kingdom, Rivers Of Blood, The Lakes, Ingsoc IV, Archepelligo.

### Game Speed

Changing the speed affects the game significantly. Missiles will streak around in a fast game and creep in a slow game. A fast game might be easier for a beginner player but it is less strategic. In order of fast to slow, the options are Arcade, Fast, Moderate, Tactical, Strategic.

### Factory Status

Missile silos get resupplied by factories every so often. This option allows you to specify that time in turns, or get rid of factories all together if you want. Options are Resupply Every Turn, Resupply Every Two Turns, Resupply Every Three Turns, Factories Not Present.

### In Game Music

You may turn the in game music on or off here. The main title theme is not affected.

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### Beginner Mode

Beginner mode places a large purple cross at the exact point where a missile will hit. This is ideal for first time players who are not familiar with the angle/range system. This is the only option active in the demo version of the game.

### Screen Resolution

You can choose between HDTV (1280x720), your Windows Desktop resolution, or Custom. The game will default to your Windows Desktop resolution. To set a custom resolution, find the Radioactive game folder on your PC and edit the screenwidth and screenheight in the Options.txt file.

Resolution changes will take place the next time you start the game. For an authentic 1990s experience, try a low resolution like screenwidth=640 and screenheight=480.

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## Unit Quantities

The quantities of the units can be set from this menu. If factories are enabled, a factory is created for every two silos. Less units generally equate to a shorter game, and there are radical differences between games with different proportions of units.

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# Headquarters

Headquarters are hidden inside one city at random. If that city is destroyed then a whole series of related units are also destroyed, thus it is possible to win by targetting only enemy cities.

### Army H.Q.

If an army H.Q. is present, one city on each side will hide an army headquarters. If the city is destroyed, all silos and all factories owned by that side will be destroyed.

### Navy H.Q.

If the navy H.Q. is destroyed, all submarines and all carriers will be destroyed.

### Air Force H.Q.

If the air force H.Q. is destroyed, all runways and all A.B.M. units will be destroyed.

### Global H.Q.

If the global headquarters is destroyed, all units will be destroyed and that side will instantly be out of the game.

### Half Power Headquarters

If half power headquarters are active, only one type unit is destroyed instead of two. For example, if the army H.Q. is destroyed then either all of the silos or all of the factories are destroyed. This option does not affect the global H.Q.

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### Goals

Your goal as a Radioactive general, is to destroy all other players. Every turn you will select a unit and fire at the other players.

Any player that cannot fire at the start of his or her turn, whether because of lack of units or lack of ammunition, is out. Play continues until just one player survives.

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# Units

Several military units are at your command.

### Cities (Circle)

Cities cannot fire but can hide headquarters. There are four types of headquarters, army, navy, air force and global, and if they are active they will be hidden inside one city. It is not possible to know which city contains your headquarters. If a H.Q. is destroyed, a whole series of units goes with it and if the global H.Q. is destroyed the player is out. Cities add an element of luck to the game. If H.Q. units are disabled, cities have no affect.

### Silos (Triangle)

Missile silos are your primary weapon. Missiles move quite quickly and have a large blast radius. All silos start with three shots, and a supply line to a factory which restores ammunition every so often.

### Factories (Square)

Factories make missiles for silos. One factory supplies two silos. A factory will always retain the same link with the same silos. Without factories, silos would eventually run out of shots and therefore you can destroy enemy factories to starve your enemy of ammunition.



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### Submarines (Horizontal Rectangle)

Submarines have just three shots that fire in triplets. These units are useful because they often appear near to the enemy in lakes or on distant shores, making aiming much easier.

### Airbases (Vertical Rectangle)

Airbases contain three aircraft. Aircraft move at half of the speed of silo missiles and so are vulnerable to A.B.M. fire, but the planes are reusable and will return to base after they have dropped their deadly payload.

### Carriers (Diamond)

Aircraft carriers contain one aircraft.

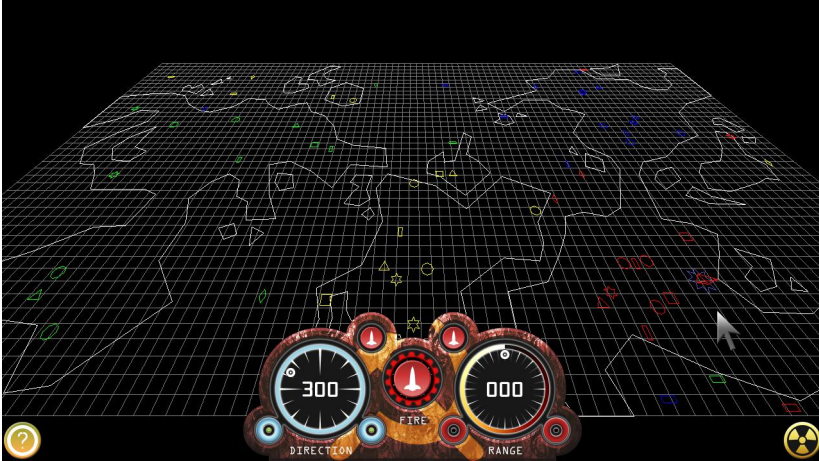
### A.B.M. Units (Star)

A.B.M. (Anti-Ballistic Missile) Units will seek and destroy any missile or aircraft. These do not have to be aimed, the star-like shots will close in on the nearest missile or aircraft whether friendly or enemy. These move at the same speed as missiles so firing from behind them will not be effective, but shooting down the slow planes is quite easy.

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## Controls

Radioactive is fully mouse controlled. Generally, the left button is used to do everything.



### View

Scroll the map by touching the edge of the screen, or by holding down the right mouse button and dragging.

### Selecting A Unit

The three spheres in the middle of the main panel show the colour of the current player, red in the example. Select a unit by left clicking on the unit on the map.

### Unit Information

Click on the '?' icon in the bottom left corner for detailed unit information.

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### Abort

Click on the radiation symbol in the bottom right corner to abort the game.



### Bearing

The left wheel on the panel sets the angle to fire. Clockwise compass degrees are used so zero is north/up, 090 is east/right, 180 is south/down and 270 is west/left. Click in the wheel to set the angle, or use the small blue spheres to add or subtract one degree.

### Range

The right wheel shows range. Click in the wheel to set the range, or use the small red spheres to add or subtract one unit.

### Fire

The three spheres in the middle of the main panel indicate ammo, they are lit to indicate zero to three missiles. Click the large one to fire missiles or launch aircraft.

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## Cheat Modes

Defeat any number of Expert level computer opponents in a game with no Cities to unlock a cheat mode. There are three modes to unlock.

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# INFORMATION

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## Credits

### Radioactive

Radioactive was developed by Cornutopia Software.  
Design, programming, graphics and sound by Mark Sheeky.

### Music

"Radioactive"

Created in ancient times using Noise Station v1.20, and  
featuring lead vocals by Ronald Reagan.

### Cornutopia Software

[www.cornutopia.net](http://www.cornutopia.net)

### Email Support

[support@cornutopia.net](mailto:support@cornutopia.net)

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## About

### About Cornutopia

All of the Cornutopia games were designed and programmed by me, Mark Sheeky.

I began programming games in the 1980s on my first home computer, a Dragon 32. Game programming became an addiction and obsession, and this continued throughout the 1990s, programming many Public Domain and Shareware games for the Commodore Amiga computer.

My first Windows PC game was Arcangel in 1999, a squad level strategy game, and in 2002 I decided to publish my own games under the name Cornutopia Software.

I gradually transitioned into becoming an artist, and have painted over 500 oil paintings, composed and recorded over 30 albums of music, and written a few books, but game programming was my first passion, and this complex and supremely difficult task remains a solid foundation on which to build a mind.

You can find out more about my artwork, and browse my complete software catalogue on [www.marksheeky.com](http://www.marksheeky.com). Search for Mark Sheeky on Amazon to discover more of my books and music.

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## Other Games

Visit the Cornutopia Software website or search for Mark Sheeky to see more titles. The current Cornutopia games catalogue is:

Thermonuclear Domination  
Arcangel: The Legacy Of Peace

Roton

Martian Rover Patrol

Trax

Noise Station

Radioactive

Breakout Velocity

Fallout Velocity

Bool

Yinyang

Outliner

Firefly

Flatspace

Taskforce: The Mutants Of October Morgane

Future Pool

Gunstorm

Flatspace II

Future Snooker

Gunstorm II

Flatspace III



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