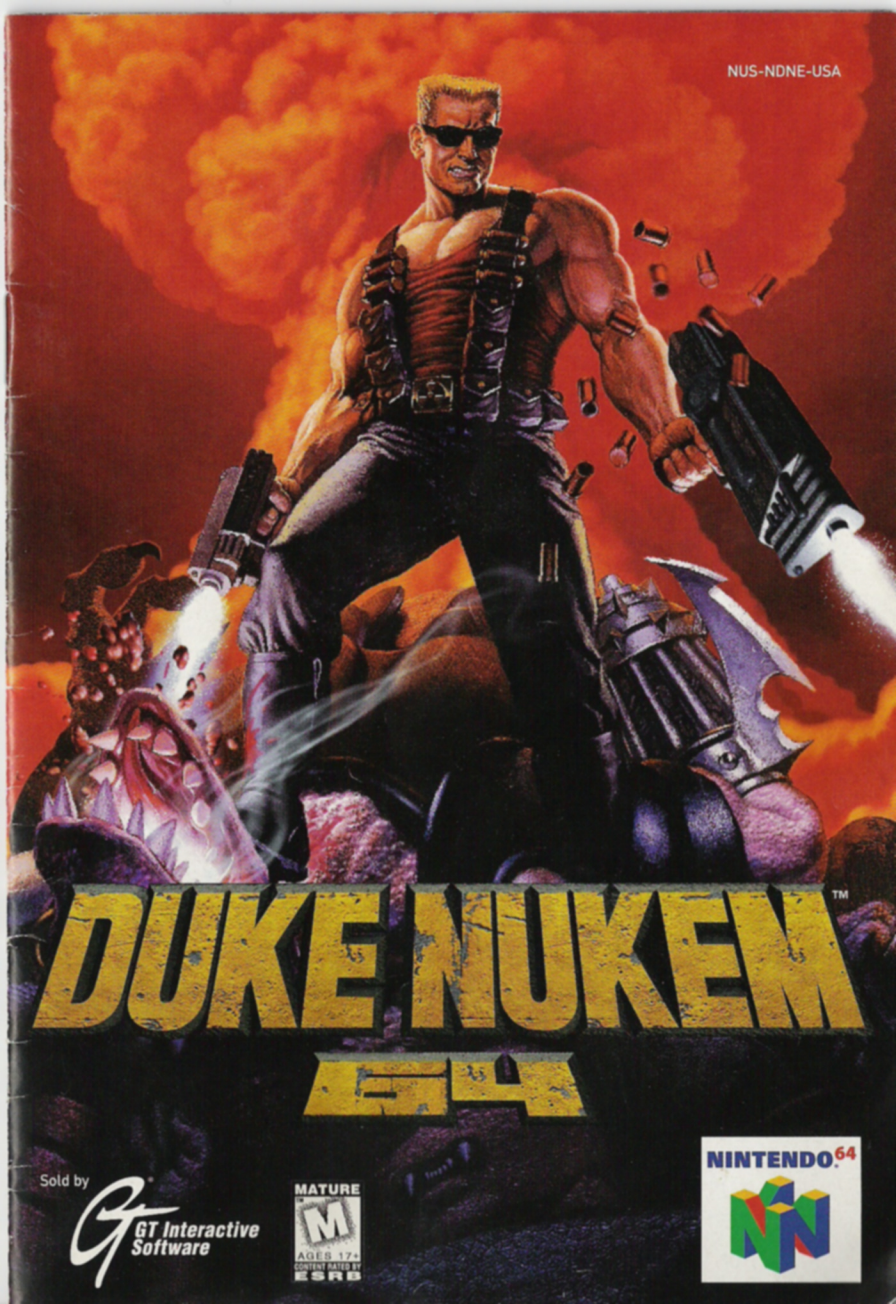

NUS-NDNE-USA
DUKE NUKEM
64
Sold by
GT Interactive Software
MATURE
M
AGES 17+
CONTENT RATED BY
ESRB
NINTENDO 64

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COMMAND SUMMARY

MENU SYSTEM

Activate / Deactivate menu . . . .Start
Move Up . . . . . .Control Pad Up, C Buttons Up OR Control Stick Up
Move Down . . . . . .Control Pad Down, C Buttons Down OR Control Stick Down
Select Item . . . . . .A, B OR Z
Decrease Value . . . . . .C Buttons Left
Increase Value . . . . . .C Buttons Right

IN GAME

ACTION	CONTROL STICK LOOK MODE	CONTROL STICK MOVE MODE
Look around	Control Stick	Control Pad Up and Down
Move forward	C Buttons Up	Control Stick
Move backward	C Buttons Down	Control Stick
Side step	C Buttons Left and Right	C Buttons Left and Right
Jump / Fly or Swim Up	R Button	C Buttons Up
Crouch / Fly or Swim Down	B	C Buttons Down
Use weapon	Z	Z
Activate	A	R Button
Select Weapon	Control Pad Left and Right	A and B
Select inventory item	Control Pad Up and Down	Control Pad Left and Right
Use inventory item	L Button	L Button

ACTION	SHIFT MODE 1 RIGHT BUTTON IS 'SHIFT'	SHIFT MODE 2 RIGHT BUTTON IS 'SHIFT'
Look around	Control Stick	Control Stick
Move forward	C Buttons Up	C Buttons Up
Move backward	C Buttons Down	C Buttons Down
Side step	C Buttons Left and Right	C Buttons Left and Right
Jump / Fly or Swim Up	B	B
Crouch / Fly or Swim Down	A	Shift + B
Use weapon	Z	Z
Activate	Shift	A
Select Weapon	Shift + C Buttons Left and Right	Shift + C Buttons Left
Select inventory item	Shift + C Buttons Up and Down	Shift + C Buttons Right
Use inventory item	Shift + Z	Shift + A

MAIN MENU & GAME OPTIONS

When you start Duke Nukem, you can choose to start a new game, load a previous game, or access the options menu for more choices. You can use the Control Stick, Control Pad or C Buttons to highlight an option, and then press A, B or Z to select it. You can access the Main Menu at any time by pressing Start, and return to the game in progress by pressing Start again.



NEW GAME

When you select New Game, you can choose to play a single player, Dukematch or cooperative game.

SINGLE PLAYER GAMES

On choosing a Single Player game you will you will be prompted to choose a difficulty level. You can choose from four difficulty levels:

Piece of Cake The easiest mode. There are fewer enemies and they will do less damage than normal.

Let's Rock The default setting. Normal difficulty.

Come Get Some For experienced players. There are lots of enemies.

Damn I'm Good For experts only. Dead enemies come back to life.

Once you've made your selection, the game will start.

DUKEMATCH GAMES

In a Dukematch game you face other human or computer players in a fight to the death. You will be prompted to enter the number of human players and the number of computer players, up to a maximum of four players at any time. You can also choose to play any of the levels from the single-player game - or try one of the specially-designed mutliplayer levels. If playing against computer opponents, you can choose from four difficulty levels, which determines the proficiency of the computer players.

You can also choose the victory conditions for your Dukematch game. For example, you can choose to have the game end after a certain amount of time; when one player achieves a predetermined number of kills; or when the exit switch is activated.

Once you've made your selection, the game will start. Once the victory conditions have been met on a level, each player's scores are displayed and players move on to the next level.

COOPERATIVE GAMES

In cooperative games, two players take on the dangers of Duke Nukem together. You can choose from four different difficulty levels, as described under Single Player games above. You can also choose whether or not your weapons can hurt the other players. See Game Options below for more information. Once you've made your selection, the game will start.

During a multiplayer game, if you or your friends die, the dead player will sometimes drop their current weapon. The weapon (and its ammo) can then be picked up by one of the other players. The amount of ammo obtained from a weapon pickup is equal to the amount of ammo the player had when he was dispatched.

LOAD GAME

Each time you finish a level of Duke Nukem, you have the opportunity to save your game onto a Controller Pak. A saved game records all the weapons and items you are carrying, as well as your position in the game.

OPTIONS

SOUND OPTIONS

You can turn the sound between mono and stereo, and raise or lower the volume of the game sound.

CONTROL OPTIONS

You can choose between the default controls and alternative systems. There are three basic control configurations, and you can also choose between left and right-handed setups for each one. Each control pad plugged into your system can have a different setup: you can switch between pad setups by pressing the C Buttons Left and Right.

PLAYER OPTIONS

You can turn a sighting crosshair on and off, and switch on the auto-aim facility to make it easier to target your enemies.

GAME OPTIONS

Cooperative games can have friendly fire turned on or off, allowing you to choose whether your weapons do damage to other players or not. You can also turn off the blood in the game, or turn the in-game text messages on or off.

IN-GAME MENU

Once you have started a game, you can call up the in-game menu at any time by pressing the Start button. You can then choose to access the Options Menu described above, restore a previous game, or quit the game you are playing. You can return to the game in progress by pressing Start again.

SAVING GAMES

Each time you finish a level, you will have the option of saving your position. This only applies to Single Player and Cooperative games, not Dukematches There are two ways of saving your game: onto a Controller Pak or onto the Nintendo 64's internal memory.

SAVING TO CONTROLLER PAKS

You can save a number of games onto a Controller Pak, and then load any of them to carry on playing where you left off. Apart from saving your status in the game, this will also save your controller setup and any other options you have chosen.

SAVING TO MEMORY

Even if you do not save your game using a Controller Pak, it will be remembered by the Nintendo 64. When you die, or at any point during the game, you can choose to restore this game position. However the Nintendo can only record one position; when you finish a new level, the previous position will be replaced by a new one. You will also lose this position when you turn off your Nintendo 64. To permanently record your games, save them onto a Controller Pak.

Note that in cooperative games, when players die they will restart at the beginning of the level with only the basic weapons. In order to restore the position saved in memory, you must choose this option from the in-game menu.

RUMBLE PAKS

Duke Nukem also supports Rumble Paks. You cannot swap between a Controller Pak and a Rumble Pak while playing the game, so if you want to play with a Rumble Pak in your controller and also save your games, you will need to plug the Controller Pak into a spare control pad.

Note that you cannot plug in paks once you have turned on your Nintendo 64, so make sure they are installed before switching on.

CONTROLLING DUKE NUKEM

The default control setup (known as 'Control Stick Look Mode') is as follows:

ACTION

Look Around ..... Control Stick
Move forward ..... C Buttons Up
Move backward ..... C Buttons Down
Side step ..... C Buttons Left and Right
Jump / Fly Up / Swim Up ..... R Button
Crouch / Fly Down / swim Down ..... B
Use weapon ..... Z
Activate ..... A
Select Weapon ..... Control Pad Left and Right
Select inventory item ..... Control Pad Up and Down
Use inventory item ..... L Button

Other control systems are available, and can be accessed from the Options menu.

CONTROL STICK MOVE MODE: ACTION

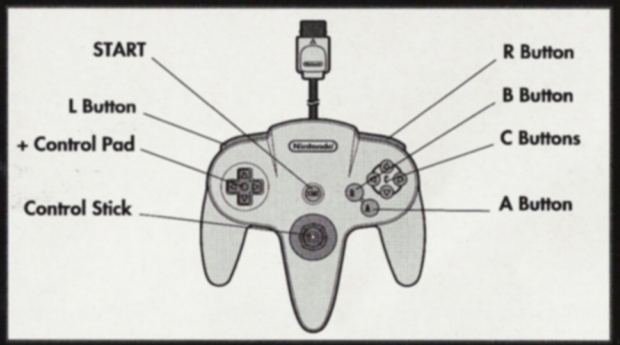
Look Around ..... Control Pad Up and Down
Move forward ..... Control Stick
Move backward ..... Control Stick
Side step ..... C Buttons Left and Right
Jump / Fly Up / Swim Up ..... C Buttons Up
Crouch / Fly Down / swim Down ..... C Buttons Down
Use weapon ..... Z
Activate ..... R Button
Select Weapon ..... A and B
Select inventory item ..... Control Pad Left and Right
Use inventory item ..... L Button

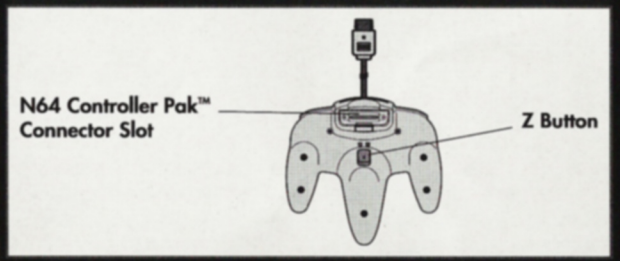
SHIFT MODE 1 ('SHIFT' BELOW REFERS TO THE R BUTTON): ACTION

Look Around ..... Control Stick
Move forward ..... C Buttons Up
Move backward ..... C Buttons Down
Side step ..... C Buttons Left and Right
Jump / Fly Up / Swim Up ..... B
Crouch / Fly Down / swim Down ..... A
Use weapon ..... Z
Activate ..... Shift
Select Weapon ..... Shift + C Buttons Left and Right
Select inventory item ..... Shift + C Buttons Up and Down
Use inventory item ..... Shift + Z

SHIFT MODE 2 ('SHIFT' BELOW REFERS TO THE R BUTTON): ACTION

Look Around ..... Control Stick
Move forward ..... C Buttons Up
Move backward ..... C Buttons Down
Side step ..... C Buttons Left and Right
Jump / Fly Up / Swim Up ..... B
Crouch / Fly Down / swim Down ..... Shift + B
Use weapon ..... Z
Activate ..... A
Select Weapon ..... Shift + C Buttons Left
Select inventory item ..... Shift + C Buttons Right
Use inventory item ..... Shift + A





The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

PLAYER STATUS

During gameplay, the status panels at the bottom of the screen display vital information.

The left-hand panel shows your Health and Ammunition. Your Health starts at 100 and if it ever drops to zero you're dead. If your health level drops below 30, the health display flashes red as a warning. The Ammunition display shows how much ammo you have left for your current weapon.

The right-hand panel shows your Inventory and Keys. The Inventory shows the status of the currently-selected item, including whether it is active or not. Many items have a limited amount of use, which is also displayed - this will turn yellow when an item is about to run out. The keys you have found are shown as lights of the appropriate color - red, blue or yellow.

Your available weapons are displayed in the space between the two panels.

In multiplayer games, this information will be displayed in a slightly different fashion. In cooperative games all the information is across the bottom of your screen area. From left to right this is: Health; Ammunition remaining for selected weapon; Item selected. In Dukematch games, your Health is top left, Ammunition is bottom left, and equipment is bottom right. Your kill score is also displayed here, at the top right of your screen area.

PLAYING THE GAME

As Duke Nukem, your mission is simple: save the earth (especially the babes) from the hideous alien menace. Each level presents you with new enemies and new challenges, which you will need to overcome before you can progress. The alien plot is masterminded by loathsome creatures of awesome power, and your ultimate aim is to find these monsters and scatter their body parts over a great area. The following information should help you in this task.

Your environment may contain the following features:

DOORS

Most doors can be opened just by going up to them and pressing the activate button ('A' by default). Some doors are locked with color-coded keycards which you will need to find - a red key opens a red door, and so on. Other doors will only open if you press a switch on a nearby wall, enter the right combination into the lock, or step on a hidden touchplate somewhere.

MOVING AREAS

While elevators (use A to activate) are useful in getting from floor to floor, other moving areas are more risky. Tube trains can whisk you along at great speed, but don't get caught standing in front of one. Cogs and platforms may spin confusingly to try and crush you or throw you off. Watch your step.

TELEPORTERS

You can spot a teleporter pad by its glowing floor and ceiling. Just jump in and you will be transported to a linked teleporter pad somewhere else on the level. All teleporters are two-way, so you can travel back and forth easily. Watch out though - your enemies can use these devices too.

HAZARDS

You will encounter remote gun turrets, toxic slime, nuclear waste, fierce fires, exploding barrels, thundering piledrivers, tripwires, bolts of lightning, jets of steam, even boiling oil. Needless to say, all these need to be avoided.

CRACKS

Look for cracks in walls. If you blow these up, you can access new areas of the level and discover hidden secrets. In some cases, shooting gas canisters or fire extinguishers may set off a chain reaction with the same results.

CAPTIVE BABES

As part of their evil schemes, the aliens are kidnapping earth babes. You must find these innocent victims and free them before it is too late. Simply go up to a captive and press the activate key ('A' by default).

SECRETS

Each level is crammed with secrets for you to discover. Look for switches, touchplates, hidden doors, concealed tunnels, and destructible or one-way walls. A secret area may contain extra equipment to pick up, captive babes to rescue, or just more enemies to fight.

FINISHING A LEVEL

Each level contains a large red Nukem button. Pressing this at any time will end the level. When you complete a level, you are told how many enemies you killed, how many babes you rescued, and how many the secrets you found.

DUKE'S WEAPONS

Duke Nukem can have a selection of weapons in his arsenal. You start a new game with only two - your pistol and your mighty foot. You can switch between these weapons by using the weapon select buttons (the D-pad left and right by default). You will find other weapons as you progress through the game, and each of these weapons can be recharged with ammo found scattered around the levels. Each weapon has its own type of ammo. For example, if you find a pistol clip, you cannot use it with the shotgun.

DUKE'S 'MIGHTY FOOT'

You can use this to kick your enemies. You can never run out of ammo for this, but if this is the only weapon you have left, you are in big trouble.





PISTOL

This is a rapid fire pistol which does minimal damage. It will take several shots to kill most enemies, and is not really effective against larger creatures. The pistol needs reloading with a new clip after 12 shots. Although the reload is automatic, your pistol is out of action for a few seconds. You can carry a maximum of 192 rounds for the pistol, and each ammo clip you find has 12 rounds. If you find a pistol in the game, it will contain 48 rounds.

If you are lucky, you might find some powerful dumdum rounds for the pistol. A dumdum clip also holds 12 rounds but these bullets do a lot more damage than normal bullets, so use them carefully. You can carry up to 36 rounds of dumdum ammo. If you do find dumdum bullets, your pistol will fire these automatically until you run out, and then switch back to normal rounds.





SHOTGUN

The shotgun carries a far more powerful blast than the pistol, but has to reload after every shot. Reloading is done by pump action, which is quicker than the pistol's reload. The shotgun can take many of the less powerful enemies with a single blast. You can carry a maximum of 50 rounds for the shotgun, and each box of shells you find contains 10 rounds. If you find a shotgun in the game, it comes with 10 rounds. If you get a shotgun from a Pig Cop, the ammo it contains depends on the number of shots the Pig Cop has fired.

Later in the game, you may find Explosive Shells for the shotgun. Again these come in boxes of 10, and you can only carry a maximum of 20, but they do a serious amount of damage to anyone they hit. Be careful about using them in small areas though - you may catch yourself in the blast. If you do find explosive shells, your shotgun will fire these automatically until you run out, before switching back to normal rounds.





SMGs (SUB-MACHINE GUNS)

A pair of these rapid fire weapons allows you to deal with several enemies at once. Beware, though: these weapons fire very rapidly and use up lots of ammo! You can carry up to 400 rounds for the SMGs, and each ammo clip you find contains 100 rounds. If you find an SMG in the game, it comes with 100 rounds.





GRENADE LAUNCHER

One of the most powerful weapons in the early levels of the game, the grenade launcher lets you fire explosive grenades over long distances. These will usually bounce off walls before exploding, but if they hit a target they will go off right away, so take care. The grenade can explode with enough force to affect anything in its immediate vicinity. To make your grenades fly further, try aiming the weapon upwards before you fire. You can carry a maximum of 48 grenades, and any boxes of ammo you find in the game will contain 12 rounds. If you find a grenade launcher in the game, it will come with 12 rounds.





PIPE BOMBS

This weapon is great for setting traps. When you use it, you will see Duke toss the bomb out in front of you. Holding down the fire button for a longer period will cause the pipe bomb to travel further. You will then see your thumb-activated detonator. To blow up the bomb, just press fire again. There is no maximum range to the detonator: you can be completely on the other side of the level and still explode your bomb with it. You can use more than one pipe bomb at once, up to a maximum of 5. After you throw the first one, select a different weapon and then select the pipe bombs again. You can then throw another bomb. You can carry a maximum of 50 pipe bombs. Ammo packs for this weapon each contain 5 pipe bombs.





SHRINKER / EXPANDER

This bizarre weapon has to be captured from the aliens before you can use it. It is actually two weapons in one, depending on which strange alien crystal you load into it. When fired in shrinker mode, it will shrink your enemies to a tiny size for several seconds. All you then need to do is stomp and squish the shrunken foes by walking on top of them. If you don't stomp them in time, they will grow back to normal size and continue with their attack. When fired in microwave expander mode, this weapon will cause an enemy to grow larger until properly cooked - at which point they will explode.

You can carry a maximum of 66 shots for the shrinker, and ammo crystals for this weapon contain six shots. You can carry a maximum of 99 shots for the expander, and ammo crystals contain 33. You can pick up two forms of this weapon: if you find a shrinker it will come loaded with six shrinker shots but no expander shots; while if you find an expander in the game it will come loaded with33 expander shots and no shrinker shots.

Note that some powerful enemies seem immune to their own alien weapons, so be warned.

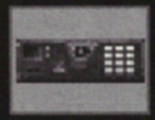




MISSILE LAUNCHER

This shoulder-launched weapon is great for dealing with enemies from a distance. When the missile hits, it explodes with enough force to destroy whole crowds of bad guys. This weapon can take out almost any enemy except a boss creature with a single, direct shot. You can only carry 50 missiles at once, and ammunition for this weapon comes in racks of five. If you find a missile launcher in the game, it comes with five rounds.

Later in the game, you may find Heatseeker missiles for the launcher. These also come in racks of five, but you can only carry a maximum of 25 at one time. When fired, a heatseeker will home in on the nearest target, even if they try to dodge it. If you do find heatseekers, your missile launcher will fire these automatically until you run out, before switching back to normal rounds.



LASER TRIPBOMB

You can place this strategic device on flat-walled surfaces. After a two second delay, a red laser beam is projected across to the opposite wall. Anyone or anything crossing the beam sets off a powerful directional blast. You had better get out of the way when you set them! Perfect for setting devious traps and barriers. This weapon comes in single units only, and you can carry a maximum of 10 of them at any one time.





PLASMA CANNON

The ultimate weapon, especially designed by the Pentagon to combat the alien menace. This powerful gun can be fired in two ways: you can fire off single blasts or hold down the trigger to build up a devastating ball of supercharged plasma. The longer you hold down the trigger before releasing it again, the more ammunition you will use up but the bigger and nastier the final shot. Enemies shot with this weapon will simply be vaporized. You can carry a maximum of 99 shots for this gun, and each plasma cell you find holds 33 shots. If you find a plasma cannon in the game, it comes with 33 rounds.

ITEMS

You can pick up items in the game simply by walking over them. If you are unable to pick up an item it is because you cannot currently use it - for example, you cannot pick up a Medkit if you already have 100% health. Items come in two sorts: Power-ups and Inventory Items.

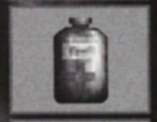
POWER-UPS

These items are used immediately when picked up, and cannot be stored for later use.



SMALL MEDKIT

Gives an instant boost of 10 percent health, up to a maximum of 100%.



LARGE MEDKIT

Gives an instant boost of 30 percent health, up to a maximum of 100%.



ATOMIC HEALTH

Gives an instant boost of 50% health, up to a maximum of 200%.



ARMOR

Provides extra protection against attacks by letting you take damage at a slower rate. You can check on your armor status in the inventory.

INVENTORY ITEMS

During the game, Duke can pick up various helpful items. Unlike Power-ups, you have to select these items before you can use them. You move through items in the inventory by pressing D-pad left or right, and once you have selected an item you can use it by pressing the left shoulder button. Some items cannot be activated by you, but will automatically activate in certain situations.



PORTABLE MEDKIT

A large white health pack. This carries a maximum of 100% of additional health. When you are low on health, you can select this to bring your health back up to 100%. The amount used is subtracted from the amount stored in the Medkit.



VITAMIN X

A small item that looks like a pill bottle. When used, this item makes Duke run extremely fast and also gives him a very strong kick. There is a time limit on this item, however, and once activated, it cannot be turned off. When it runs out, you will have to find another bottle to use it again.



HOLODUKE

This looks like a small translucent image of Duke. Holoduke is an item meant to fool your opponents (game enemies, or your friends) during game play. When activated, a duplicate of yourself pops up wherever it is activated. This Holoduke does not fire or move: it just stands there. This is a very good decoy during DukeMatch. Game enemies will go after Holoduke instead of you if it is closer to them than you are. Holoduke has a limited lifespan, but can be turned on and off during this time. Once Holoduke is used up, you have to find another one to use it again.



JETPACK

This item is silver, and looks like a backpack. The jetpack looks like a silver backpack, and allows Duke to fly almost anywhere. It has a limited lifespan, but can be turned on and off during use. Note: if you run out of jetpack fuel at a high altitude, Duke can fall to his death. Once activated, you control the jetpack by either pressing the Jump key to go up, the Duck key to go down, or the Use Item key again to turn it off.



NIGHT VISION GOGGLES

The Night Vision Goggles help you see in dark areas by making everything look brighter. The goggles have a limited lifespan, but can be turned on and off during this time.



SCUBA GEAR

Looking like an orange-yellow backpack with two airtanks, this item has a limited lifespan, and is automatically activated whenever you go underwater. If it runs out while you are underwater, Duke starts taking damage. When you are swimming, you use the duck and jump keys to move up and down underwater.



PROTECTIVE BOOTS

These boots protect you from hazards like the green radioactive slime that runs in the sewers on several levels. The boots are automatically activated whenever you walk on the slime. They have a limited lifespan. When they run out, or if you don't have them, walking in the slime will hurt you!





KEYCARDS

Three types of keycards can be found in the game: red, yellow, and blue. Each one opens locked doors of the corresponding color. You can use one of these keys by going up to a locked door and pressing the activate button ('A' by default).

ENEMIES

Duke Nukem will encounter the following enemies during the game. As you might expect, the more fearsome foes are saved for the more advanced levels.



ASSAULT TROOPER

The Assault Trooper is the first offensive wave against Earth's defenses. These guards are brownish and wear blue jackets. They attack using a laser pistol, and they can attack from the air by using jetpacks. Though moderately armored, some Troopers have exhibited high resistance to injury. When these characters are killed, they will sometimes drop pistol ammunition that you can pick up for yourself.



ASSAULT CAPTAIN

These enemies are similar to the basic Trooper except that they wear a wrist-mounted Phase Induced Teleporter Device (PITD) capable of physically transporting him to any destination within its range. Used as a tactical assault instrument, the PITD enables the Assault Captain to launch surprise attacks against his intended human targets at will. When these characters are killed, they will sometimes drop pistol ammunition that you can pick up.



PIG COP

The Pig Cops are mutated alien operatives positioned to suppress residual human opposition and to police the new centers of alien power on Earth. Their distinct warthog-like appearance and aggressiveness make them easy to spot but difficult to overcome. They brandish pump-action shotguns and have a special surprise ground level attack. These characters have extremely high intolerance to the presence of humans, and exhibit blind rage when they detect human scent. Also, protective body armor worn beneath their uniforms give them added endurance. When killed, Pig Cops may drop either their shotgun or body armor.



RECON PATROL VEHICLE (RPV)

This sleek and deadly anti-gravity powered reconnaissance vehicle is operated by specially trained Pig Cops for the purpose of maintaining alien control in areas of human resistance. The attack mode of this craft is aerial strafing by side mounted laser cannons. The pilots of these craft are protected by an automatic pilot ejection mechanism that activates milliseconds before impact during a crash.



OCTABRAIN

This character's abundant brain mass and specialized trifocal vision combine to make the Octabrain a formidable alien weapon against all sentient life on Earth. Their method of attack is a powerful blast of mental energy released against its prey, thus weakening and confusing its intended victim. If the victim doesn't die from the mind blast, the Octabrain's powerful razor sharp teeth are ready to finish the job. The Octabrain prefers dark and secluded habitats from which to wage its attack. Their immense mental power is offset by a generally unprotected, though tough and leathery, body.



ENFORCER

With machine-gun blazing, the armored Enforcer can make fast business of dispatching any remaining human opposition. If they get close enough, they can spit a powerful gob of acid on you too. Powerful hind legs enable the Enforcer to leap to many places where an unsuspecting Duke may be caught off guard... so beware. The Enforcer may drop either SMGs or ammo for them when he dies.



SENTRY DRONE

Mechanized death -- there's no better way to describe these airborne alien watchdogs. By the time you hear their high pitched whine as they engage their anti-grav propulsion units, it's probably too late. The drone will swiftly collide with its target and explode with great force. Latest reports suggest that the drones have been refitted with defensive evasion microchips.



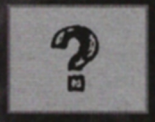
ASSAULT COMMANDER

The free-floating Assault Commander knows how to throw his weight around as he engages his anti-grav spin-deck in your face. When at greater distances, he fires deadly missiles from his rear port which dangles below his anti-grav spin-deck.



PROTOZOID SLIMER

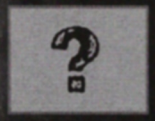
It emerges from its egg case with a simple nervous system and only one mission in life -- to suck your brains out through your nose and leave you a lifeless heap on the floor. The Protozoid Slimer is evasive as it stretches its elastic body from ceiling to floor, and then creeps up your pant leg to wrap itself around your face. Get them before they get you.



ALIEN BEAST

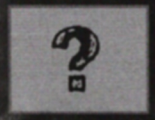
These vicious monsters have only a single purpose: defending their alien masters to the death. They can take incredible amounts of damage before dying, move very fast, jump very high, and can claw you horribly at close range. On top of all this, it is reported that these beasts have the nasty ability to emit shrink rays

The following characters appear only once in each episode. They're very rare, but very powerful, so LOOK OUT! There are also disturbing reports that the aliens have managed to clone these terrible monsters, so killing them once may no longer be enough.



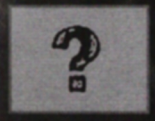
BATTLELORD

The hulking Battlelord commands the alien attack forces on Earth and makes the very ground he walks on tremble. His deafening roar splits the air as his rapid fire artillery and mortar rounds tear your body apart. He has no known weaknesses... only relentless attacking will make Duke prevail.



OVERLORD

Little is known about this alien biological weapon except that it is capable of unleashing powerful missile attacks from the surgically implanted dual launching system on its massive back. The Overlord's behavior and weaknesses are completely unknown at this time.



THE CYCLOID EMPEROR

The ultimate leader of the alien attack force. No human has managed to get close enough to report on it and live. Extreme caution is urged.

TECHNICAL SUPPORT (U.S. & CANADA)

ASSISTANCE VIA WORLD WIDE WEB

Get up-to-the-minute technical information at the GT Interactive Software web-site, at http://www.gtisonline.com, twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest product information. You'll have access to our Hints/Cheat Codes area where you can pick up some tips if they're available, an E-Mail area where you can leave us your tech support problems and questions, and other areas where you can get valuable information on GT Interactive Software products.

HELP VIA TELEPHONE IN THE UNITED STATES & CANADA

For phone assistance, call GT Interactive Software's Tech Support at 716-871-6646. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. This console-based product will have automated support ONLY at this phone number, which will include infor-mation from our FAQ documents such as gameplay tips, information on Control Keys, possible cheat code combination keys, instructions for finding secret screens and/or additional game levels if these type items exist and are made available for this particular product.

If you encounter what may be determined to be a defective product medium issue such as your game freezing at the beginning or during gameplay, no display, etc., information will also be included on the automated system regarding your product return and replacement options. These are described further below.

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GT Interactive Software Corp.
Attn: TS/QA
1 Nixon Lane
Edison, NJ 08817

WARRANTY POLICY IN THE UNITED STATES & CANADA

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), GTIS will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, GTIS will replace the product storage medium for a nominal fee.

CREDITS

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Game programming . . . .Todd Replogle
Build Engine/Tools/Net . .Ken Silverman
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Artwork . . . . . .Dirk Jones
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James Storey
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Lee Jackson
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