
PlayStation
DUKE NUKEM
LAND OF THE BABES
PlayStation
MATURE
M
CONTENT RATED BY
ESRB
ONE MAN.
ONE MISSION.
ONE MILLION BABES.
n
SPACE
3D REALMS
GT Interactive Software

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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1 or 2 Players | Memory Card 1 block | Analog Control Compatible | Vibration Function Compatible | DUAL SHOCK™

SLES-03405

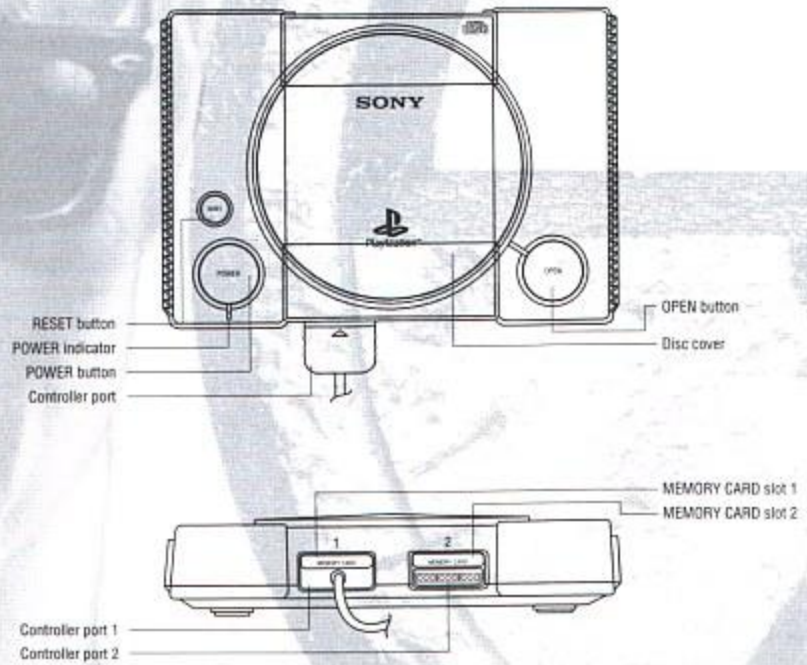
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GETTING STARTED

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is off before inserting or removing a disc.
3. Insert the Duke Nukem™: Land of the Babes™ disc and close the disc cover.
4. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on.

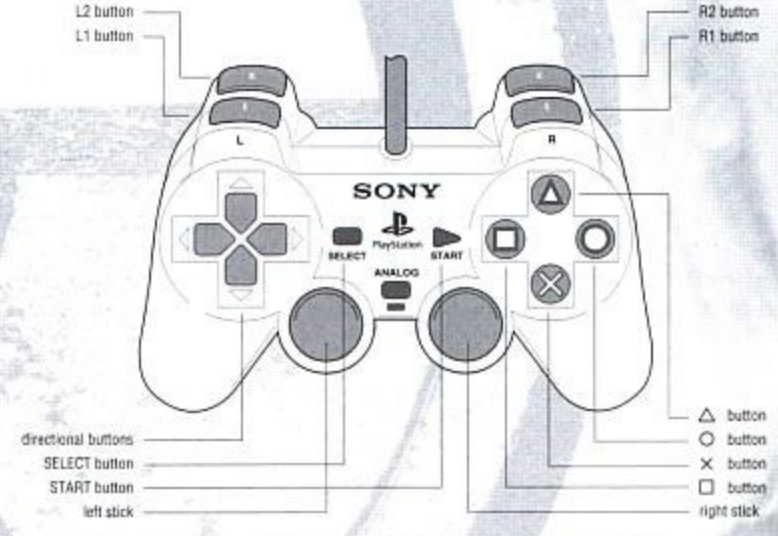


SHOOT (ALMOST) ANYTHING THAT MOVES

1. Turn on your PlayStation®. After the startup screens, a spectacular cinematic event will unfold. Watch it and you'll find out everything you need to know about the Babes who need your help. If you're not interested in seeing half-naked women, slave-driving alien scum, blazing blood-soaked gun fights and the Duke's heroics, then just press the START button to skip it.
2. Press the START button again to go to the Game Setup Screen. Keep pressing the START button until the game STARTS - understand?
3. After the introductory in-game cinematic, you will be in control of Duke. Head out, keep moving and kill anything that moves that doesn't look like it might show you a good time.

KEEPING CONTROL

You can use either the digital Controller or Analog Controller (DUALSHOCK) to make the world safe for Babe-kind. The left stick of the Analog Controller (DUALSHOCK) is only supported in ANALOG mode (LED: RED), and performs the same functions as the directional buttons.



All of the non-movement controls can be re-mapped if you don't think we did a good enough job for you. Just choose Controller from the Options menu.

Aiming

Duke is a hell of a shot, and he will do just fine without your help – as long as you point him in the general direction. But for those situations where you want more precision there's a little trick you should know. If you press and hold the R1 button, you'll enter look mode. In this mode, the viewpoint zooms in on Duke and a red laser-sight dot appears. Move the dot with the directional button and press the fire button to blow away whatever catches your eye. Release the R1 button to return to normal game play mode.

Climbing

Duke automatically goes into climbing mode when he jumps (or falls) onto ladders, monkey bars, and other climbable surfaces. The directional button move Duke around on whatever he's climbing; hold the ■ button and press the Down directional button to let go. When you get to the top, press the Up directional button to pull Duke up into a standing position.

Grabbing On

When jumping (or falling), press the ✕ button to grab onto a nearby ledge or ladder. Then press the Up directional button to climb upward or pull yourself up onto the ledge.

Water Sports

There are times when Duke needs to hit the drink. To swim on the surface of the water, just use the directional button. To dive down and swim below the surface, press the ■ button. An air meter appears whenever Duke is submerged. It counts down from 100 to 0. When it reaches 0, Duke begins to lose ego. The air meter refills whenever Duke surfaces, but any ego lost stays lost. Oxygen Tanks (See Gadgets) can refill the meter without surfacing. Duke can also receive air underwater from escaping air holes. Look for large amounts of bubbles and place Duke in the middle of the bubbles to refill air. To exit the water, manoeuvre Duke to the edge of the water and press up directional button and the ✕ button.

THE LAND THE OF BABES

The inescapable distant future...

An insidious alien race marauds Earth like a mud slide crashing over an ant hill. The decimation leaves little hope in its smouldering wake. Earth becomes a marble in an alien game of galactic conquest. All appears lost.
But the wounds still deepen...

The aliens ruthlessly kill the males, and enslave all the women. This way there can be little resistance to the aliens' incredulous plans, to hybridize them with their own alien kind, to create a new, more worthy race to control Earth.
Enter the apes...

With womankind under their control, the aliens retreat to their newly constructed space port, the Den of Sin (DOS). The DOS rapidly becomes a pleasure palace filled with slave women and mature entertainment. The station becomes the central trading hub for one of the most hotly traded commodities in the universe, the human babe. To maintain control over the withered Earth, the aliens create armies of simian hybrids to do their dirty work. The apes are in charge of everything from slave augmentation centres to ravaging the Earth's few remaining resources.

A few will always rise...

Some enslaved women escape, hiding among the ruins. As more escape, they join together for protection. They are forced to teach themselves how to survive in this new, harsh world, which means adopting military-type organisation. As their forces grow stronger, they begin to call themselves the Unified Babe Resistance (UBR). Soon, the UBR are strong enough to resist the alien garrisons through limited acts of terrorism, and reopen the Earth Defence Force Base, where there's the one thing that gives them hope: an old time machine. The Babes plan to use the machine to contact the only Earth hero to successfully defeat an alien invasion (in fact, several). But getting word of the UBR's plan to venture back in time, the aliens create a strike force headed by an ape named Silverback. His mission: wipe out the UBR.

The present...

Sitting at a table at the Bootylicious, enjoying a bit of R&R, a thick Cuban and a few babes of his own on each side, Duke Nukem is rudely interrupted...

STARTING THE GAME

New Game (Single Player)

Choose New Game to play the full game as Duke and save the Babes.

Difficulty

Single Player games have two difficulty settings. Choose from Come Get Some (normal difficulty) and Death Wish (more difficult).

Training

If you aren't sure you have what it takes to be a hero, the Training Rooms will make a man out of you. Work through the Training levels to learn everything you need to know to kick alien butt and save the Babes.

DukeMatch (Multiplayer)

Choose DukeMatch for a deathmatch against another player. You need to have a controller in Controller port 1 and Controller port 2 to play the DukeMatch. Details on two-player gameplay are given later in this manual.

Load Game

Duke Nukem: Land of the Babes games can be saved on a MEMORY CARD if it has sufficient space. The MEMORY CARD in MEMORY CARD slot 1 is checked when the game loads. If there is not enough room to save a game, you will see a warning notice. Please ensure that you have enough free blocks on your MEMORY CARD before starting a game. This game requires one free block to save. Games can be saved at the end of each completed level. All options and settings are saved with the game. You have the option of loading a game from the Main Menu and from the in-game Options Menu. Duke gets four chances per level to continue. If Duke cannot meet the challenge of a level before these chances run out, his molecular composition turns to mush and he goes back to the start of the level. Note: Duke Nukem™: Land of the Babes™ only supports MEMORY CARD slot 1.

Options

Sound

Set the volume level for music, sound effects and speech during game play. Also choose between mono and stereo output as appropriate for your speaker setup.

Controller

Each of the button-based controls can be remapped. Use the directional button to highlight the command you want to remap, then press the new button for that command. The Reset option restores the current settings. The Default resets the controls to the recommended settings.

Game Settings

Auto Aim: On/Off

Auto aim allows Duke to waste any opponent in the general direction he is looking. Turning it off requires that you take more precise aim at your target, using the directional button.

Gore: Lots/Some/None

In case your delicate sensibilities are troubled by gore, this adjusts the amount of graphic blood in the game.

Status Indicator

Turn this option off to remove the Ego and Ammo indicators from your screen.

Game Speed

Controls how fast or slow Duke and his enemies and allies move.

Vibration Function

Turn the vibration function of your Analog Controller (DUALSHOCK) on or off here.

Cheats

The cheat menu is where Duke's reputation precedes him. Cheats are unlocked when a level is completed with all the secrets found. Each level unlocks a different cheat, so play hard! Each level contains a hard-to-find quest item. If a level is completed with a quest item in inventory, the out-take cheat can be turned on and when that level is replayed you will see that even Duke makes a mistake or two in front of the camera, but never with the ladies!

DUKEMATCH

In case you are sick of rescuing Babes (yeah, right), the DukeMatch option allows two players to go at each other in a variety of settings. Each player needs to have their own controller plugged into one of the controller ports. Each player appears in a different part of the level equipped with a handgun, a throwing knife, some pipe bombs and a combat shotgun. The goal is to find and waste the other player. Weapons and ammo are scattered throughout the levels. When a player is killed, he's resurrected in a new part of the level. The match continues until the time limit or max kills is reached, or until either player chooses Quit from the Pause Menu.

Upon choosing a two-player game, the following options are presented:

Split
Choose whether you want the two playing screens to appear side by side (Split Screen Vertical), one on top of the other (Split Screen Horizontal), or split diagonally (Split Screen Diagonal).

Level
There are several specially designed levels for use in deathmatches. Choose one to suit your mood.

Time
Choose the length of time for the match from 5 to 15 minutes or Unlimited.

Kills
Choose the number of kills required to win the game from 5 to 15 kills or Unlimited.

Camera
Choose Third Person to see Duke's entire form in action, or First Person to look through the big man's own eyes. Once you've confirmed your selections for Level, Time and Kills, each player can choose their Duke's attire. Once both players confirm their "skins", hit the ⊗ button to start the DukeMatch.

SHADES OPERATING SYSTEM (S.O.S.)

The Babes have given Duke a special pair of shades that they can use to communicate with Duke when they need to. Pay attention to these messages if you want to keep Duke's mighty frame in one piece. When Duke has an incoming message press the SELECT button to receive the message. Duke can review the current level's S.O.S. messages by going into the S.O.S. via the SELECT button. The S.O.S. has three screens, the Weapons screen (showing all of Duke's current weapons and ammo), the Inventory screen (showing Duke's non-weapon inventory items), and the Communications screen (showing the current level's received messages). After pressing the SELECT button to bring up the S.O.S., use the up and down directional buttons to choose weapons, Inventory or Comm, then press the ⊗ button to enter the screen. Press the △ button to exit S.O.S.

EGO

Duke is a man with a big ego. In fact his ego is his only reason for living. Duke's ego lowers when he is shot or – even worse – when a Babe gets killed. Duke gains ego by doing damage to his enemies. NEVER let Duke's Ego hit 0, or it's all over for the big guy.





You can pause the game at any time by pressing the START button. This will bring up the Pause Screen, which tells you your objectives (in the centre of the screen), as well as how many chances to continue you have, how many secrets you've found, if you've found the quest item, and how long you've been in the current level. Objectives get checked off as Duke completes them in a level.

WEAPONS AND AMMO

As Duke travels through the levels, he will collect quite an arsenal. To select a weapon, you can use "quick select" (Hold the ◎ button and use the directional buttons) or press the SELECT button, Choose Weapons, and scroll to the weapon of your choice, then press the ⊗ button.

Most weapons have ammo requirements. Ammo is found throughout the game and is picked up automatically (if it is needed) as you run over it. Some weapons have limited clips and must be reloaded when each clip empties. This happens automatically as soon as the last round in a clip is fired. The following pages list the weapons in the game.



Throwing Knife
They're slow, but they hit their targets point-first. Duke has an unlimited supply of these sharp little devils.



Dynamite
When selected, hit the Holster Weapon button to whip one out. Then tap the Fire button to drop it at Duke's feet, or hold and release the Fire button to chuck it way far. If you forget to throw it, it'll explode in your hand. Duke can hold 20 sticks.




Handgun
Duke's golden hand cannon has a special place in the big guy's heart. It's one of the weaker weapons in Duke's arsenal, but still handy and effective. Holds 200 rounds.




Laser Blaster
Your basic laser gun, the Laser Blaster fires pulses of intense, burning light. Holds 150 rounds.




Combat Shotgun
This rapid-reload pump-action ventilator packs a serious wallop. Effective at close and medium range. Holds 75 rounds.




Laser Gatling Gun
A REAL man's laser gun. Fires bigger laser pulses at a faster rate than the Laser Blaster. Holds 150 rounds.




Flame Thrower
Good for when you have enemies you want to throw flame on. It has a short range, but is very powerful. Holds 200 rounds.




Incendiary RPG
A double-barrelled, shoulder-mounted incendiary missile launcher. Great for blowing up big things. Holds 8 missiles.




Grenade Launcher
Ejects one grenade at a time in a graceful arc. The grenades bounce like golf balls for a couple seconds, then explode like ... grenades. Holds 20 grenades.




Shrinker
Size matters. Hit your enemies with this weapon and they get very, very small. And Duke ain't afraid of no tiny enemies! Holds 30 rounds.



Pipe Bomb
Throw one with the Fire button (Tap for a very short toss, hold and release for more distance). Once it's thrown, press the Fire button again to detonate it. Duke can hold 15 pipe bombs.




Torpedo Launcher
A portable version of the business end of a submarine. This weapon is specially designed for underwater combat. Holds 30 torpedo's.




Energy Weapon
Generates thick bands of raw energy that ignite their target from the inside out. Holds 200 rounds.




Mini Laser Gatling Gun
This weapon is more powerful than the Laser Blaster, but has a slightly slower rate of fire than the full-size Laser Gatling Gun. Holds 100 rounds.




Freezer
One shot temporarily freezes your target in its tracks; then Duke can run through the frozen enemy to shatter 'em. Holds 50 rounds.




Stealth Generator
Shoot Babes with this device to automatically return them to safety. But be careful; if you hit an enemy with the Stealth Generator, they'll become almost completely invisible and continue attacking! Holds 150 rounds.



Sniper Rifle
Eliminate your enemies with surgical precision. Use the R1 button to zoom in with the scope. If you're good enough, you can help Duke get some head shots! There's no ammo for the sniper rifle, but you can reload by picking up another rifle. Holds 50 rounds.

POWERUPS AND GADGETS

Numerous interesting items can be collected and stored in inventory. Some are one-use items. Others may be used repeatedly as needed. "Limited" use items will display a countdown timer on the display

Ego Boosters

These restore Ego. The Ego Boost and Large Ego Boost work as soon as you pick them up. Duke's Biography can be held onto and used from your inventory.



Ego Boost - 30 Ego Points
Works instantly



Large Ego Boost - 50 Ego Points
Works instantly



Duke's Bio - 100 Ego Points
Must be selected from inventory to increase Ego.

Gadgets



Jetpack
Fly around like a nasty little bird with lots of guns. The flame trail makes a nice substitute flamethrower. too. Press and hold the Jump button to fly.



Bullet Proof Vest
Gives you limited protection from gunfire as soon as you pick it up. It'll keep protecting you until it's destroyed.



Night Vision Goggles
Provides limited-duration night vision.



Biomask
Protects Duke from inhaling harmful toxic fumes for a short time.



Air Tank
Lets Duke breathe underwater.

INVENTORY ITEMS

Some items will help Duke advance to a new part of a level. These are called Inventory Items. Some puzzles in the game require Duke to have multiple Inventory Items in his inventory to advance. These items are specific to certain levels and do not carry over from level to level.

FUTURE INVADING SCUM

(Some of them, anyway. You want surprises, right?!)







Gorilla Trooper, Orangutan Trooper, Baboon Trooper
Mutant apes led by Silverback. They are the standard shock troops for the aliens.



Vermen
Human/Rat hybrids - with all of the worst traits of each.



Pig Cop
The ubiquitous swine are back - bigger and meaner than ever.



Sharks
Mutated sharks with super speed and one mean bite.



Ratlings
These annoying beasts like to eat and run!



Feral Pigs
Pig Cops gone back to nature. Bigger and meaner than their already nasty cousins.



Necrobrain
A flying, cybernetically enhanced Octabrain with vicious claw and psychic attacks.



Hoglodytes
Primitive cave dwelling pig cop descendants. They fear light.



Sulfur Bats
Giant loogie-hocking bats. Don't let 'em spit on Duke!



Alien Troopers
Little is known about these aliens, but they have lots of toys!

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Wisconsin Death Trip



Featuring: Push It • Love Dump • Bled For Days

Music used in Duke Nukem™ Land of the Babes™

From the debut album
Wisconsin Death Trip

Also available **Push-It** maxi single

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- **Nederland** 0495 574 817
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- **New Zealand** (09) 415 2447
  Please call these Customer Service Numbers only for PlayStation Hardware Support.
- **Norge** 2336 6600
- **Portugal** (01) 318 7450
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- **España** 902 102 102
  Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.
- **Sverige** 08-587 610 00
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- **Schweiz/Suisse** 0900 55 20 55 Ein Anruf kostet Fr. 1. -/min.
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