
PlayStation
NTSC U/C
PlayStation
MATURE
M
CONTENT RATED BY ESRB
SLUS-00583
04-15667
DUKE NUKEM™
TIME TO KILL™
Developed by
3D SPACE™
Licensed by
3D REALMS
GT Interactive Software

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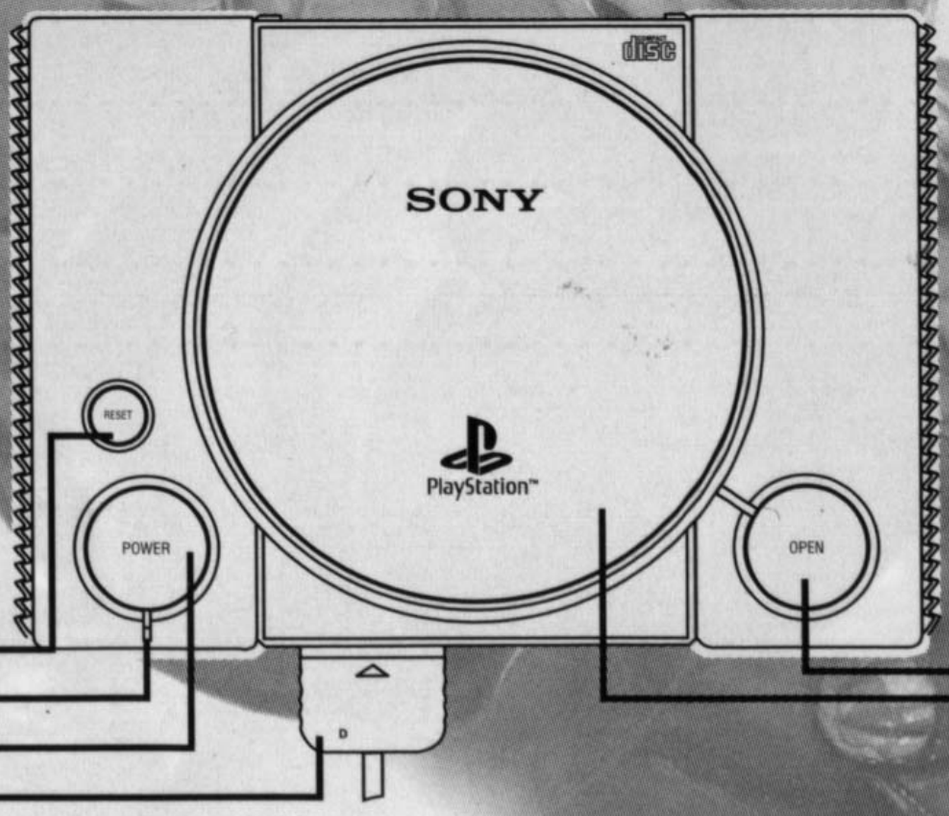
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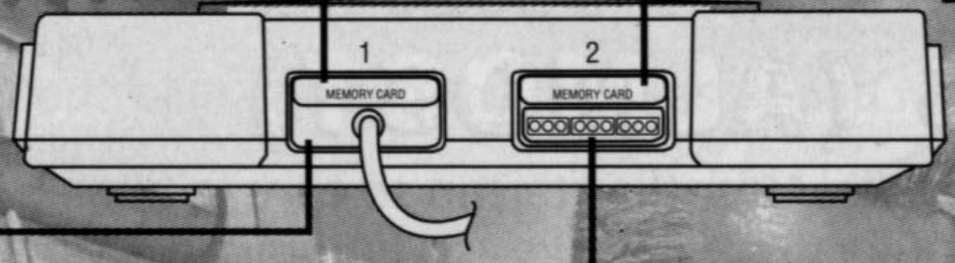
GETTING STARTED

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 compact disc.
3. Insert the Duke Nukem: Time To Kill™ 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.
5. Make sure there are enough free blocks on your Memory card before commencing play.
6. It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on.

TOP VIEW

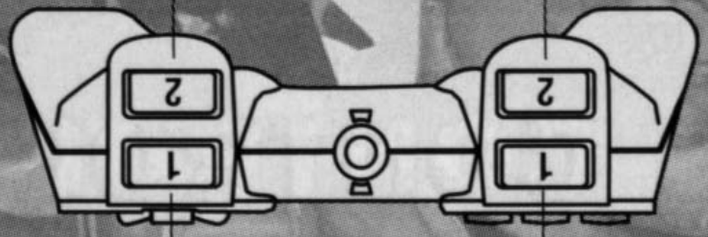


FRONT VIEW



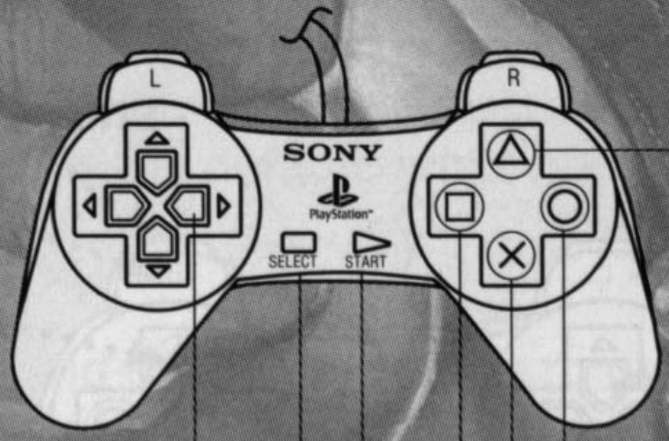
MEMORY CARD SLOT 1
MEMORY CARD SLOT 2
CONTROLLER PORT 1
CONTROLLER PORT 2

Front View



L2 BUTTON
R2 BUTTON
L1 BUTTON
R1 BUTTON

Top View



DIRECTIONAL BUTTON
SELECT BUTTON
START BUTTON
△ BUTTON
○ BUTTON
✕ BUTTON
□ BUTTON

SHOOT ANYTHING THAT MOVES (ALMOST)

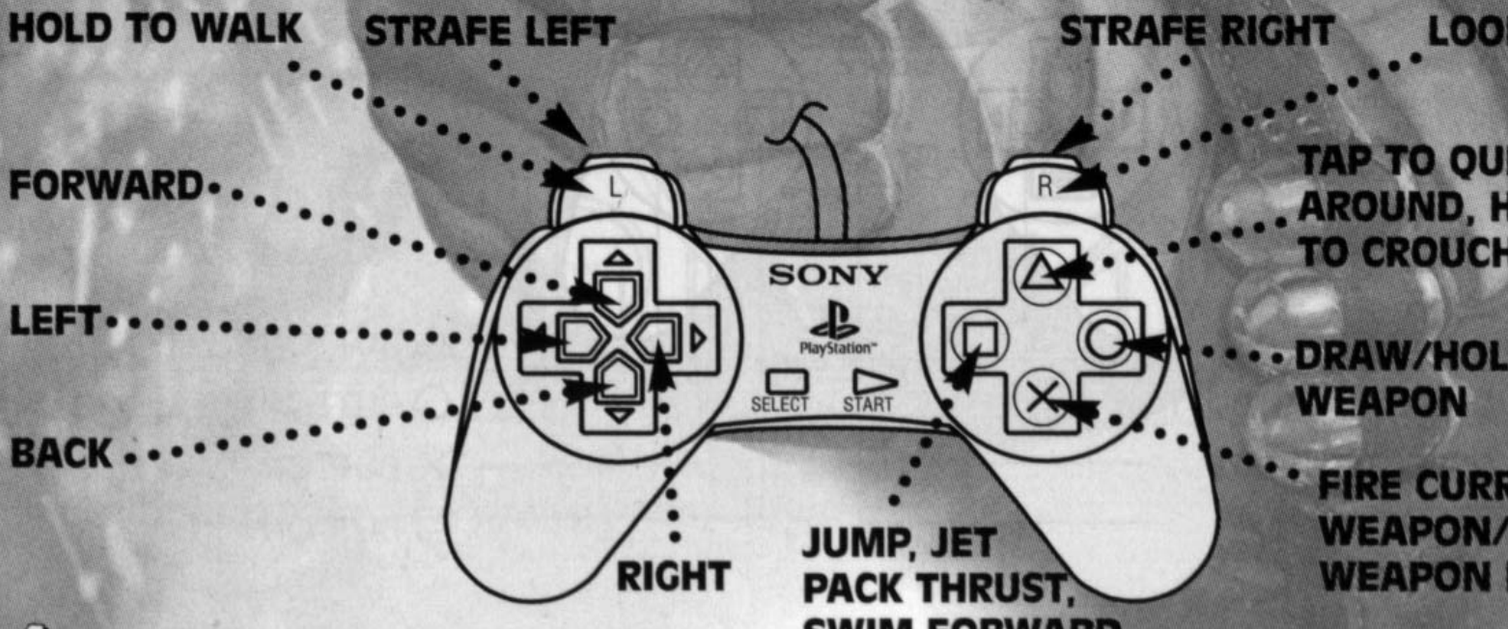
1. Turn on your console. After the startup screens, a bitchin introductory movie will play. Duke thinks it kicks ass, but if you're some sort of wuss who doesn't like blood, just press Start to skip it.
2. Press Start again to go to the Game Setup Screen. Keep pressing start until the game STARTS – understand?
3. Keep moving and kill anything that moves that doesn't look like it might show you a good time.

KEEPING CONTROL

General Controls

You can use either the digital or Analog Controller to wreak vengeance on the alien scum. The default controls are shown below.

DEFAULT CONTROL MAPPING



The only difference between the digital and analog controls is that the Analog Controller gives you much finer control of Duke's spectacular physique using the left joystick instead of the directional buttons. When using the Analog Controller, moving the stick faster and farther causes Duke to move more quickly as well.

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 is a special little trick you should know about. If you press and hold the R1 button, you will drop into lookmode. In this mode, the viewpoint closes in to Duke and a laser aiming dot appears. Move the dot with the direction buttons or left stick and press the fire button to blow away any body part of your choice. Release the R1 button to drop back to normal game play mode.

CLIMBING

To climb a ladder, pull yourself onto a ledge or to climb out of the water, press the Action button (X is the default) while pressing upward at a climbable surface or object.

GRABBING ON

When jumping, press Up and the Action button to grab on and pull yourself up on a ledge or ladder.

WATER SPORTS

There are times when Duke needs to hit the drink. To swim on the surface of the water, just use the direction buttons. To dive and swim below the surface, press the □ button. An air meter will appear whenever Duke

is submerged. It counts down from 100 to 0. When it reaches 0, Duke begins to lose health. The air meter refills whenever Duke surfaces, but any health lost stays lost. To exit the water, maneuver Duke to the edge of the water and press up and the Action button.

SPECIAL CONTROLS

Certain inventory items and weapons require special controls. These are detailed in the Weapons and Gadgets sections of the manual.

TIME TO KILL

It's like this: Duke was celebrating his recent victory over the scum-sucking alien pigs (and lizards, and brains, etc...) with a few brews and babes at the Club Bootylicious when all of a sudden, out of nowhere, a bunch of pig cops came busting in. He took care of them and headed for his 1968 custom hog, when it changed in a flash of light into a pink prowler girly bike – with tassels! Well, you can screw with the Duke, but those alien bastards are gonna pay for messin' up his ride!

Duke, being a pretty bright guy for a mean son of a bitch, figured it out right away. The aliens were trying to take over the world before Duke was around to stop them. They were messing up history and REALLY pissing him off. Duke draws his gun and heads out to find the alien time gate in the Modern World. This time he's kicking ass and taking names and he's not gonna stop until he gets his world back the way he likes it... bikes, babes, brews, and all.

Once Duke finds and activates the time Portal, he will find himself transported back and forth across time to the various lands and eras targeted by the aliens. The primary areas of attack are Ancient Rome, Medieval Europe, the Old West, and Duke's home base in New L.A.

ADJUSTING YOURSELF

1 PLAYER/2 PLAYER

Choose 1 Player to play the full game as Duke takes on the alien hordes. Choose 2 Player to take part in a death match against another player. You need to have a controller in each controller port to play the two-player match. Details on two-player games are given later on.

DIFFICULTY

1 Player games have difficulty settings. Choose from Wussy, Get Some, Let's Go, or Death Wish.

SAVING AND LOADING GAMES

Duke Nukem: Time to Kill games can be saved on a Memory Card if it has at least one free block. The Memory Card in Memory card slot one is checked when the disc loads. If there is not enough room to save a game, you will see a warning notice. 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 startup menu and from the in-game options menu.

During play, Duke will occasionally pass Time Rifts created by the aliens. These are called Reentry Points. If Duke dies, he will automatically make a trans-dimensional shift to the last reentry point he passed. He can CONTINUE in this way several times before his molecular composition is reduced to mush and it's GAME OVER. Saved games record the number of remaining continues.

Game Setup Options

SOUND

Set the volume level for music, sound effects and Dukisms 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. Scroll the highlight up or down to the command you want to remap and press the new button for that item. Reset restores the current settings. 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 a more precise lineup on the target.
- Gore: Lots/Some/None
  In case your delicate sensibilities are troubled by gore, this adjusts the amount of graphic blood in the game.
- Game Speed
  Controls how fast Duke moves at his top speed.

In-Game Options

Pressing the Start Button during game play brings up the same options menu that is available from the Game Setup menu. All the options available form the in-game menu with the addition of Quit Game.

SELF ABUSE – TWO PLAYER MAYHEM

In case you are sick of killing aliens, the two-player matches allow two Dukes 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 will appear in a different part of the level equipped with a Desert Eagle. The goal is to find and waste the other player. Weapons and ammo will be found throughout the levels – Duke particularly likes the Gatling Gun. The player who gets killed is resurrected in a new part of the level. The match continues until the time or kills level is reached or until the players choose Quit Game from the Options Menu.

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

Screen Split Vertical/Horizontal

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

Level

There are 6 specially designed area levels for use in death matches. Choose one to suit your mood.

Time

Choose the length in time for the match from 5, 10, 15 minutes or unlimited.

Kills

Choose the number of kills required to win the game from 5, 10, 15 kills or unlimited.

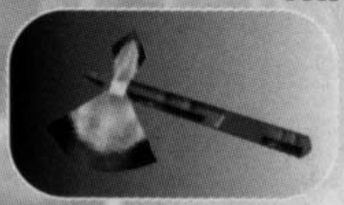
WEAPONS

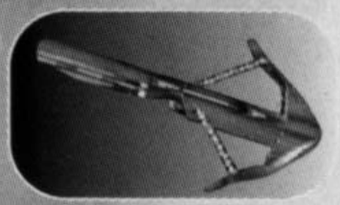
As Duke travels through the levels, he will collect quite an arsenal. To select a weapon, press the Select button and scroll to the weapon of your choice then press the X button. Most weapons have ammo requirements. Ammo is found throughout the game and is picked up automatically if it is needed as you pass over it. Some weapons have limited clips and must reload when empty. This is done automatically as soon as the last round is fired.

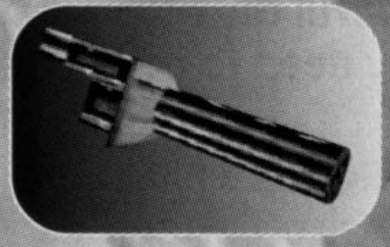
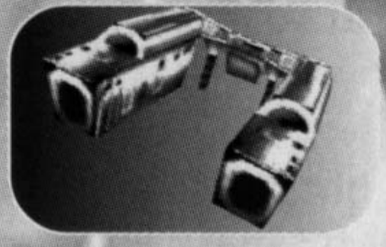
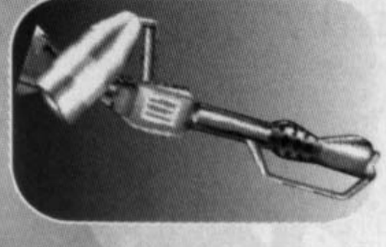
NAME	CONTROLS	DESCRIPTION
Mighty Boot	Press Attack Button	A powerful kick from Duke's Mighty Boot; guns are better.
Throwing Knife	Press Attack Button	A precisely thrown razor-sharp bowie knife.
Throwing Axe	Press Attack Button	A precisely thrown Viking style hand axe.
Crossbow	Press Attack Button	A rapid-fire medieval crossbow firing deadly steel bolts.

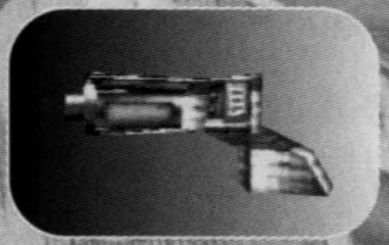
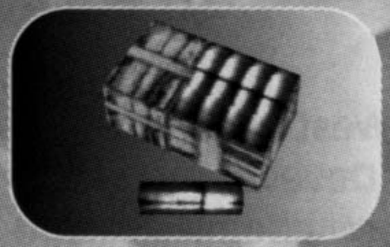
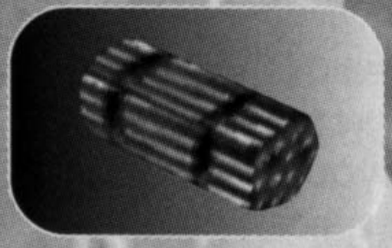
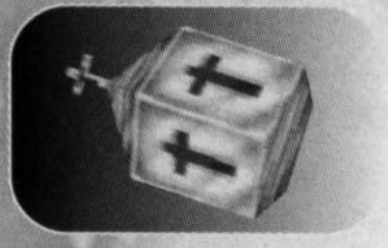






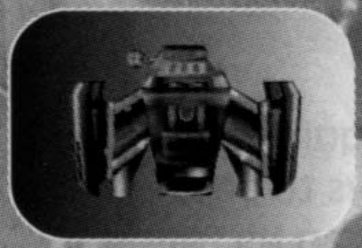
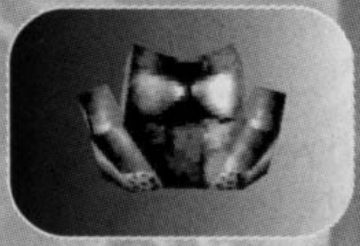


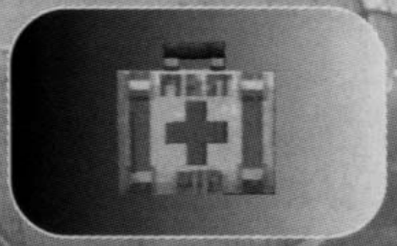
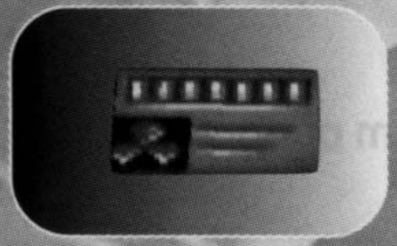
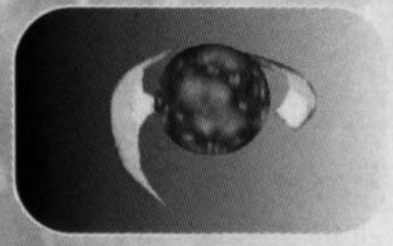
Desert Eagle 	Press Attack Button	Duke's trusty standby hand cannon. Never leave home without it.
Combat Shotgun 	Press Attack Button to Fire	A drum-feed large gauge riot gun loaded with teflon coated buckshot.
Buffalo Rifle 	Press Attack Button to Fire	The classic long rifle of the Old West. Powerful and accurate single shot action.
Gatling Gun 	Press Attack Button to Fire a Burst, Press and Hold for Autofire	Sort of an Old West version of the Chain Gun. Devastating rapid fire goes through enemies faster than cheerleaders through kneepads.
RPG 	Press Attack Button to Fire	Rocket Propelled Grenade... also known as a rocket launcher. Very nice if you like your enemies in small, portable pieces.
Flame Thrower 	Press and Hold Attack Button to Fire	Time for a Pig Roast! Just don't get too close to your target – or a wall unless you want a serious charcoal tan.

Energy Weapon 	Press Attack Button to Fire	An alien life-sucking, body-exploding toy with great range.
Freezer 	Press Attack Button to Fire, Collide with frozen target to shatter it into dozens of corpse-cicles	Fires balls of freezing energy which carom off the walls until they hit a target. The target freezes; you shatter it; it dies. Watch out for rebounds.
Pipe Bomb 	Press Attack Button to throw bomb – hold for longer throw. Press again to trigger from any distance.	A powerful explosive device great for mincing multiple enemies or blowing open doors and barriers. Just remember that the more powerful the bomb, the further you need to be able to throw.
Dynamite 	Press Attack Button to throw – hold for longer throw.	Similar to the pipe bomb in effect, but it goes off after a set time, so you need to make sure it doesn't end up at your feet when it blows.
Holy Hand Grenade 	Press Attack Button to throw – hold for longer throw.	Like Dynamite, but VERY powerful. Great for massive destruction and bunny killing. Homes in on nearby enemies.

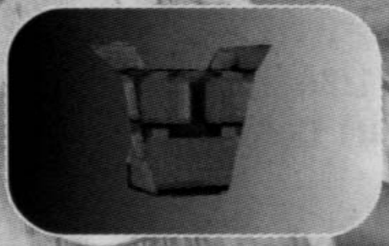
GADGETS

Numerous interesting items can be collected and stored in inventory. Some, such as medkits, are one use items. Others such as the goggles may be use repeatedly as needed. 'Limited use items will display a countdown timer on the display

NAME	CONTROLS	ACTION
Jet Pack 	Press and hold Jump button to fire jets.	Fly around like a pretty little bird with lots of guns. The flame trail makes a nice substitute flame thrower, too.
Bio Mask 	Select from Inventory to wear it, Select again to remove it.	Protection from poison gas.
Goggles 	Select from Inventory to activate them. Select again to remove them..	Use thermal imaging to see in dark areas.

Steroids 	Select from Inventory to activate.	Add speed, strength, and a great adrenaline rush to boot.
Medkit 	Activate it to use it up.	Restores health – these come in small and large.
Keys 	Walk up to the security panel, lock, etc... and press the action button.	Certain areas require access cards and or keys to pass through. These can be found on enemy corpses or just hidden in the worlds.
Crystals 	Press the action button next to a crystal receptacle.	Time Portals require special crystals to activate them.
Atomic Health 	Walk over it.	Gives a huge boost to health. Allows health to exceed 100%.

Armor	**Walk over it**	**Adds an extra layer of protection for that stay fresh feeling under fire.**
Ammo	**Walk over it.**	**Adds to ammo for specific weapons up to the maximum allowed.**

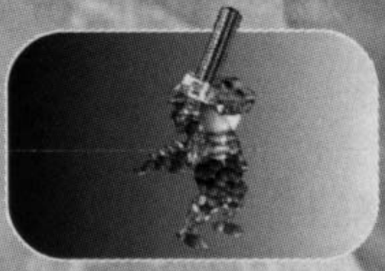




ALIEN SCUM



Drak: The basic Alien Grunt. Tough and reptilian with swift reflexes, they are useful for soaking up fire and tying up enemy troops. They are armed with a plasma pistol. They often patrol areas seized by the invaders from space.



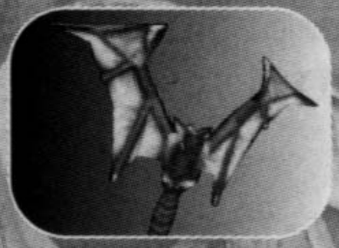
Heavy Drak: The Firepower behind the Aliens. Like their smaller cousins the Draks, the Heavy Draks are swift and fearless, but they are both larger and meaner. Armed with the Gatling Rifle, they are used to destroy heavily defended targets and to support Drak assaults.



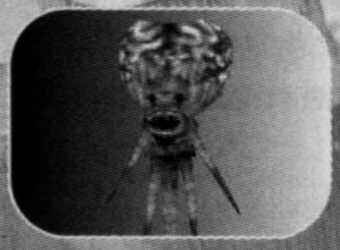
PigCop: Mutated human police forces used by the Alien invaders to dominate the human populous in an invasion zone. These piggish adversaries are both tough and dangerous, armed with the short ranged, but deadly shotgun.



Bat: Flying rats that swoop, screech, flap, and generally annoy Duke with their presence. Watch out for them in their normal habitats.



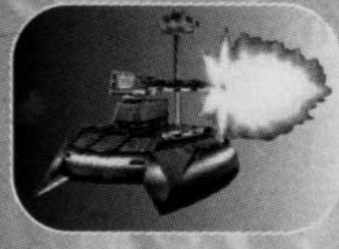
Hellwing: Bat like predators, these large flapping monstrosities belch sulfurous fireballs at any intruders within their territory. The Aliens use them as useful watchdogs to warn them of encroachments in their territory.



Necrobrain: Greater servants of the Alien Warlords, the Necrobrains are living computers. Through their super-science they can project balls of mental energy as a weapon. Twisted and evil they delight in the suffering of other "lesser races". They view humans as the perfect host for their parasitic larvae.



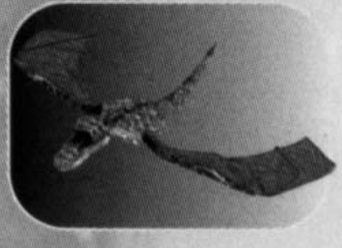
Larval Necrobrain: Not all babies are cute. Most often found in the company of NECROBRAIN their adult counterparts, the larval form of the Necrobrain is generally more aggressive in nature. Not powerful enough to fire discrete bursts of energy, they instead envelop themselves in a deadly plasma field.



Robots: The aliens have created a variety of robots to defend colonized areas. Armed with proximity mines, autocannons, or missile launchers, they are tough and relentless.



Reaper: This Boss is a Mechanized terror that has lead the first Alien force into the old west. While it rumbles around on it's massive treads, it will shower any unlucky souls in range with a hail of Cannon shells from it's weapon arm. Armed with terrifying weapons and armored in layered Durasteel, the Reaper is a fearsome enemy.



Dragon: With a massive wingspan and fiery breath, this ancientcreature was the perfect choice for crushing all that would oppose alien domination in the medieval era.



Moloch: The greatest of all Drak warriors, Moloch is a massive Dinosaur like foe bent on subjugating the medieval era of Earth. Towering an incredible eighteen feet high with advanced machines and weapons melded to it's rippling, scaly muscle, Moloch rules the Draks with an iron fist.

CHALLENGE STAGES

In the single player game, you occasionally will have an opportunity to earn a super-charged weapon. If you find a special power-up it means that you will be going to a Challenge Stage once you successfully complete the current level. Once there, you are given a limited amount of time to kill all the enemies and then exit. You will use the bonus weapon itself in the level, and if you are successful, this super weapon will replace one of the standard issue weapons for the rest of the game.

SECRETS

There might just be secret areas filled with great stuff if you can find them. The number of secret areas (if there are any – there might not be... it's a secret) you found will be displayed at the end of the level.

CREDITS

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Opening theme song, "The Thing I Hate", performed by Stabbing Westward, from the album, Duke Nukem™ - "Music To Score By". ©1998 RED Interactive, a division of RED Distribution, Inc. 1998 Sony Music Entertainment, Inc. Spok Stabbing Westward appears courtesy of Columbia Records.

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Thanks for their patience	Irina, Tina, Cheryl, Lisa, Clay and Michelle

