PlayStation®

NTSC U/C

PlayStation®

# DUKE NUKEM™ TIME TO KILL™

Developed by n SPACE™

Licensed by 3D Realms®

GT Interactive Software

MATURE M CONTENT RATED BY ESRB

SLUS-00583
04-15667

# WARNING READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to owners of projection televisions:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Handling your PlayStation® Disc

- This compact disc is intended for use with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

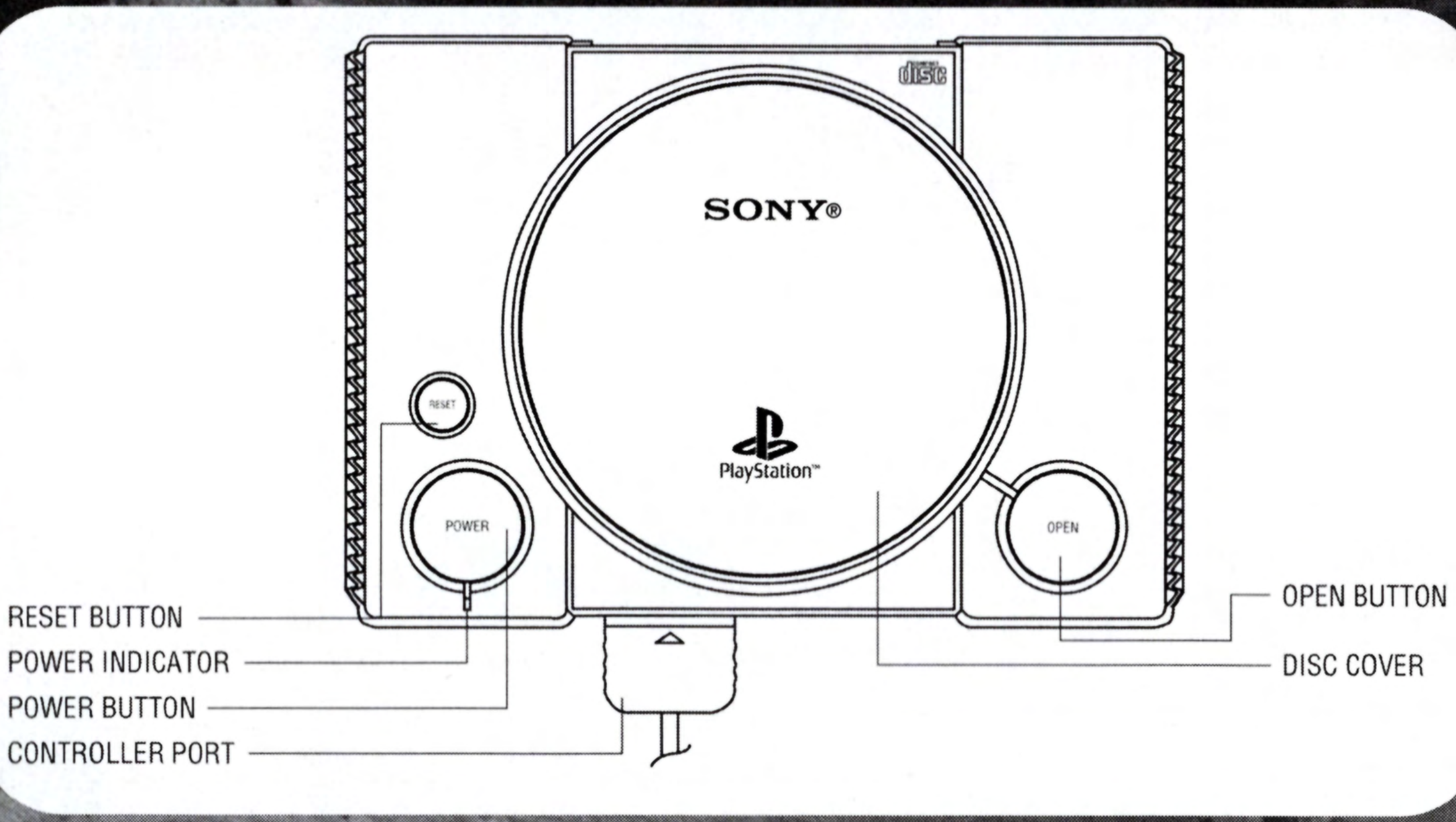
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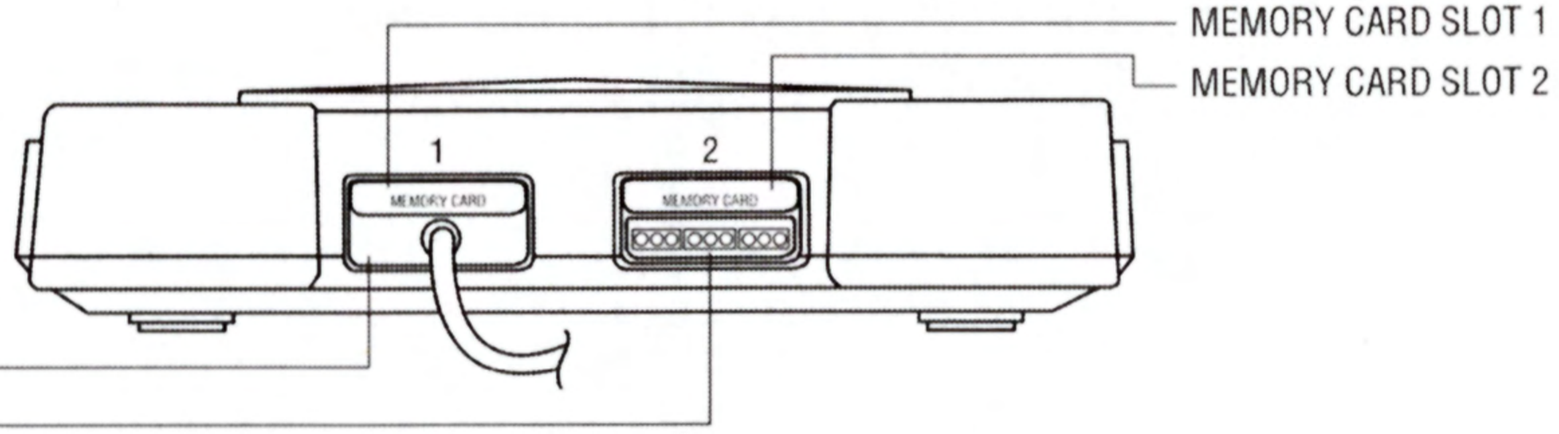
# GETTING STARTED

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.

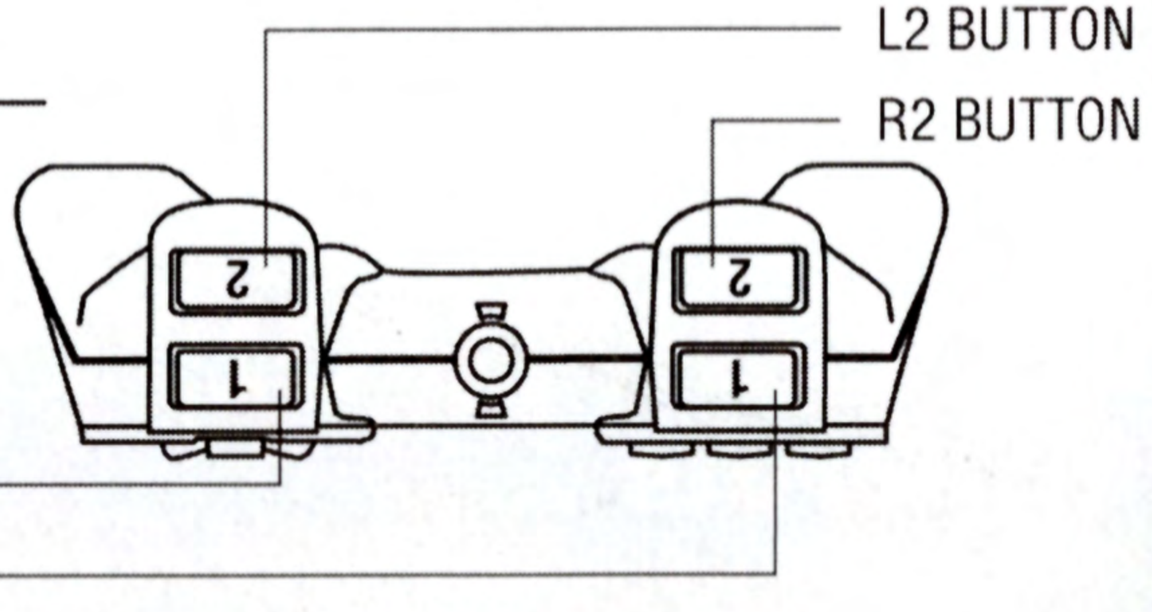
Follow on-screen instructions to start a game.



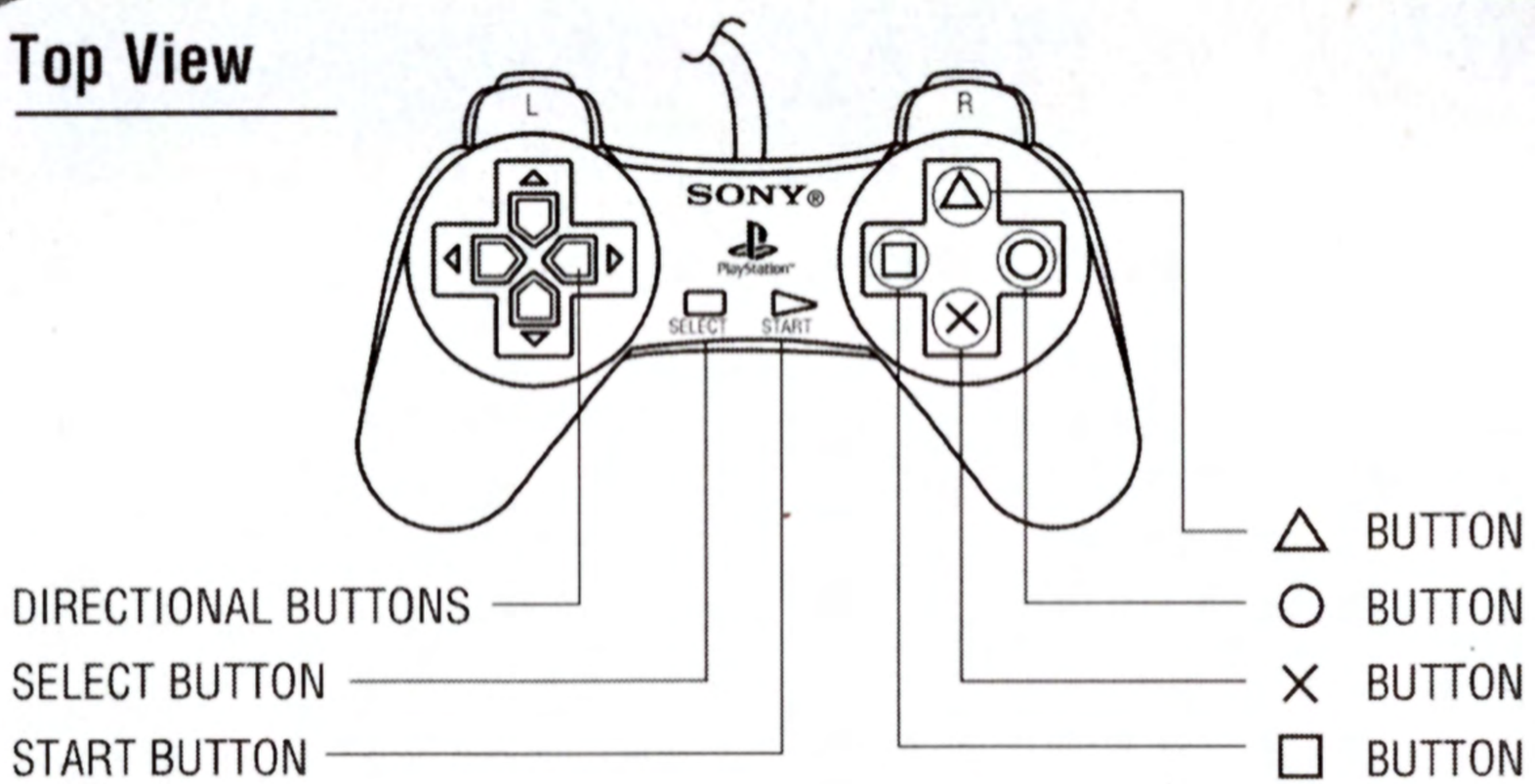
## Front View




## Front View




## Top View



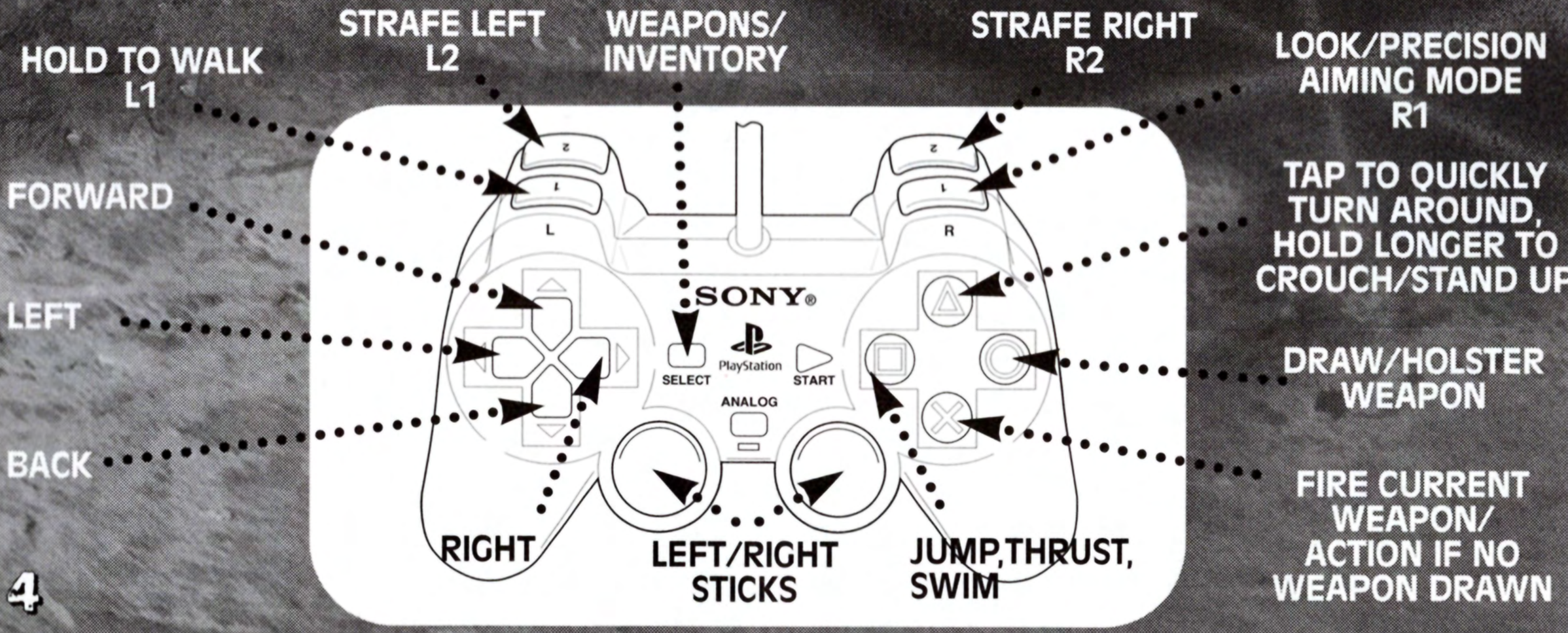
# SHOOT ANYTHING THAT MOVES (ALMOST)

1. Turn on your PlayStation®. After the startup screens, a bitching 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 give you a good time.

# KEEPING CONTROL

## General Controls

You can use either the standard or analog PlayStation® controller to wreak vengeance on the alien scum. The default controls are shown below.



## DEFAULT CONTROL MAPPING

The only difference between the standard and analog controls is that the Analog Controller gives you much finer control of Duke's spectacular physique using the left stick instead of the directional button. As is the case with any analog device, 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.

## WEAPONS

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 Precision Aiming Mode. In this mode, the viewpoint closes in to Duke and a laser aiming dot appears. Move the dot with the directional button 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. You will notice that the viewing system makes objects and Duke himself turn translucent and/or transparent when they would otherwise impair your view. Do not panic, this is supposed to happen. Once you get used to it, it makes targeting and getting around much easier.

## WEAPON SELECT

To change weapons in-game, hold the O button and press left or right on your pad. This will allow Duke to cycle through his available weaponry.

## CLIMBING

To climb a ladder, 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 (X) 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 controls. 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 girly bike! Well, you can mess with the Duke, but you DON'T mess with 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 drew his gun and headed out to find the alien time gate in the Modern World. He knew that this time, it was all or nothing if he wanted to save the world's past and get his bike back.

This time he's kicking ass and taking names and he is 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

## Game Setup Options

### 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 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.

### 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.

## In-Game Options

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

## LOAD GAMES

Duke Nukem™: Time to Kill™ games can be saved on a Memory Card if it has at least one block free. The Memory Card in 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. 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 is able to 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. If you don't want to use a continue, load your saved game to replay the level. Alternatively, you can 'restart,' which gives you default weapons and health.

## 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.

# 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 (Vertical Split Screen) or one on top of the other (Horizontal Split Screen).

### Levels

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

### Time

Choose the length for the match from 5 to 15 minutes or unlimited.

### Kills

Choose the number of kills required to win the match from 5 to 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. |



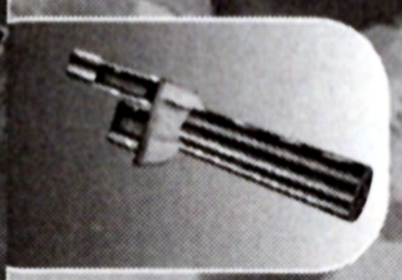
**COMBAT SHOTGUN** Press Attack Button to Fire

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.



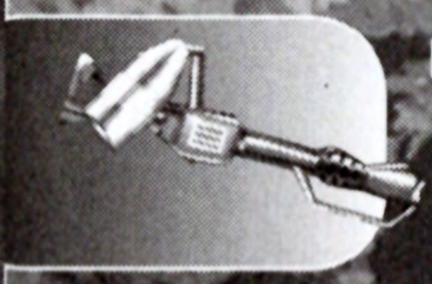
**GATLING GUN** Press Attack Button to Fire, Press and Hold for Autofire

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.



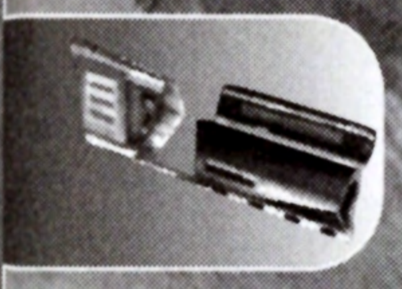
**FLAME THROWER** Press and Hold to Fire

Time for a Pig Roast! Just don't get too close to your target – or a wall – unless you want a serious charcoal tan.



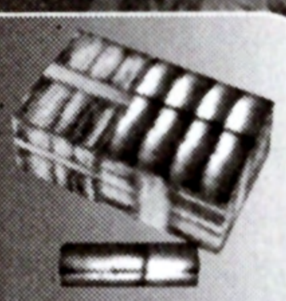
**ENERGY WEAPON** Press Attack Button to Fire

An alien life-sucking, body-exploding toy with great range.



**FREEZER** Press Attack Button, then collide with frozen target to shatter it into dozens of corpsecicles.

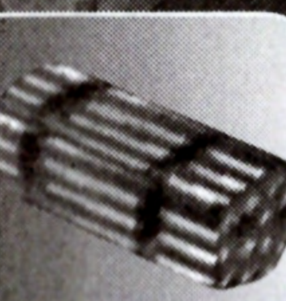
Fires balls of freezing energy which careen until they hit a target. The target freezes, you shatter it, it dies. Watch out for rebounds.



**PIPE BOMB**

Press Attack Button to throw or Press and 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.

YOU KNOW HOW TO PLAY.

NOW LEARN HOW TO KICK BUTT!

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# GADGETS

Numerous interesting items can be collected and stored in inventory. Some, such as medkits, are one-use items. Others (like the goggles) may be used 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 it. 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.

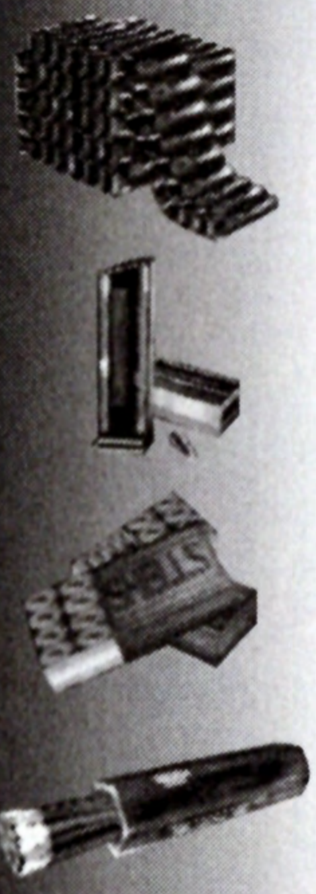
Gives a huge boost to health. Allows health to exceed 100%.



**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.

# THE OPPOSITION

## 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 into their territory. The Aliens use them as watchdogs to warn them of invaders.



**NECRO**

Greater servants of the Alien Warlords, the Necro 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 perfect hosts for their parasitic larvae.



**LARVAL NECRO**

Not all babies are cute. Most often found in the company of their adult counterparts, the larval form of the Necro 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 led the first Alien force into the old west. While it rumbles around on its massive treads, it will shower any unlucky souls in range with a hail of cannon shells from its weapon arm. Loaded with terrifying weapons and armored in layered Durasteel, the Reaper is a fearsome enemy.



**DRAGON**

With a massive wingspan and fiery breath, this ancient creature 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 Roman era of Earth. Towering an incredible eighteen feet high with advanced machines and weapons melded to its rippling, scaly muscle, Moloch rules the Draks with an iron fist.

# CHALLENGE STAGES

Occasionally in the single player game, you will have the opportunity to earn a super-charged weapon. After finding one of these special power-ups and successfully completing the current level, you will enter a Challenge Stage. There you'll have a limited amount of time to kill all the enemies and then exit. You will use the bonus weapon itself in the Challenge Stage, 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. Secret areas may also contain secret power-ups that enhance Duke's awesome abilities. But then again...

# 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 **FTP** (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, our **Hints/Cheat Codes** area where you can pick up some tips, 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.

## WWW.3DREALMS.COM

Check out the 3D Realms website everyday for news updates reguarding Duke Nukem's current and future games, as well as action figures and other cool Duke products.

## HELP VIA TELEPHONE/FAX OR MAIL IN THE UNITED STATES & CANADA

For phone assistance, call GT Interactive Software's **Tech Support at 425-398-3074**. We have an **Interactive Voice Response** and **Faxback system** that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 10:00 AM until 10:00 PM (EST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians including system make and model; RAM; video and sound card data and drivers; and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly. You may also fax in your Technical Support questions or problems to: 425-806-0480 or write in to the address below.

Product Return Procedures In The United States & Canada

In the event our technicians at **425-398-3074** determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number supplied to you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

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Suite # B101, Box180
Woodinville, WA 98072-9965
Attn: TS/CS
RMA#: (include your RMA# here)

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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.**

If your product information contains Technical Support phone numbers for Europe, you must contact those phone numbers and abide by their warranty policies.

# TECHNICAL SUPPORT (EUROPE)

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**Technical Assistance:** English speaking customers call **01923 209145**

**Assistance Technique:** Remarque: Notre service de soutien technique se trouve en Angleterre. Clients francophones appelez le **00 44 1923 209148**

**Technischer Kundendienst:** Beachten Sie bitte dass sich unser technischer Kundendienst in England befindet. Den deutschsprachigen Kundendienst erreichen Sie unter folgender Nummer: **00 44 1923 209151**

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| Huge Thanks For Creating Duke & Tossing Us The Keys | George Broussard, Scott Miller and the Rest of the 3D Realms crew |
| Another Huge Thanks For Asking "What would you do if you could do anything with the Duke license?" | Ron Chaimowitz |
| Extra Special Thanks | Clyde G, Bob J, Chirs G & Stew K for trusting the third time would be the charm |
| Thanks for their patience | Trina, Tina, Cheryl, Lisa, Clay and Michelle |
| Single Trac's Rogue Trip Demo Movie | Argonaut 3D Graphics, Inc.<br>Benjamin Harris, Matthew Harrison, Steve Argyle |

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**Special Thanks**

George Broussard, Scott Miller, Holly Newman, Jamal Jennings, Richard Davis, Sarah Anderson, Greg Williams, Alan 'the Bear' Behr, Mary Gerardi, Jason Schreiber, Chris "Jehu" Ziliotto, Max Taylor, Mike Ryder, Hey Kyu Sincock, Todd Steckbeck, Kathy Butters, the folks at RDA, Rick Raymo, Dan Harnett, Antoinette Douglas-Hall.

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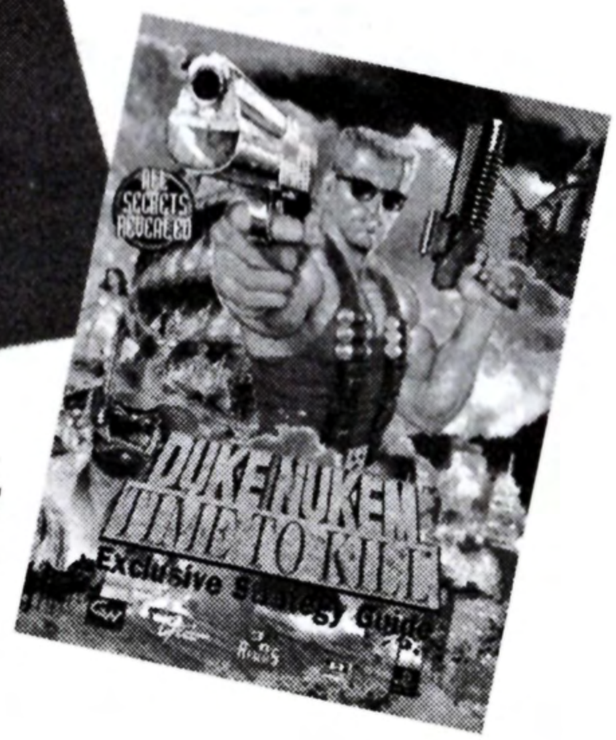
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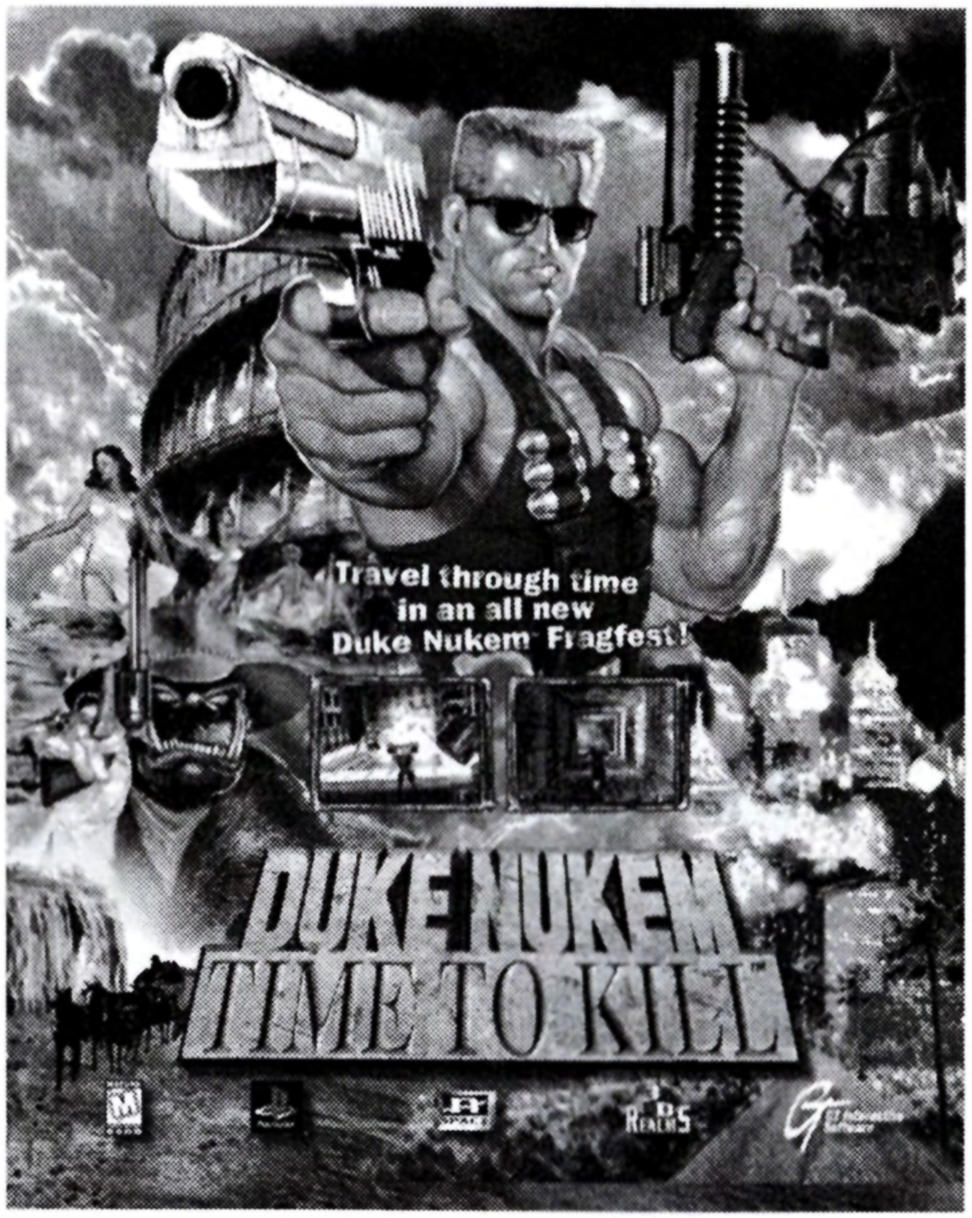



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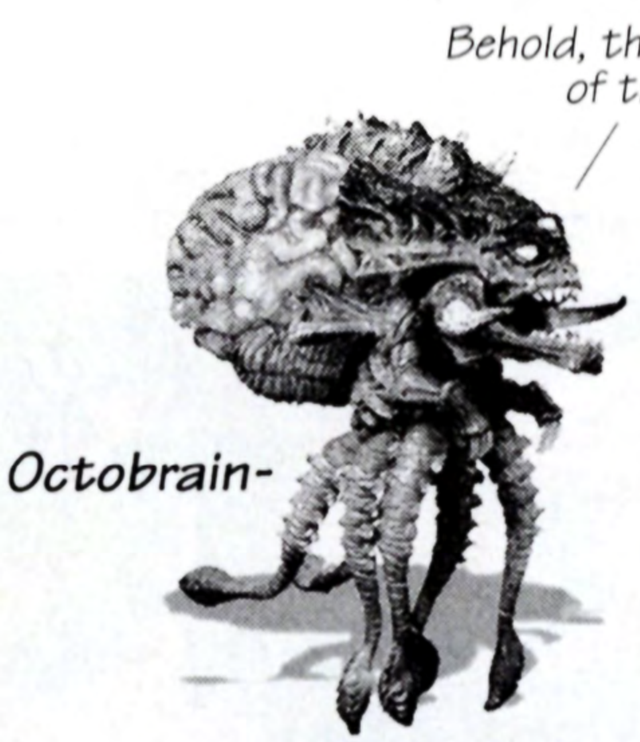
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