PlayStation

NTSC U/C

PlayStation

MATURE

M

AGES 17+

SLUS-00355
04-50011JCB

DUKE NUKEM™

TOTAL MELTDOWN

Original by

3D REALMS

GT Interactive Software

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 PlayStation™ game console.· Do not bend it, crush it or submerge it in liquids.· Do not leave it in direct sunlight or near 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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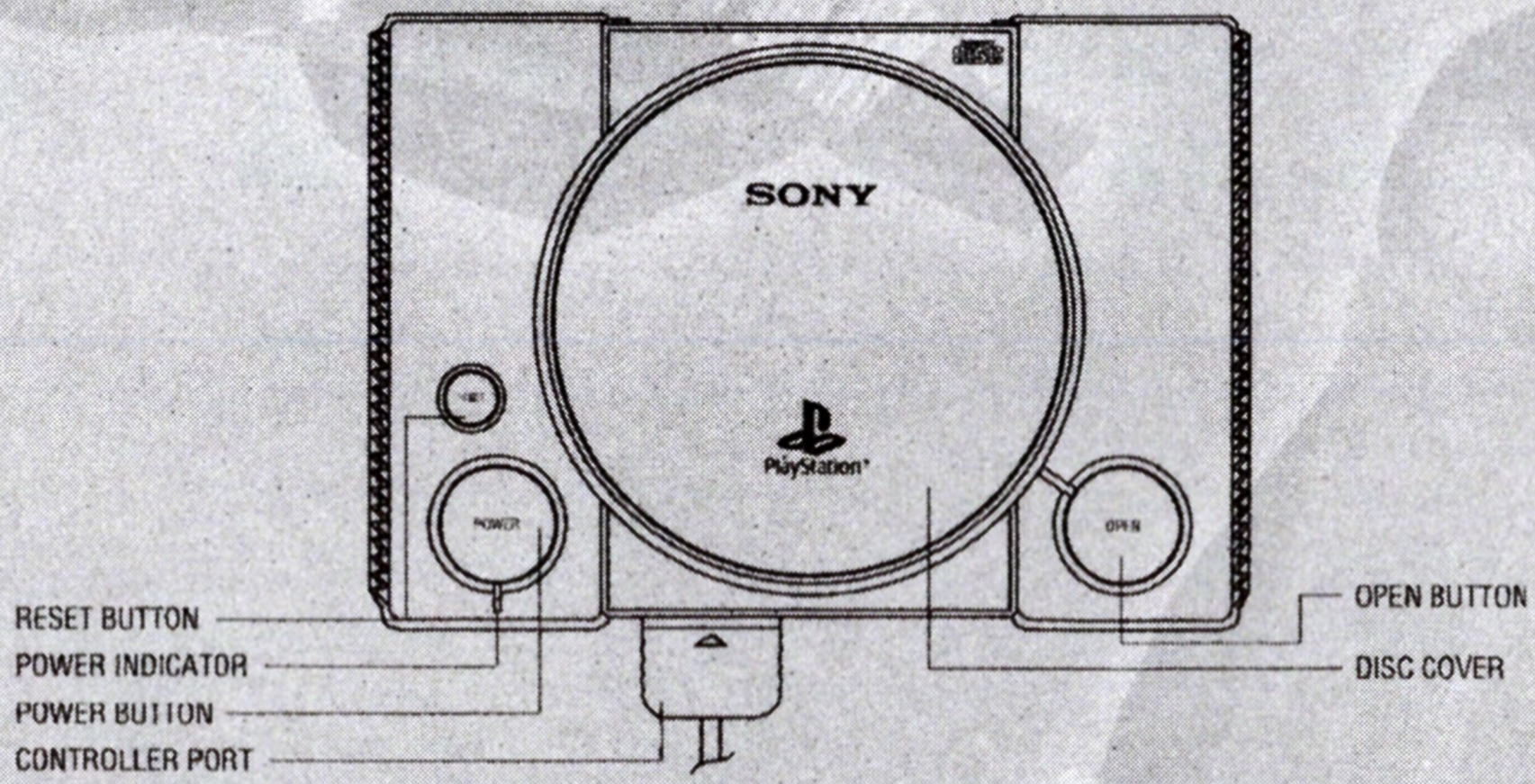
GETTING STARTED

— Set up your PlayStation™ game console according to the instructions in its Instruction Manual.

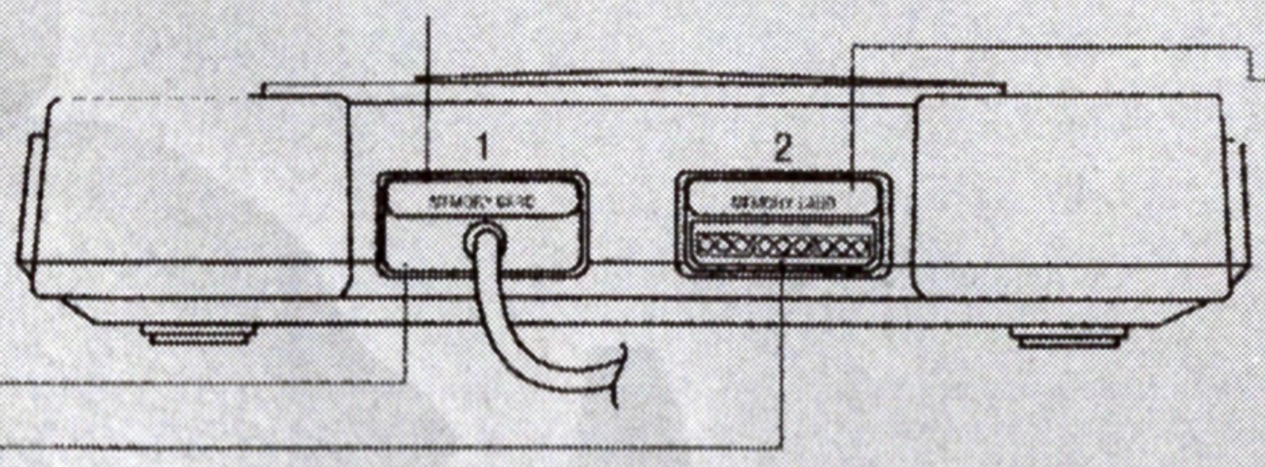
— Make sure the power is off before inserting or removing a compact disc.

— Insert the Duke Nukem Total Meltdown disc and close the disc cover.

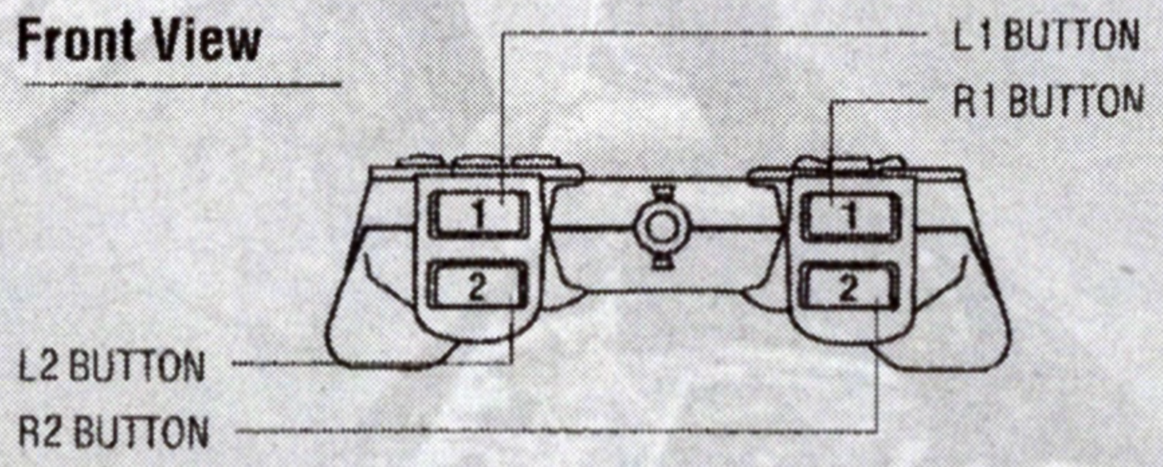
— Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.



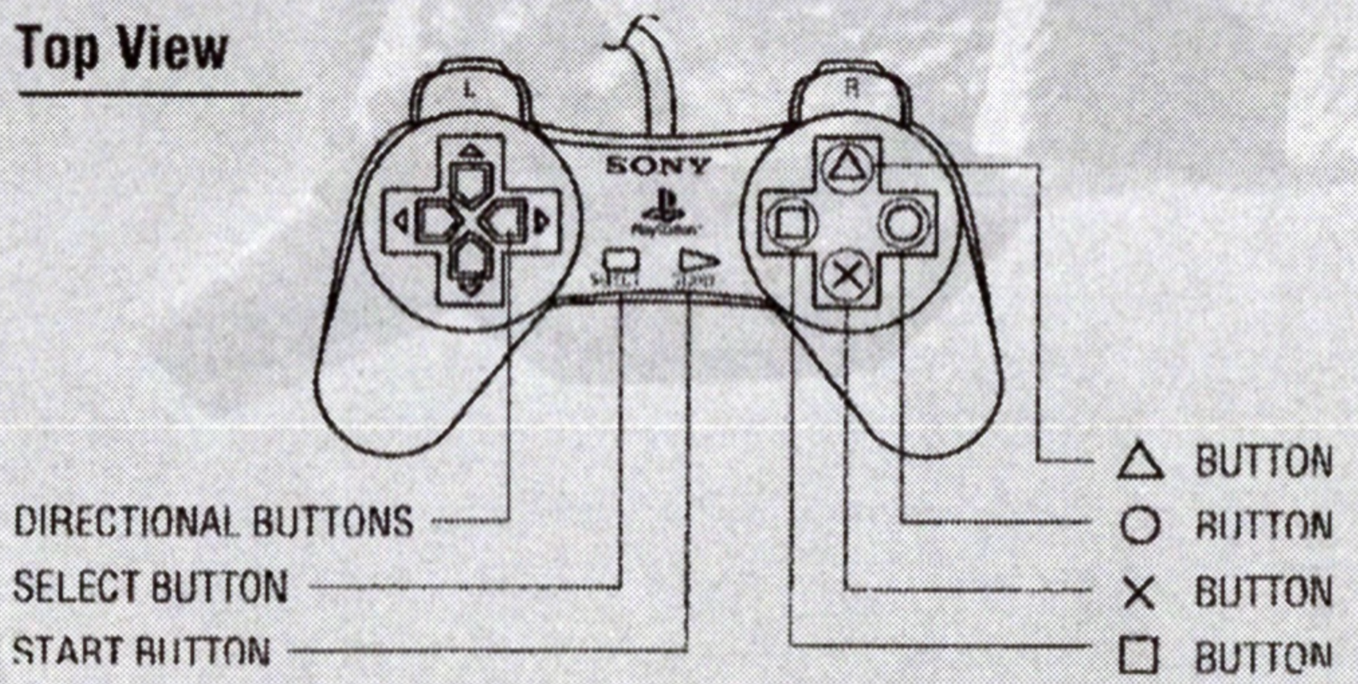
Front View



Front View



Top View

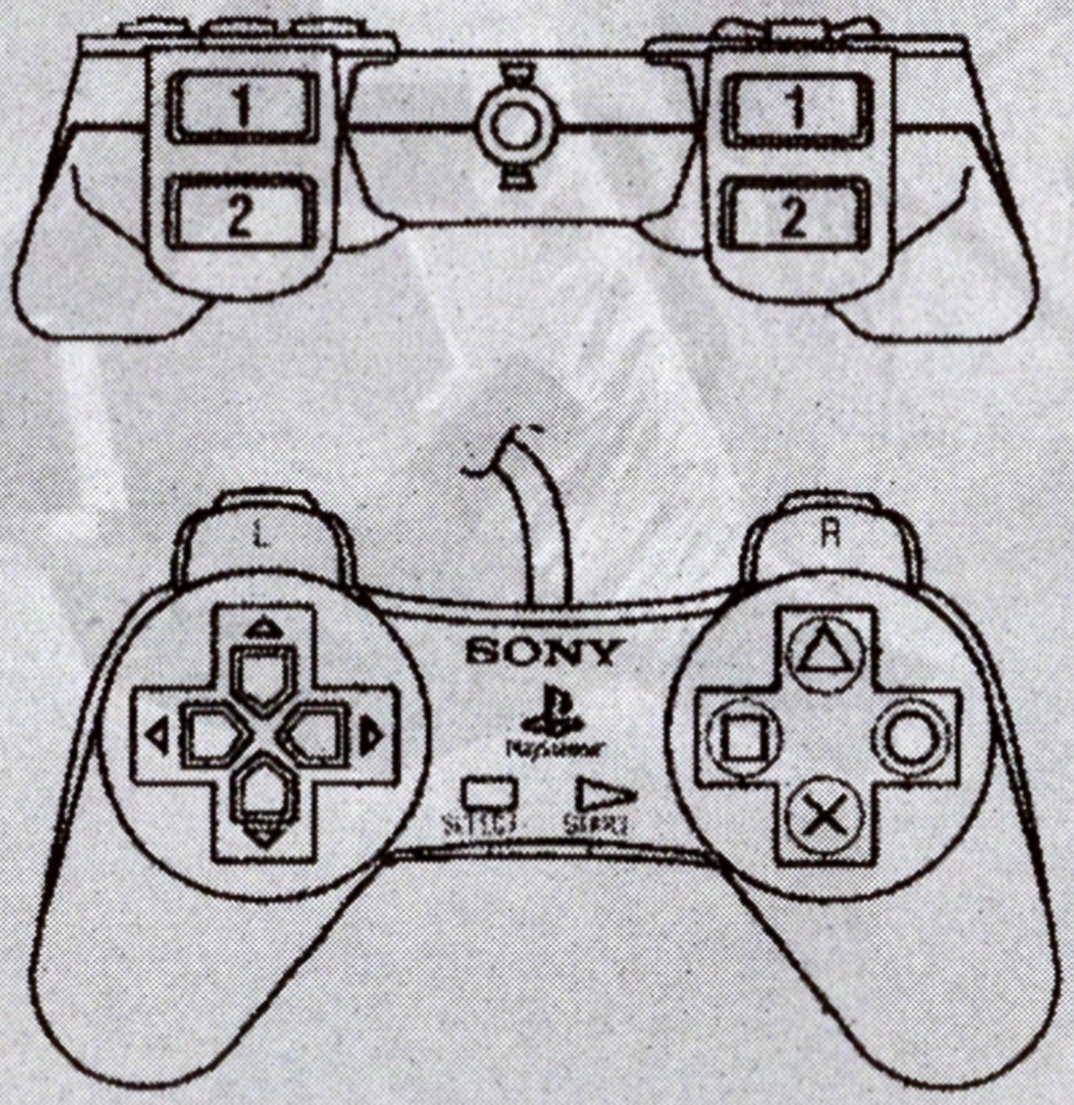


INTRODUCTION

Fear is not an option, soldier.

AND SO WE BEGIN...

Balls of steel, finely tuned reflexes and a repertoire of witty one-liners are all that's needed to play Duke Nukem. Oh, and a PlayStation connected to a screen.



ITCHY FINGERS?

Are you a person of action who doesn't need explanations? A person of strength, stamina and dexterity who wouldn't bother reading the manual and wants to get straight into the game?

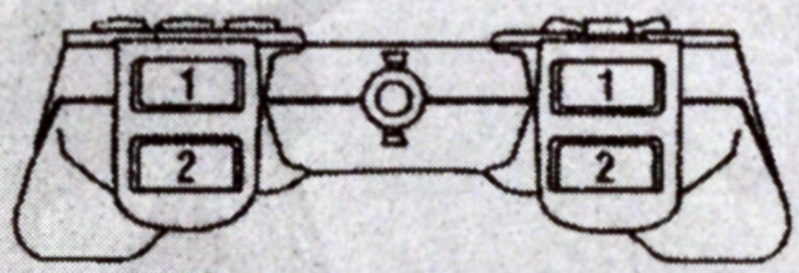
Think of this manual as your basic training.

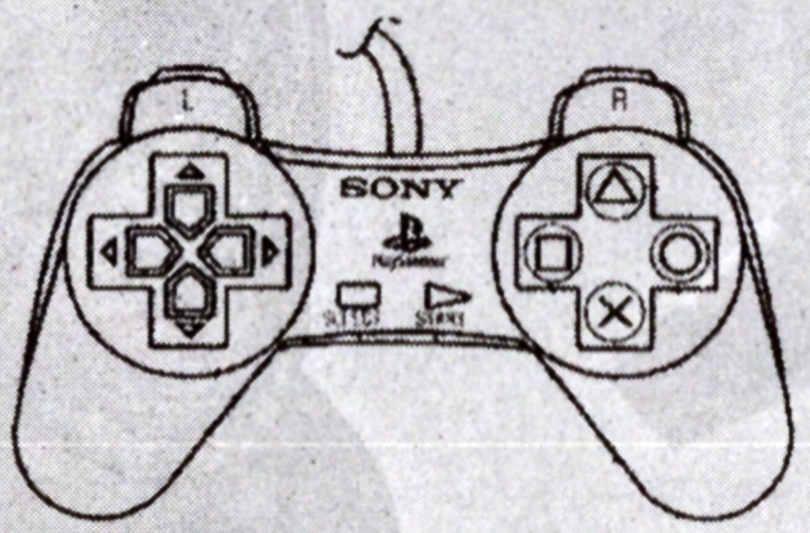
CONTROLLING DUKE NUKEM

You control Duke using the Controller and Analog Controller. You can also choose from three different control methods: Nukem 1, Nukem 2, and Doomed. Try them and see which one rules.

To select another control method, go to the main menu (see the "Main Menu" section for details) and select Options and then Controls. The Controller screen which appears lets you cycle through the alternative controls.

Following are the default controls for Duke Nukem Total Meltdown - this is 'Nukem 1'.





CONTROLLER

Forward	=	↑
Back	=	↓
Turn Right	=	→
Turn Left	=	←
Jump	=	R1
Crouch	=	R2
Select weapon	=	●
Strafe	=	■ (Hold and use Directional Buttons)
Activate/open	=	▲
Fire	=	X
Look Up	=	L1
Look Down	=	L2
Re-Center aim	=	Press L1 & L2 together (without holding ■ down)

Navigate Inventory	=	Press and hold L1 & L2. When holding these press ● to cycle through Duke's items. **NOTE**: The inventory will not appear if you do not have anything.
Use Inventory Item	=	Hold L1 & L2 and press X
Use current Inventory Item	=	Press R1 & R2 together
Mighty Foot (Quick Kick)	=	Hold L1 & L2 and press ■
Quick Turnaround	=	This is only on some of the default controls.

We have included a control called "Gimme a Gun". Use this when Duke is carrying a heavy weapon such as an RPG and is faced with a lot of enemies. Rather than cycle through to the chaingun, using the "Gimme a Gun" shortcut picks the most powerful, close-range weapon (pistol, shotgun or chaingun) Duke has in his inventory.

Gimme a Gun	=	Press and hold L1. Now press the ▲ button to cycle through the three weapons mentioned above, if available.

Duke Nukem Total Meltdown features a fine AutoMap. This lets you view a map of the areas that you have already explored. It updates automatically as you progress through the level.

AutoMap	=	Press SELECT. Press SELECT again to cycle between a wireframe and full color map. If you let go of SELECT after selecting your preferred map, you will stay in that mode until you press SELECT again.
Automap Zoom	=	In map mode, press and hold L1 & L2. Now press R1 to zoom out and R2 to zoom in on the map.
Picking up items	=	Just walk over them. If the item still remains behind you, then you have a full contingent of that particular item and cannot pick it up. You'll know when you need it.

ANALOG CONTROLLER

Duke Nukem Total Meltdown supports the analog controller, which works in the same way as the controller, except that you use the left stick to move Duke around the screen and the right one for strafing left/right and aiming: the directional buttons are disabled. All the other buttons function normally. Only use the "red" analog mode - choosing the 'green' mode will display a message on the screen saying that there is no controller connected. The 'green' mode has been disabled because it has too few active buttons.

THE STORY

WE MEET AGAIN, MR. NUKEM...

Duke Nukem returns to Los Angeles in a alien vessel (hotwired), expecting a hero's welcome. After all, he defeated the Rigelatins and blew up their ship. Before that he single-handedly saved humanity from the clutches of Dr. Proton and his assassin automatons. But instead Duke gets blown out of the sky. Barely able to eject, Duke miraculously saves himself by landing on a skyscraper rooftop. Duke then realizes that L.A. is under siege – a swarm of alien races landed while he was gone and took over. One thing is for sure - all over the city hundreds of babes were encased in green, slimy cocoons. Welcome back to Earth, Duke.

"Nobody messes with our chicks and lives."

YOUR MISSION, SHOULD YOU CHOOSE TO ACCEPT IT: KICK ALIEN BUTT, BOY!

- Build up your arsenal with weapons, ammunition, weapons, power-ups, weapons and special keycards that grant you access to locked areas, and, umm, bunches of weapons.
- Destroy the enemy, blow up everything, cause mass destruction and chaos while throwing out witty one-liners.
- Find the self-destruct button, hit it, blow up the level and move onto the next, guns a' blazing!!!

To accomplish his mission, Duke relies on quick reflexes, keen powers of observation, and an intense desire for survival.

FOR DUKE, THERE IS LIFE AFTER DEATH

On rare occasions when Duke gets killed (through no fault of his own of course), the level begins with Duke carrying just a pistol and some ammo - unless you opt to reload a previously saved game. Duke is almost immortal - he has no 'lives' limit policies - Duke's too tough for that. He can keep restarting the level as often as he croaks, though aliens he has killed before will come back (though not if you load a saved game).

NOTE: If you die, you will be prompted to "Press any button to continue". Press any of the buttons ●, ■, ▲, or X to continue (START, SELECT, L1, L2, R1, R2 and the Directional button are not used on this screen). This displays the following options: Quit to Main Menu, Restart Level and (if you've saved a game) Load Previous Save (with your last save name below it).

MESSAGES FROM ABOVE?

Not quite, but you'll find that messages appear on the screen detailing items you've picked up – "Door is locked," and so on.

GETTING STARTED - THE MENUS

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

NAVIGATING THE MENUS

MAIN MENU

When navigating the menus, the following controls are standard throughout the game:

Display menu at any time	=	Press the START button
Return to or clear previous option/menu	=	Press ▲
Confirm Selection	=	Press X

NEW GAME

Selecting this will take you to the Episode Select Screen. Your options are:

LA Meltdown	=	Easiest Episode
Lunar Apocalypse	=	Space orientated
Shrapnel City	=	Hot in the city, tonight, oh yeah...
Plug 'n' Pray	=	Ka-ching! The ultra-special, incredibly tough new Console only episode.

After you've selected the episode you want to play, you will be presented with the Level of Difficulty screen:

Piece of Cake	=	The easiest mode. For wimps.
Let's Rock	=	The Default Setting. Normal difficulty, bit of a challenge, if you're good enough.
Come Get Some	=	For experienced players, players who can complete the game upside-down, both eyes closed, using only one hand.

MULTIPLAYER

Allows you to setup a multiplayer game. If this option is highlighted in blue, it means you do not have two PlayStations properly connected with a link cable. See section "How to Play a Multi-player Game" for more details. **NOTE**: You must have two PlayStations linked for this to work.

LOAD GAME

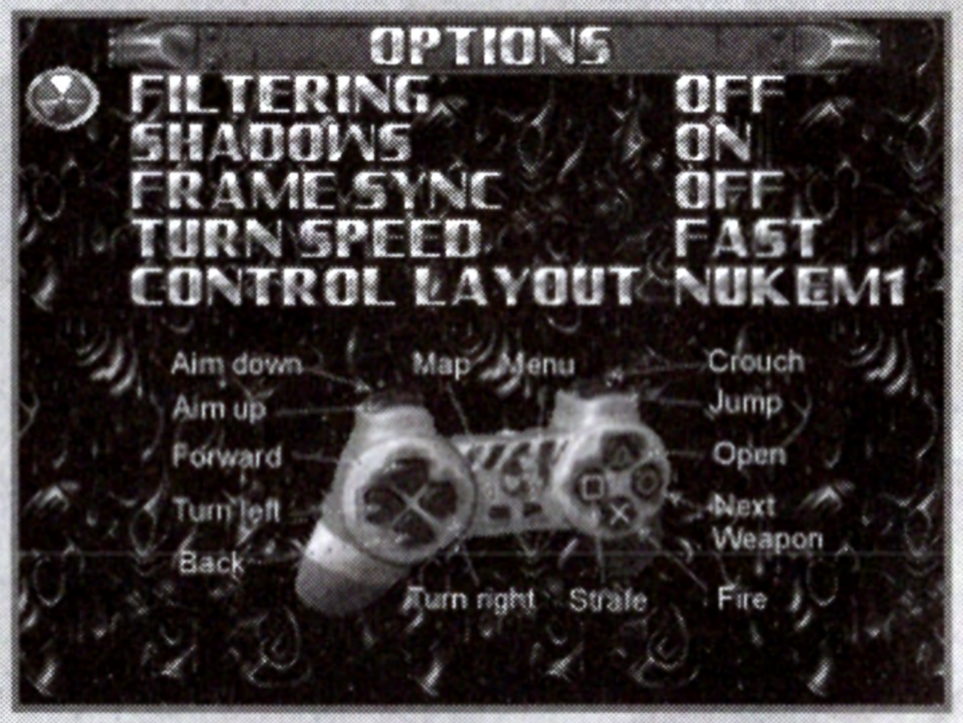
Allows you to load in a previously saved game. Using the Directional Button, highlight the slot number for the memory card containing the saved game, and press X. Now highlight the save

game position you wish to load and press X . After confirming your choice, your previously saved game will load.

NOTE: When loading the game from a memory card, your Quicksave (in internal memory) will be overwritten with the game you are currently loading.

OPTIONS

Select this to go to the Options menu:



FILTERING ON/OFF

Allows you to soften or sharpen the picture depending on your preferences. This can slow down the frame rate slightly.

SHADOWS ON/OFF

Allows you to turn enemy shadows on and off.

FRAME SYNC ON/OFF

When set to 'ON', the game will only "flip"to each new image offscreen. This reduces the slight 'tearing' effect you get when turning quickly, and so makes the game appear smoother, but at a marginal loss of speed. Your choice.

TURN SPEED

Allows you to adjust turning speed. Options are Slow, Medium and Fast. Try Slow if you are feeling particularly heroic.

CONTROL LAYOUT

Lets you select one of the three pre-set controller configurations. The diagram of a controller below this option indicates the function assigned to each button. When you select one of the three default controller layouts (Nukem 1, Nukem 2 or Doomed) the diagram automatically changes to display the function of each button for this particular control layout. Please see section "Controlling Duke Nukem" at the start of the manual for more details.

CROSSHAIR ON/OFF

Turns the small crosshair on or off.

SOUND

Takes you to the Sound Menu:

SOUND

Allows you to choose either Stereo A, Stereo B or Mono modes, or to turn the sound off altogether.

MUSIC ON/OFF

Allows you to turn the music on or off.

DUKE TALK ON/OFF

Allows you to turn Duke's speech on or off.
(Leave it on, Soldier!)

AMBIENCE ON/OFF

Allows you to turn the ambient SFX (background noises) on or off.

SOUND VOLUME

Adjusts the volume of sound effects in game, as well as the volume of the cinematic sequences. Press the Directional button left or right to increase or decrease the volume.

MUSIC VOLUME

Adjust loudness of the CD Audio. Press the Directional button left or right to increase or decrease the volume.

TALK VOLUME

Adjust volume of Duke's speech. Press the Directional button left or right to increase or decrease the volume.

NOTE: The CD for Duke Nukem also contains some audio tracks that you can play on a conventional CD player. **Do not play track one on this CD**. This is a data track only and should not be played on conventional CD players - doing so may cause damage to your speakers.

IN-GAME MENU

You can activate this menu by pressing the START button any time during the game.
The In-game menu gives you the following options:

QUIT TO MAIN MENU

Takes you back to the title screen menu. **NOTE**: Once you choose 'Yes' at the confirmation screen, you will not be able to go back to the game you just quit, unless you saved it first.

QUICK SAVE

This feature allows you to save your current game position to your PlayStations internal memory. Unlike a memory card, you can save only your current position - each future save overwrites the previous one. This also applies to saving to a memory card, since it overwrites the quicksave every time you load or save a game to the memory card. **NOTE**: Do not switch off your machine, unplug a controller or remove the memory card while you are saving the game to a memory card. This may cause an error when writing to your memory card, consequently corrupting the saved game.

To save the game, press START on your controller and then select the option 'QUICKSAVE'. After you confirm your selection, the game is saved and Duke returns, ready to kick more alien butt!

When you save a game, the episode number, level name and percentage complete is also saved. The percentage value is based on how much of the level you have seen, but since there are areas in most levels you can never see, this is unlikely to ever reach 100%. Just so you know.

SAVE GAME

Lets you save your current position to a memory card (similar to the Quicksave) at any time during the level.

Using the Directional Button, highlight the slot number for the memory card you wish to save to and press X. Now highlight the slot you wish to save the game to and press X . After confirming your save, the Quicksave progression bar appears, followed by another progression bar with the message "Writing to memory card." The progression bar indicates the amount of data saved so far. On less complex levels the atomic symbol on the progression bar may not reach the end; this means it uses less space than other saves.

NOTE: When saving the game to a memory card, your Quicksave (in internal memory) will be overwritten with the game you are currently saving.

Please see section "Memory Card Management" below, for more information on memory cards.

LOAD GAME

Using the Directional Button, highlight the slot number for the memory card you wish to load a

saved game from and press X. Now highlight the save game position you wish to load and press X . Your saved game will load after you confirm the game to be loaded.

NOTE: Do not switch off your machine, unplug a controller or remove the memory card while you are saving the game to a memory card. This may cause an error when writing to your memory card, consequently corrupting the saved game.

OPTIONS

Takes you to the Options Menu. See section main menu for more details.

SOUND

Takes you to the Sound Menu. See section main menu for more details.

MEMORY CARD MANAGEMENT

You can save the game at any time during a level. A saved game can use up to seven memory card blocks on an official memory card, but usually no more than three or four. Complex levels (like Nightmare Zone, Dark Side, or Trackside Tragedy) may use a little more. Saving also remembers your options configurations, such as desired control method. See Save Game, above for more information on saving a game to a memory card.

What if my Memory card is full?

If your memory card is full you will be presented with a Memory Card Management screen. This screen indicates the number of blocks you would need to delete before you can save your game.

Use the Directional button to highlight each block, with details appearing in the information box directly below it. Press X to delete that block - if more than one block of the same type flashes when highlighted, it means that all the flashing blocks are being used for this particular game save. Once you have deleted the required number of blocks, the game will ask you for confirmation of the save and then save the game to your chosen memory card.

If you decide not to save the game or do not want to delete blocks just select 'Abandon' from the Memory Card Manager screen.

NOTE: If you place an unformatted memory card into the machine at any time and wish to save, you will be prompted "Format Memory Card?". Selecting 'Yes' will format the memory card and return you to the save screen. Selecting 'No' will return you to the game. You cannot save a game onto an unformatted memory card.

RESTART LEVEL MENU

If Duke dies, you will be prompted to "Press any button to continue". Pressing any of the button: ■ ● ▲ or X to continue (START, SELECT, L1, L2, R1, R2 and the Directional button are not used on this screen) will bring up the options:

RESTART LEVEL

Restarts the level at the beginning with only a pistol and your wits.

QUIT TO MAIN MENU

Too tough? Give Up? Then select this to quit to the Main Menu.

RELOAD LAST GAME

Reloads you're last saved game (does not appear on the menu if you have not saved a game recently).

HOW PLAY A MULTIPLAYER GAME

By linking two PlayStations together with a link cable, you can play a DukeMatch game with a friend. Playing a linked game of Duke Nukem Total Meltdown is easy. All you need are two PlayStations, two TVs, two controllers, a Link Cable (available separately from your retailer) and a friend. Connect the two PlayStations with the Link Cable, power them up, and you're ready to go.

NOTE: If you accidentally remove the Link Cable from one or both of the PlayStations at any time while the machines are switched on (even on the main menu screen), we highly recommend resetting both PlayStations. This is because losing communication can cause them to lose track of what the other is doing.

Choose Multiplayer from the Main Menu (not the ingame menu). A screen will appear with the message "Waiting for other players. Press any button to abort". Pressing any button on this screen will take you back to the Main Menu. When another player has selected Multiplayer and the PlayStations have connected successfully, you will presented with the Multiplayer Configuration screen. If you fail to connect, check that the cable you are using is plugged into both PlayStations properly.

NOTE: If the option Multiplayer is blue, then you do not have two PlayStations connected properly check that the Link Cable you are using is plugged into both PlayStations. The option Multiplayer appears in the same color as the rest of the Main Menu if PlayStations are properly connected.

MULTIPLAYER OPTIONS

DUKEMATCH

A head-to-head slugfest between two players. See those weapons? Don't worry about being greedy, they'll reappear (respawn) after a while. Just concentrate on hunting down your adversary. Every time you kill your 'friend', you will gain a kill. Kill yourself and you will lose a kill. Your kills are displayed on the status bar to the right of INV (Inventory), under KILLS. If one of the players dies, press any button to randomly reappear somewhere on the level. The rule: The player with the most kills when the self-destruct switch has been hit, wins. Simple.

The first player to select and activate Multiplayer mode will set the following options:

Type . . . . . .*Spawning:* Weapons disappear when picked up and respawn after a set amount of time. *No Spawn:* Weapons do not disappear and can be picked up by both players. However, there is a limit on how soon you can pick a weapon up after you have already collected it

Level . . . . . .You can choose which level you wish to play.

Start Game .Once you've selected all the options, select this to begin your game. Now it begins...

ACTIVATING THE IN-GAME OPTIONS MENU

If you die during a DukeMatch game, or if you feel like giving in to the other Duke Nukem, pressing the START button at any time displays the Options screen, but DOES NOT pause the game (so you are vulnerable). This means you can't use the old "But I was altering my sound settings when you splatted me with that RPG shot from ten miles away" excuse when you are killed. **NOTE**: If you do die, you will be prompted to "Press any button to continue". These buttons are ● ■ ▲ or X only - START, SELECT, L1, L2, R1, R2 and the Directional button are not used on this screen.

PAUSING A DUKEMATCH GAME

To pause the game, press the SELECT button at anytime during DukeMatch - both machines will pause, with the player who pressed the SELECT button being

the only person able to un-pause the game (by pressing SELECT again).

NOTE: During a Multiplayer game, if Duke or his friend dies, the dead player will sometimes drop their current weapon. If this weapon is picked up, all the ammo that was in that weapon is transferred to the new owner.

THE STATUS BAR

During game play, the status bar at the bottom of the screen reveals lots of information. Here is a description of the items in the status bar, from left to right:

HEALTH: . . . . .Shows Duke's health level. If this drops to zero, he's dead.

ARMOR: . . . . .Shows the percentage of Duke's armor that is left.

WEAPONS: . . .Shows the status of Duke's weapons. For each weapon, there is a two digit number. The first number is the amount of ammo you have for that weapon, and the second is the maximum amount of ammo possible for that weapon. If the numbers are brightly lit, it means it's the currently selected weapon. If it's of medium brightness, it means Duke has the weapon, but it's not currently selected. If it's dark, it means Duke has not found that weapon yet. The "T" is for Trip Bombs (available via the Inventory buttons).

AMMO: . . . . . .Shows the amount of ammo left for the current weapon.

INV: . . . . . .Shows the percentage and status (if applicable) of the current inventory item.

KEYS: . . . . . .Shows the access cards currently in Duke's possession. Access cards are required to unlock the correspondingly-colored switches in the game. Unlocking a switch with the access card uses it up, and it disappears from the status bar.

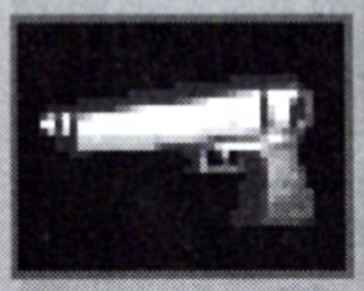
DUKE'S WEAPONS (AND HIS FIREPOWER)

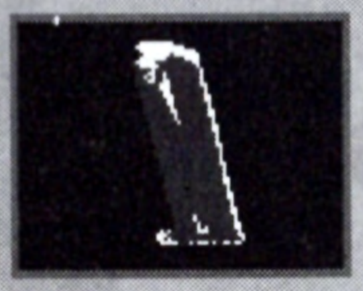
Duke Nukem can have a selection of weapons in his arsenal. Pressing the weapon select button on the controller during gameplay activates that weapon, unless Duke doesn't have it or it's out of ammo - not a good situation to be in when confronted by twelve pig cops. Each of these weapons can be reloaded with ammo found scattered around the levels. Each weapon has its own type of ammo. For example, if Duke finds a pistol ammo pack, he can't use it with the Chaingun cannon.

Also with powerful, long-range weapons, such as the RPG and Devastator, the game will not default to them if you run out of ammo with any of the other weapons. They have to be selected manually.

DUKE'S MIGHTY FOOT

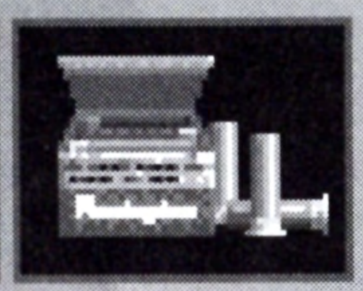
Duke uses this to kick his enemies, but if he only has his foot left he's in big trouble. This is normally activated using the controller "Quick Kick" shortcut (depending on which controller configuration you have chosen). Duke cannot select this as he would other weapons by cycling through them, unless he's run out of ammo for all his weapons.





PISTOL

This is a rapid fire pistol which is relatively ineffective against boss creatures. Ammo limit is 200.



SHOTGUN

This shotgun delivers a much heavier punch than the pistol, but has to reload (reloading is automatic) after every shot. Ammo limit is 50.

CHAINGUN CANNON

This rapid fire weapon is a good weapon for dispatching several enemies at once and is also good for letting off some steam. Ammo limit is 200.

RPG (ROCKET PROPELLED GRENADE)

Now this is a real weapon! The rocket launcher weapon is meaty - when the grenade hits, it explodes with enough force to affect anything right around it. Ammo limit is 50.

PIPE BOMBS

To use, Duke tosses the bomb out in front of him. Duke's thumb-activated detonator then appears - there is no range for this, it can be set off anywhere. To blow up the bomb, just press fire again. To use another pipe bomb after the first one has been thrown, press the 'select weapon' button and Duke can now throw another bomb. Holding down the fire button for a longer period will cause the pipe bomb to travel further. Duke can carry a maximum of 50 pipe bombs.

SHRINK RAY

This weapon captured from the aliens can shrink Duke's enemies to mini-size for several seconds. During that time, Duke can stomp and squish the shrunken foes by walking on top of them. Ammo limit is 50.

DEVASTATOR

Straight out of the Pentagon's top secret labs comes this double barreled brute of a weapon which lets loose swarms of miniature stinger missiles in the direction of Duke's enemies. Ammo limit is 99.

FREEZER

Streams of powerful molecular discharges ricochet through the environment as this weapon chills its victim down to the point of crystallization and ultimate death. Once an enemy is frozen, Duke has only a few seconds to shatter them or they will thaw out. Ammo limit is 99.

INVENTORY ITEMS

WHO WANTS SOME?

During the game, Duke can pick up various items that can help him. Unlike Regular Game Items (see below), you have to select these items before you can use them. Use the "Navigate Inventory" button combination to cycle through the items, and the "Use Inventory Item" combination to use the currently selected one.

MEDKIT

A large white health pack. This carries a maximum of 100% of additional health - this percentage is decreased each time Duke uses the pack to boost his health depending on how much energy he has to replace. Use it wisely, young Duke...

STEROIDS

Steroids give Duke a super adrenaline rush and boost his speed. The time of steroids is limited, and once used cannot be disabled. When it runs out Duke will almost feel human again, until he finds another one.

HOLODUKE

When activated, a duplicate of Duke pops up in front of you. A Holoduke does not fire or move: it just stands there, a decoy – enemies may go after a Holoduke instead of Duke. Holoduke has a limited lifespan, but can be turned on and off during this time.

JETPACK

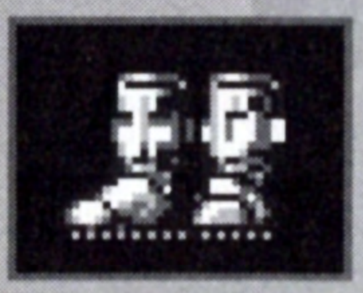
A jetpack allows Duke to fly pretty much anywhere. It has a limited lifespan, but can be turned on and off during use - just don't turn it off when Duke's high up in the air. Ugly.

NIGHT VISION GOGGLES

The Night Vision Goggles let you see in dark areas. They have a limited lifespan, but can be turned on and off during this time.

SCUBA GEAR

Scuba Gear stops Duke from drowning when submerged. It has a limited lifespan, and is automatically activated whenever Duke goes underwater. Be careful when it runs out though, Duke is human and needs oxygen.



PROTECTIVE BOOTS

Boots provide protection from the greenish radioactive ooze, heat and other low-intensity forms of energy around. They have a limited lifespan and are automatically activated when near hazards. Without them it really hurts.

LASER TRIPBOMB

A strategic device which Duke places on flat-walled surfaces. After a two second delay, a bright red laser beam is emitted across to the opposite wall. Anyone or anything crossing the beam sets off a powerful directional blast. Duke can carry a maximum of ten of these at any one time.

POWER-UPS

Duke may encounter various non-inventory items during game play. Unlike inventory items, these items are used immediately when hit, and cannot be stored for later use.

SMALL MEDKIT

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

LARGE MEDKIT

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

ATOMIC HEALTH

Gives an instant boost of 50% health. Allows your health to reach 200

ARMOR

Provides extra protection against attacks by allowing you to take damage at a slower rate.

NOTE: If you are on full health and/or armor, you are unable to pick up the above items.

ACCESS CARDS

Three types of access cards can be found in the game: red, yellow and blue. Each one opens a correspondingly colored access switch.

BAD GUYS

Nobody steals our chicks and lives!

During Duke's quest for vengeance, he encounters the following enemies:

ASSAULT TROOPER

Ugly looking enemies that look liked they've been grilled on a barbecue, the Assault Trooper is the first offensive wave against Earth's defenses.

ASSAULT CAPTAIN

Similar to the Assault Trooper but wearing red jackets, the Captains have a wrist-mounted Phase Induced Teleporter Device (PITD) capable of physically transporting its user to any destination within the device's range.

PIG COP

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 with protective body armor worn under their uniforms they are as hard as nails.

RECON PATROL VEHICLE (RPV)

This sleek and deadly anti-gravity powered reconnaissance vehicle is operated by specially trained Pig Cops to help suppress areas of human resistance. The pilots of these craft are protected by a pilot ejection mechanism that activates milliseconds before impact.

OCTABRAIN

Abundant brain mass and specialized trifocal vision combine to make the Octabrain a formidable alien weapon. Their method of attack is a powerful blast of mental energy released against its prey, thus weakening and confusing its victim.

ENFORCER

With chaingun blazing, the armored Enforcer can make fast business of dispatching any remaining human opposition. Powerful hind legs allow the Enforcer to leap to places where an unsuspecting Duke may be caught off guard... So beware.

SENTRY DRONE

Large hi-tech, Kamikaze, hovering metal bread bins. By the time Duke hears their high pitched whine it's probably too late. The drone will swiftly collide with its target and explode with great force.

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. At greater distances he fires deadly rockets from his rear-port (that's the polite word for it) which dangles below his anti-grav spin-deck.

PROTOZOID SLIMER

It emerges from its egg case ready to suck any creature's brains out through its nose, leaving a lifeless heap on the floor. Yes, they do look remarkably like a lump of snot, but a Protozoid Slimer is evasive as it stretches its elastic body from ceiling to floor, and then creeps up an unsuspecting pant leg for the coup de grace.

BATTLELORD

The hulking Overlord commands the alien attack forces on Earth and makes the very ground he walks on tremble. His deafening roar splits the air as his artillery and mortar rounds tear bodies apart.

OVERLORD

Little is known about this alien biological weapon except that it is capable of unleashing powerful rocket attacks from its surgically implanted dual launching system. Its behavior and any weaknesses are presently a complete mystery.

THE CYCLOID EMPEROR

The ultimate leader of the alien attack force. Other names include Big Bad Daddy, the Godfather and Mother-in-Law. No human has managed to get close enough to report on it and live.

...AND THERE IS STILL MORE...

In Episode four, Plug and Pray, along with the above enemies, there are some extra surprises...

SECRETS

You shouldn't be here!

Listen very carefully, you'll only hear this once. There are bunches of secrets in the game, including hidden levels. Levels so secret that you cannot be told where they are, you'll just have to find them for yourself.

FINALLY...

Let God sort them out!

Now aren't you glad you've read the manual? OK, now get your gun out and start shooting the alien scum...

TECHNICAL SUPPORT (U.S. & CANADA)

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