"We've played it, and it's **A BLAST**"
– PC Gamer

DUKE NUKEM™
MANHATTAN PROJECT™
TOTAL MUTANT MAYHEM

3 **D** S
REALMS

SUNSTORM INTERACTIVE

arush ENTERTAINMENT

play outside the box.™

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ARUSH Entertainment, Sunstorm Interactive and 3D Realms thank you for buying Duke Nukem: Manhattan Project!

Duke Nukem got his start way back in 1991, before today s real-time 3D games were possible. Back then, Duke was presented as a scrolling platform-style game, which is played from a traditional side-view perspective.

Sometimes it s good to bring back old-school tradition, and Duke Nukem· Manhattan Project does so with all the bells and whistles of today s real-time 3D engines. This may be the first time the fun and traditional feel of a platform game has been melded so well with modern 3D graphics. We hope you enjoy this mix of old Duke and new .

THE STORY

Duke has a new nemesis, and this time it s not scumbag aliens! It may be even worse

Mech Morphix has perfected GLOPP (Gluon Liquid Omega Phased Plasma), a slimy, radioactive substance that mutates living things on contact After using his own henchman as guinea pigs, turning them into grotesque beasts, he unleashed the ooze on the city of New York. With an elaborate pipeline to manufacture and ship the powerful plasma to a secret lab, Morphix plans to use it to take over the world (Of course)

Rats, roaches and alligators can t get enough of the stuff, and wherever there s a puddle of GLOPP, you can bet you ll see some sort of creature sucking it down and mutating into a nightmarish beast in the service of Morphix

But as powerful as GLOPP is, it s also versatile Duke will find special weapons along the way that can harness the slime s power, and wreak havoc on the mutant freaks affected by it With these weapons Duke can vaporize enemies or de-mutate them back into their original form where they can be easily crushed under his mighty boot

Morphix thinks GLOPP will help him rule the planet, but Duke s GLOPP powered weapons just might turn the tables on Morphix s plan!

GETTING STARTED

System Requirements

Minimum System Requirements (minimal graphical detail):
Pentium® II 350 or faster
64 MB RAM (128 MB for 2000/XP)
DirectX® 8.1 compatible 8 MB 2xAGP enabled video accelerator or faster
300 MB Hard Disk Space

Recommended System (medium graphic detail):
Pentium III 500 or faster
128 MB RAM or more for Windows® 9x/ME (192 MB for Win2k/XP)
·32 MB hardware video accelerator

Generic Requirements:
·Windows 98/ME/2000/XP
·DirectX 8.1 (included)
·DirectX compatible Sound Card
·Supports Joysticks and Game Controllers
·Supports Force Feedback
·Mouse + Keyboard

Installing the game

·Insert the game CD into your CD-ROM drive.

·If your CD-ROM drive has AutoPlay enabled, you will see a menu open up. Click on the "Install Duke Nukem: Manhattan Project" button and follow the directions.

·If AutoPlay is not enabled, double-click on the My Computer icon on your desktop (WinXP users use the Start button). Double-click on the CD-ROM drive and follow the directions. If nothing opens up, then double-click on the file "Setup.exe". Then follow the directions.

Note for Windows 2000 and XP users: You must have administrator access rights on the computer to be able to install *Duke Nukem: Manhattan Project*.

Starting and the Quick Setup launcher

When you start *Duke Nukem: Manhattan Project*, from either the Start menu or your desktop shortcut, you will see a Quick Setup dialog.
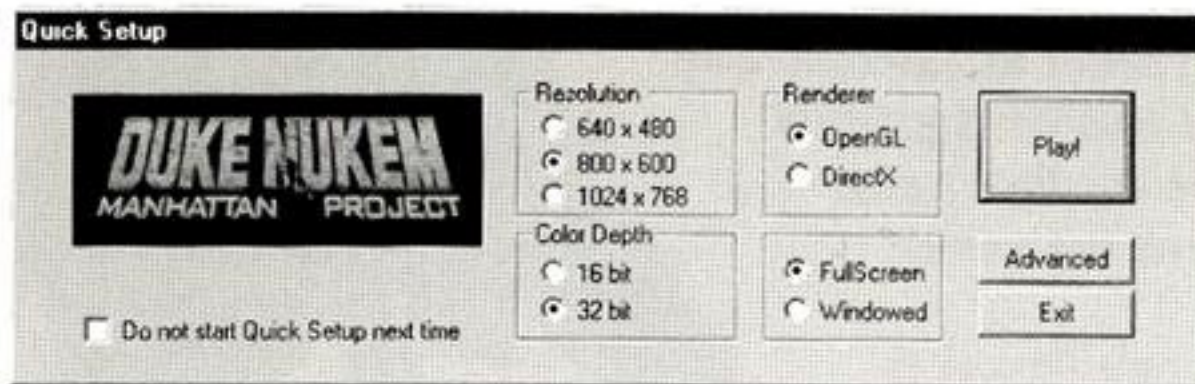
This allows you to choose the renderer, resolution and color bit-depth that works best with your computer. We recommend 16-bit Color Depth for best performance, as the 32-bit textures take 4 times as much memory Some trial and error will help you find the best combination. Then just click the PLAY! Button

The Advanced button allows you to make a few more changes regarding detail. fog and hardware 3D sound.

Note. You can change these settings later within the game menu options

OVERVIEW

Duke must travel through the ins and outs of New York City in search of Mech Morphix and his mutant minions First. he must disarm GLOPP bombs that Morphix has hidden throughout the city. each of which is hideously attached to a helpless babe Duke must search through buildings, a nightclub, ships and an oil rig in search of Morphix s secret GLOPP factory. The surprise ending is out of this world!

Duke needs to collect keycards and defuse bombs in each Part in order to work his way closer to the hide-out and headquarters Mech Morphix, where the final battle must be waged to save the world.

Duke Nukem: Manhattan Project is divided into 8 Episodes. each with 3 distinctive Parts. Each Part has numerous Areas that Duke must conquer. You will see the Area you are at listed on the F1 page.

The 8 Episodes are: Rooftop Rebellion, Chinatown Thriller, Metro Madness, Unholy Underworld, Fearsome Factory, Tanker Trouble, Deviant Drilling and the final out-of-this-world Episode!
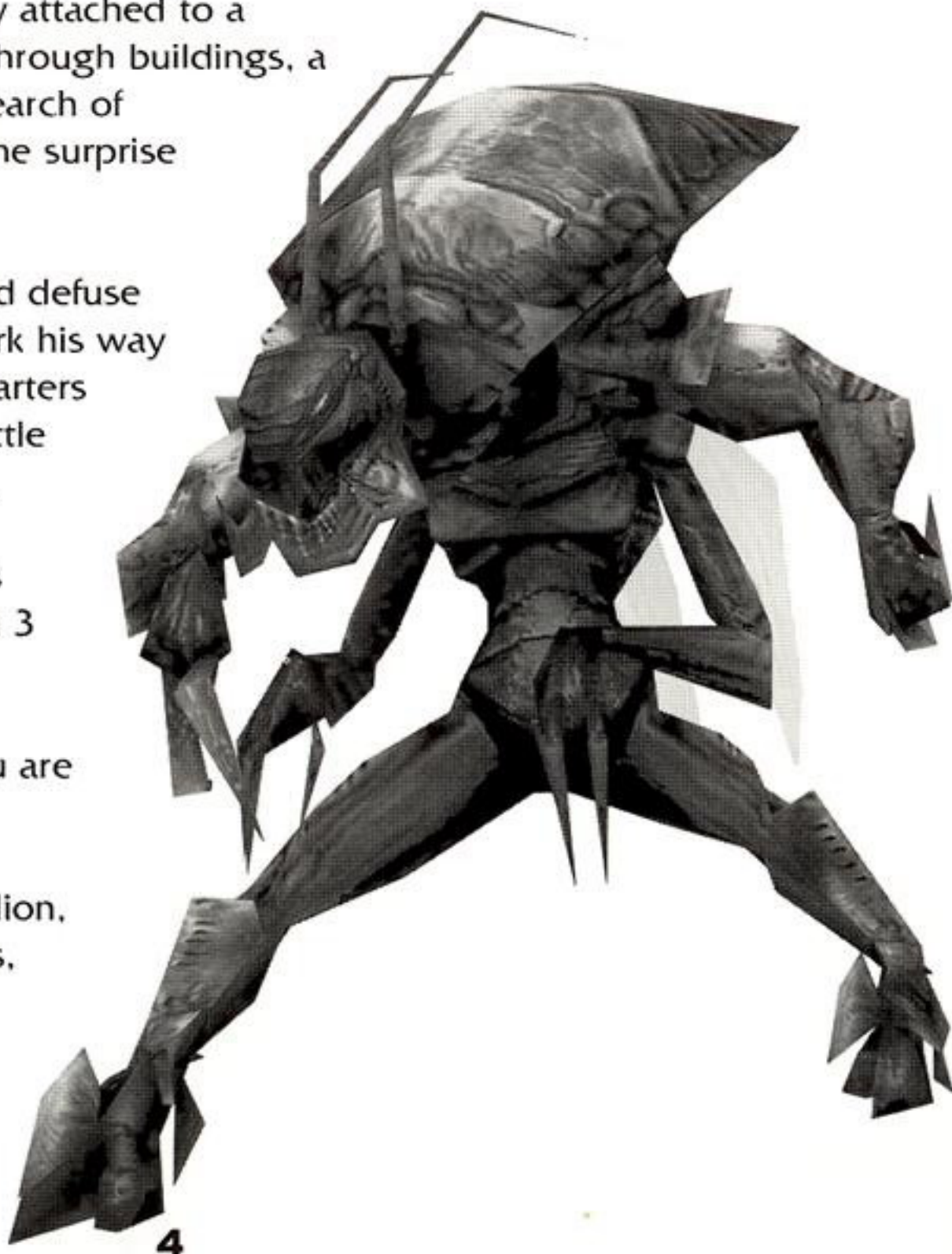
MAIN MENU

New Game

Difficulty Levels
When you start a new game you can place the pointer over NEW GAME and you will see three choices: Easy - Normal - Hard.

The differences in the skill levels are based upon different monster AI, different monster hit points, and different ammo amounts available to Duke. If you can collect all Nukes during the hard skill level, a cool surprise awaits you when you choose to replay parts of the game!

Note: We highly recommend that your first game be on Easy or Normal mode.

Saving and Naming your game
Your progress will be auto-saved for you as you move through the game. You can also save anywhere you wish by pressing the F5 key. A "Progress Saved" message will display at the top of your screen. If you die, Duke returns to the last point he was saved at, with the same health and ammo status he had at that point.

You will be prompted to name your saved game the first time you save it manually (F5 key) or after the first time you exit the game. After it is named, this is your primary saved game, but you can allways create additional saved games by hitting the F6 key.

Note: Be careful about saving your game when Duke is jumping off a ladder or over a long expanse, as he might not be able to complete the jump if you need to reload.

To restore a saved game, press the quick load key, F9.

Load Game

Click Load Game to start a saved game. You are given a list of games which displays the Episode and Part you are on, along with your overall game tallies of monsters, secret areas, Nukes and total play time. The skill level this game is played on is also displayed: green for Easy, orange for Medium and red for Hard. The skill level cannot be changed once it is selected.

Play and Replay

Once you have selected a saved game, you can choose to either Play or Replay it.

Play Button - allows you to pick up exactly where you left off when you last ended your game.

Replay Button - allows you to go back and replay a Part of an Episode that you have previously completed. Click on any of the yellow nuclear symbols under the Episode number. They signify the three parts in each Episode. As you click on them, you will see a short description of that part above. Click Replay to load that Part.

Replay is perfect for going back to get those two Nukes you could not find, or to whack that last PigCop. allowing you to raise your overall score.

It is a built in 'Best Of' feature. because it records only the best scores no matter how many times you play a part.

If you collect all 10 Nukes in a Part. the nuclear

symbols for that Part will shine brighter than the others If you want to finish the game perfectly you d better replay each Part until you find everything!

Options Menu

Graphics

From here you can adjust your screen resolution. texture levels. renderer choice and other settings that will enable you to best view the game For example. if you think the game is too dark, you can adjust the gamma levels here. The higher resolution. the better the game will look. But it also may impede performance. depending upon the speed of your processor and the type of video card you have

Game

This is where you can adjust the sound effects and music in the game. turn Gore off and on. adjust the game display size, select the type of Zoom. and more

There are two Zoom settings. Normal and Toggle. Normal allows you to zoom in and out for a quick look. Toggle allows you to lock the zoom in for as long as you want.

To use the Parental Gore Password. turn Gore Off. then type the Password you wish to use in the Gore Password field. Click Accept To turn the Gore On. you must type in the correct Gore Password and then click Accept.

You can turn off the hints in the game. and you can turn off the game demo that runs behind the Menu.

Controls

You can reset the default controls for both the keyboard and joystick, or just pop to the back of this booklet for a quick reference.

Help (F1)

You can use the Help menu item. or you can press F1 at any time while playing the game This will display several pages of Duke s actions and the Control keys that are currently assigned to the actions Just press F1 again to close it. or use the arrows on the screen or your keyboard to cycle through the Help pages.

Quit

To quit playing. just press the Esc key, and then select Quit You will be prompted to make sure you really want to quit Select Yes. If you have not yet selected a name for your game. you will be prompted to name it. or you can use Don t Save if you do not want to save that game

GAMEPLAY:

Solving Problems

While Duke rolls through New York. he will be presented with problems along the way. These may range from figuring out how to open a locked door, to finding the correct combination of buttons to push in order to open a pathway ahead. But no matter the problem he faces, Duke s as handy with his mind as he is with a gun

Controlling Duke

Duke moves in a 3D world, but he does have a set path he must adhere to. He can go up and down, left and right, and he can often go forward, backward and around corners, depending on his environment. Sometimes you will see an item in the background but you see no way to reach it. Don't worry, Duke will find his way back there as you progress through the game.

HUD (Heads Up Display)

At the bottom of your display, you will see Duke's HUD. It contains all the vital information you need to keep Duke alive and fighting

From left to right you will see:

Weapons indicator - shows the weapon Duke is currently using as well as the other weapons he has picked up.

Ammo indicator - shows how much of each ammo type Duke has stored up. If you collect all 10 Nukes in a part. Duke will be able to carry more ammo.

Duke's EGO indicator - EGO is what powers Duke, and this shows you just how much you have. If you get down to 25, Duke feels lousy. and the numbers will turn red - you'd better pick up some EGO or kill some enemies quick. The max amount of EGO can increase if you find all 10 Nukes in a Part.

Keycard and Babe indicator - shows you when you have collected the Keycard and saved the Babe on the current Part.

Nukes - there are 10 Nukes in each Part. Collect them all and Duke will gain bonus EGO and increase his overall EGO and Ammo capacities.

Fuel indicator - shows how much fuel Duke has left for the Jetpack, Force Field or Double Damage power-ups.

There is also a Minimal HUD display if all this HUD business is hard on your eyes. Check F1 for the assigned key.

Saving Babes

Wherever Duke goes, it seems that beautiful women follow. Mech Morphix has taken advantage of this, and captured a slew of hotties and strapped them to GLOPP bombs. It's pretty obvious that Morphix doesn't know how to treat a lady

Duke will find one babe per Part, and must rescue her before the bomb explodes in a toxic mess. If Duke doesn't rescue the babe, he cannot proceed to the next Part, even if he has the Keycard.

These babes are calling for Duke to save them, and hey, if he gets a little action for his heroic efforts, all the better.

Arrows/Footprints

Green arrows and footprints will pop up when Duke nears the entrance to an alternate path or a switch. At this point, use the Up Arrow key to send Duke down that path. This key will also activate switches, defuse bombs, turn on security cameras and do other things.

Because the game is 3D and Duke is not always running the same direction, the game uses the up and down arrows for all these actions, even if Duke coming at you or going slightly sideways. You will see green arrows on your display where this is the case. After the first few corridors you go down, it will become second nature.

EGO (Duke's unique health system)

Duke's life is measured by EGO. Duke has a numeric value representing his current EGO, which is displayed in the center portion of the HUD. This value normally ranges between 0 (dead) and 100 (full). It can grow beyond 100 if the player picks up EGO boost power-ups All forms of damage hurt Duke's EGO. Duke will start the game his EGO at 100. If Duke ever gets any EGO over the standard 100 figure, that amount is slowly deducted from the health score at a rate of 1 EGO point every 2 seconds.

Duke gains EGO when he kills enemies, saves Babes and when he finds power-ups and secret areas. If Duke collects all 10 of the Nukes in a Part his maximum EGO is raised 2 points..

Enemies

Duke has many evil enemies. This time around, Mech Morphix is his nemesis, but Morphix has many bad guys working for him. Some are mutants and some are mechanical. Your weapons will work differently based on which they are. There are also several classes of each enemy type, ranging from the irritating to the deadly!

The following are the main enemy types: RoachOid, PigCop, GatorOid, FemMech, GloppOid, SecurityMech, HoverMech, and the RatOid. And of course, there is still Mech Morphix himself.

Bosses

Duke will encounter several Boss creatures as he saves Manhattan These are supercharged monsters with supercharged powers Duke must battle them with all his might and skill Some creatures are major bosses. and take several stages to kill. while some are mini-bosses who are skilled fighters, but only take one stage You will see the boss s health status at the top of the display, and the object is to move the bar all the way to the left When Duke kills the boss. he gains a huge EGO boost!

You may be given hints on how to kill a boss, but you will really have to learn the creature s soft spots as you go

Note. You cannot save your game during boss battles. That would make things just a little too convenient. and Duke doesn t need things made too easy for him.

Weapons (Left-ALT)

Ahhh, weapons–there's nothing like the crack of a bullet ripping through the dome of a stupid PigCop. With that sentiment in mind. *Duke Nukem: Manhattan Project* is chock full of weapons:
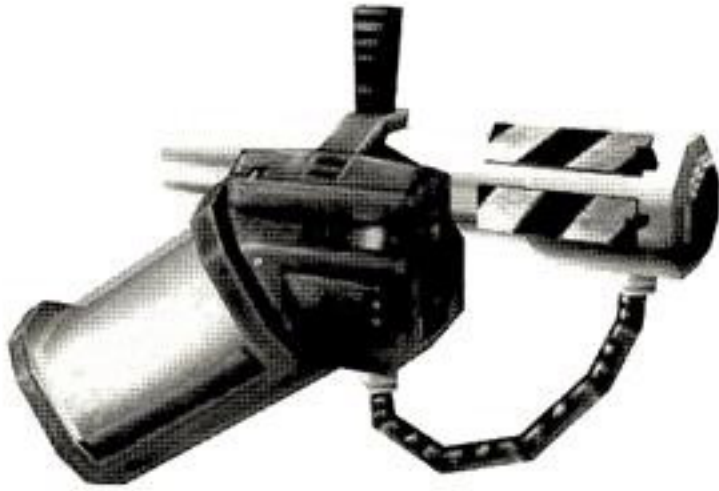
Golden Eagle Pistol - Duke s signature weapon. and the one he starts out with.
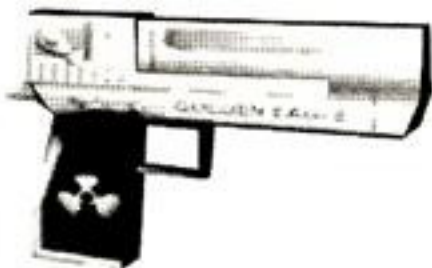
Pipe Bombs · Small, deadly devices that pack a thunderous punch. Duke loves em.

Shotgun - Powerful blasts, but it uses more ammo than the pistol.

Assault Rifle · Rapid fire blows the hell out of enemies, but depletes Duke's ammo supply quickly.

GLOPP Ray - This awesome weapon de-mutates creatures back into their original form, where Duke can crush them under his boot

PRPG - Pneumatic Rocket Propelled Grenade Launcher Send your pipe bombs rocketing across the sky and turn some mutants to chunks

Pulse Cannon - Shoots bolts of electricity, and when charged up it creates a ball of lightning so destructive, it vaporizes both flesh and robotic metal on contact.

Mighty Boot - Duke s patented kick will knock mutants for a loop. When you're out of ammo, you've allways got your Mighty Boot kick to fall back on.

There s also a rumor floating around that if you can beat the game perfectly, there s another weapon out there for the taking. But we wouldn't know anything about that.

Ammo

There are three types of ammo in the game: bullets, pipe bombs and GLOPP canisters. Bullets can be used for the Pistol, the Shotgun and the Assault Rifle, while GLOPP canisters provide the power behind the GLOPP Ray and the Pulse Cannon. Pipe bombs can be used by themselves, or can be inserted into the PRPG and sent flying across the sky, detonating on impact. The amount of each type of ammo Duke has is displayed in the HUD.

Keycards/Gates

Each Episode has three major Parts to complete To advance from one Part to the next, Duke must find a hidden keycard It may be sitting out, or it may be in the clutches of one of the mutants. At any rate, once Duke gets his hands on the keycard, it s off to the color-coordinated gate to count up his stats and move on to the next Part

Nukes

Each Part of the game has 10 Nuke symbols for Duke to find. Some are out in the open, some are hidden behind walls, and enemies are carrying some as well. Duke may have to work his ass off to find some of these Nukes, but the reward is well worth it

When Duke finds all 10 Nukes in a Part, his maximum EGO gets a permanent 2 point boost, and he can carry more of each type of ammo It also refills his ammo and health on the spot. If this is what you get for finding ten symbols in one Part, would you be willing to bet there are some especially cool rewards for finding every Nuke in the game?

Double Damage

Scattered throughout the game are red icons that look like Duke. When he grabs one of these, he will turn red and all his weapons will do more damage for a short period. Duke can monitor how much double ass-kicking time he has left in the lower right corner of the HUD. Double Damage can also be activated if Duke's EGO goes up off the charts!

Jetpack

In certain areas. Duke will come across a jetpack that will help him to cross large chasms he cannot jump across. or access hard-to-reach areas. All Duke has to do is walk up to the jetpack and he will put it on The controls for the jetpack are simple to use. but be careful, it is not the easiest of vehicles to maneuver Duke must also be careful that the jet fuel doesn t run out while he s over dangerous sections. because once it s out, it s out, baby. Duke can monitor the fuel level of the jetpack in the lower right corner of the HUD.

If you want to deactivate the jetpack before the fuel disappears, just press the jump key. But note. once you ve deactivated it, it s gone until you find another jetpack.

Secret Areas

Secret areas are everywhere-behind walls. under the ground, behind objects, tucked away in nearly impossible to reach corners-they re all over the place. Most of the time, a secret area will be a place to find a Nuke, or even a Babe to rescue. Duke isn t the kind of guy to leave any stone unturned. so make sure you keep your eyes open and your finger on the pipebombs. Where exactly are some secret areas? Well, we could tell you, but that wouldn t make them secret, now would it?

Stat screen

At the end of every Part. Duke will get a stat screen that will tell him the time it took to get through the Part and how many kills he recorded. nukes he found and secrets he uncovered. The stat screen will not only let you know what you found, but also what you missed.

Tips

What? You mean to tell us that you can t make your way through on your own? Well, if you want some help. it s below Just let us know when you want those training wheels off. will ya?

Learn how different weapons damage different enemies Some are more effective than others, and this is a great way to save precious ammo

Save your game often, especially before trying tough-looking double jumps or after getting through a difficult section Use the F5 key to quick-save. but be careful and keep an eye on Duke s EGO and try not to save unless you have enough life to get you out of a tough spot. If you end up stuck, you can always Replay the Part

Look for walls with subtle cracks in them. A well-placed Pipe Bomb or kick can crumble these walls, revealing secrets and ammo.

·Master the double-jump. The double-jump is key to Duke finding secret areas and getting across long expanses or up to higher areas. Do this by using the jump key twice. To get the maximum distance. the second jump must be at the apogee of the first.

·Use your Mighty Boot kick against Pigcops if their back is turned to you. Again, this saves ammo. You can also jump through the air and kick-it takes practice to master, but it s deadly.

·The pipebombs can be used across a far distance. and even thrown directly overhead. but you will definitely want to save many of these for sticky situations and boss fights. The trick to getting extra throwing distance with the pipebomb is to press the "Z" key and then the jump key - this will give the Pipe Bomb added momentum.

Always keep your eyes to the sky Often Duke can climb up on items, and find some interesting and helpful items and places off the beaten paths

A flying kick delivers more damage than a standing kick. but is more difficult to do.

·In Episode 4, when the Queen Roach runs up to knock off the next train car. crouch and leave several pipebombs at the end of the next car ready to knock her out

·Blow up everything with your pipebombs. You never know when something can be destroyed and lead Duke into a secret area or give him a cool power-up.

·Try kneeling at the edge of a ladder and dropping Pipe Bombs down to clear your way before you start down.

·Before getting to the final boss fight, create a new copy of your game to play (F6). This will enable you to go back and fight again if you wish, without replaying the entire map.

·Explore, explore, explore.
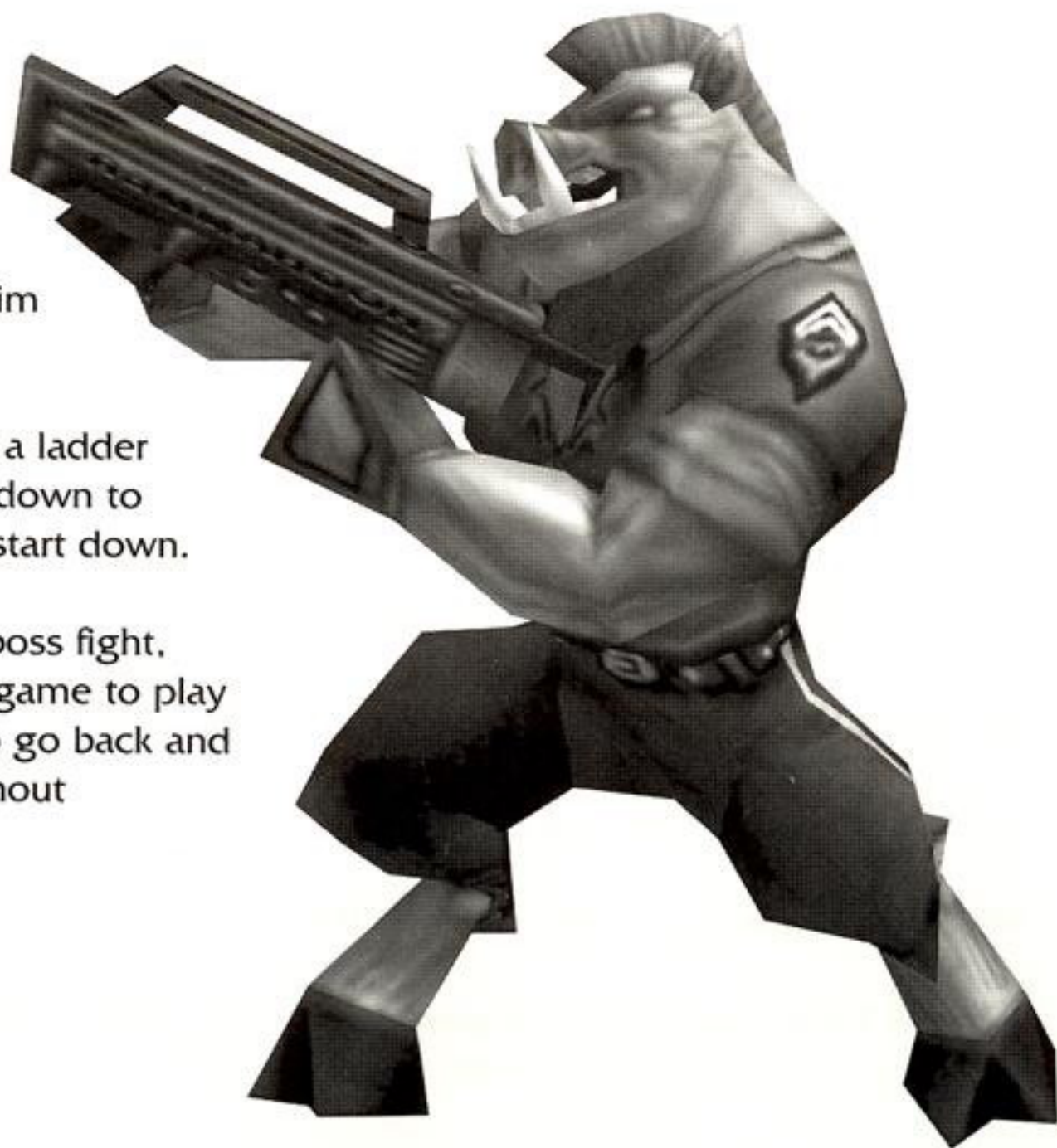
SUPPORT

Technical Support and Troubleshooting

Having a problem getting the game to run? Having a problem with video drivers? With DirectX?

Please check the readme txt file that gets installed with Duke, or the tech support page found at the *Duke Nukem: Manhattan Project* website (**www.DukeNukemMP.com**.) These have last minute information that could not make it into this booklet

We also recommend double-checking the system requirements at the beginning of this booklet

FAQ

Why is my game crashing? - The most common reason that is not having the most up-to-date video and sound card drivers. Check the website of your card's manufacturer for the latest drivers. The official *Duke Nukem: Manhattan Project* website has more information on updating drivers. If you don't know what video or sound card you have, it's likely you don't have current drivers. Update, and all your games will play better.

My sound is funky. Why? - This first and easiest thing to try is going to Advanced in the Quick Setup, and turn either on or off Hardware 3D Sound. The next is to be sure your sound card drivers are updated.

Why is the game so dark? - Go into the Options and turn up the gamma a bit.

How do I back up my saved games? - You can make a copy of any of the saved games from the \duke\base\save folder in your DNMP installation folder.

Why can't Duke ever make it across long jumps? - Duke must master the double-jump, and time it perfectly to get the longest or highest jump possible to reach some areas.

I saved a game with only 2 EGO points, and I'm in the middle of a battle. Help! - You can REPLAY that game rather than PLAY it. You may have to battle some familiar enemies again, but that is what the Replay feature is for. Try using the F10 key.

I used a cheat to jump to a different level, and now my game isnt saved! - If you have decided to cheat and map-jump, it will not save your current game. Make sure you save your game (F5) before doing any cheating.

Check **www.DukeNukemMP.com** for Cheats and Codes.

Cheating is not supported by Technical Support, and it might piss Duke off if you do it too often, punk

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If you have any questions concerning this License Agreement you may contact ARUSH Entertainment a division of World Entertainment Broadcasting Corporation at 13951 N Scottsdale Road, Suite 233 Scottsdale AZ (480) 609-8665, Attn Dean Hoffman or webmaster@arushgames com

KEYBOARD	GAME ACTION	JOYSTICK
Esc	Pause/Menus/Cancel	
F1	In-game Help	
F5	Quick Save	
F6	Save Game with New Name	
F9	Quick Load	
F10	Replay Current Part	
F11	Take Screen Shot	
=	Full Game HUD	
-	Minimal Game HUD	
Z	Throw/Detonate Pipe Bombs	Joy 4
X	Zoom In	Joy 5
Right CTRL + Dir	Look in Direction	Joy 6 + Dir
Numpad1	Previous Weapon	
Numpad2	Next Weapon	
Left ALT	Fire Weapon	Joy 2
Down Arrow	Crouch	Joy Down
Left Arrow	Move Left	Joy Left
Right Arrow	Move Right	Joy Right
Left CTRL	Jump/Jetpack Release	Joy 1
Left CTRL+Left CTRL	Double Jump for extra height	Joy 1 + Joy 1
Space Bar	Kick/Crush	Joy 3
Run+Space Bar	Sliding Kick	Run + Joy 3
Up Arrow	Move Up/Activate Switch	Joy Up
Down Arrow	Move Down	Joy Down
Automatic	Grab Rope/Pipe	