

GAME BOY ADVANCE

AGB-AD9E-USA

DUKE NUKEM[®]

ADVANCE

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



BLOOD AND VIOLENCE
 For information on this product's rating,
 call 1-800-771-3772.

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Requires additional Duke Nukem Advance Game Paks (one per player) and Game Boy Advance Game Link® Cable, sold separately.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Thank you for purchasing Duke Nukem Advance for the Nintendo® Game Boy® Advance System.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

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INTRODUCTION

Duke Nukem- The original First Person Shooter is blasting onto the Game Boy® Advance.

It is a seat of the pants ride where the player delivers an alien butt-kicking, disarms monster weaponry and uses unrestrained violence to save Earth!

GETTING STARTED

- 1. Make sure the power is OFF on your Nintendo® Game Boy® Advance.**
- 2. Insert your Duke Nukem Advance Game Pak into the Game Pak slot as described in the instruction manual.**
- 3. Slide the power switch on the bottom of your Game Boy® Advance to ON by pushing it to the RIGHT.**
- 4. In a few moments the game Title Screen will appear.
Press START to enter the Main Menu.**
- 5. Using the Control Pad press UP or DOWN to select desired in-game option.**
- 6. Press UP/DOWN on the Control Pad to select either Play Game or Configurations to change the current settings.**

GAME OVERVIEW

While battling forces of evil in Area 51, Duke is teleported to the highly Top Secret area underground, uncovering a sinister alien plot to destroy the world!

CONTROL SYSTEM



MOVE:

Control Pad

STRAFE LEFT:

L Button

STRAFE RIGHT:

R Button

JUMP:

A Button

FIRE SELECTED WEAPON:

B Button

CHANGE WEAPON:

Hold down SELECT and press the L or R Button to scroll through available weapons.

LOOK AROUND:

Hold down both the L and R Buttons, and press the Control Pad in the direction you wish to look.

PAUSE THE GAME:

Start

MAIN MENU



After pressing **START** from the Duke Nukem Advance title screen, you will be asked to select your skill level. The skill levels are as follows:

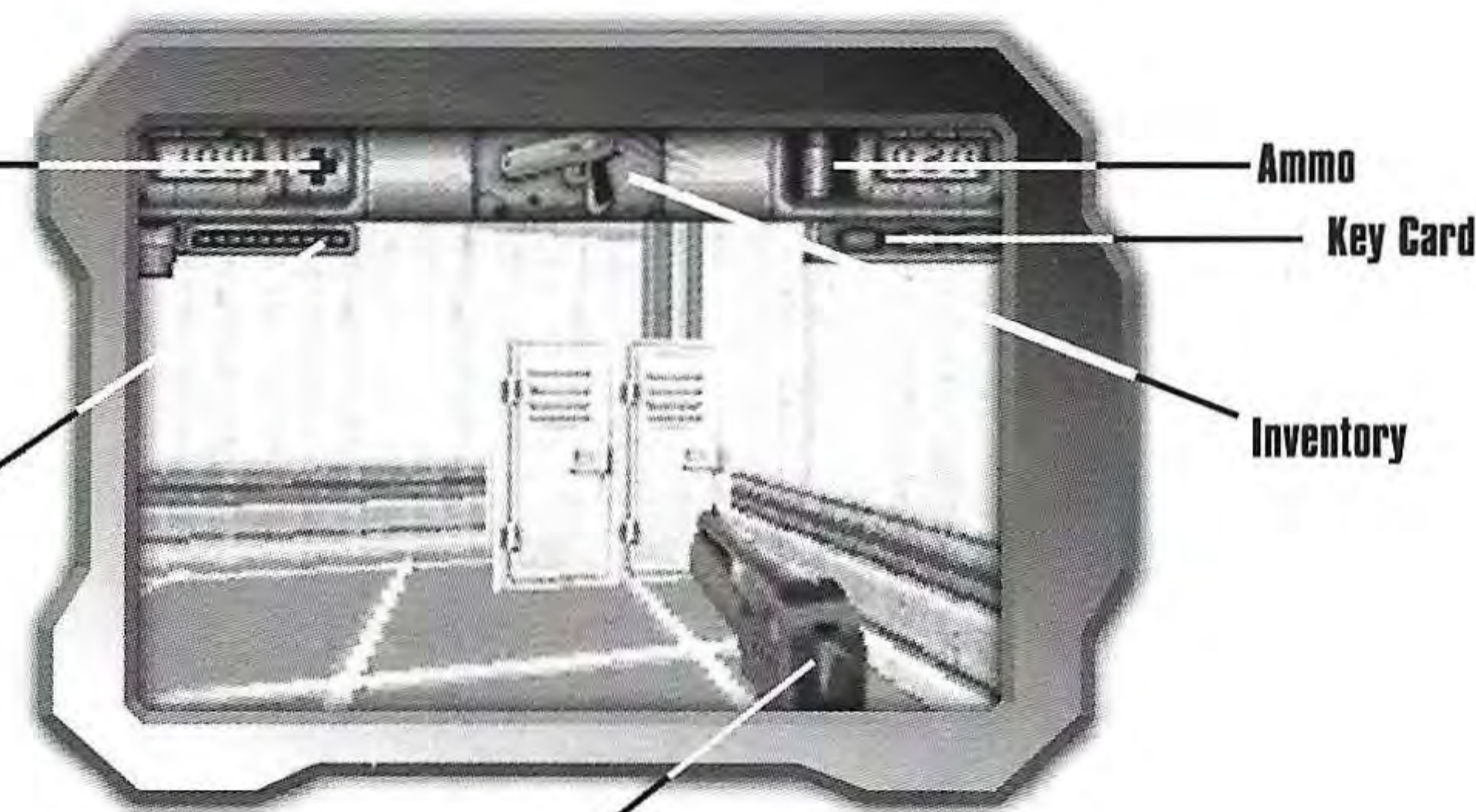
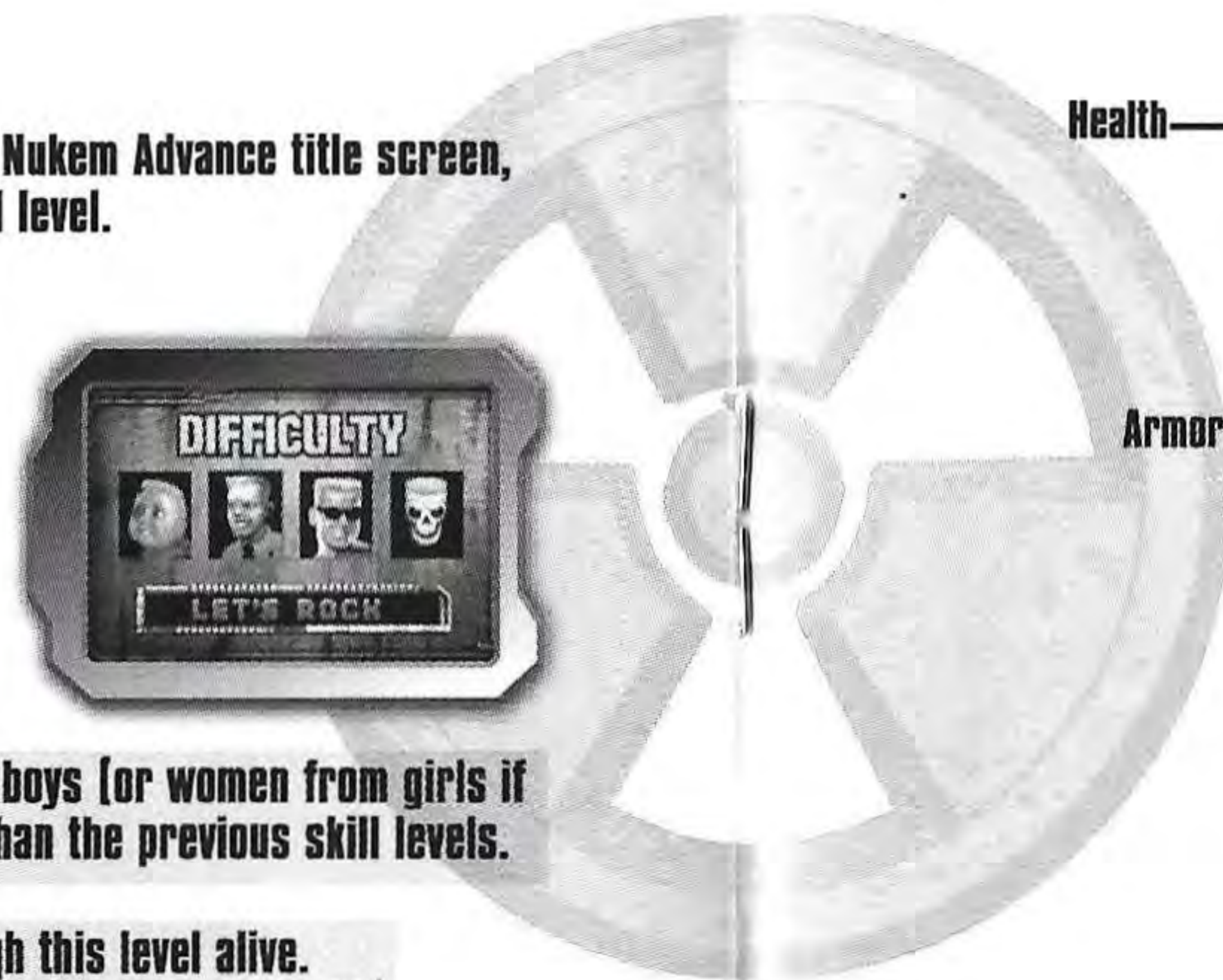
Piece of Cake: The easiest skill level available... Recommended for beginners or pacifists.

Let's Rock: Just a tad more difficult, this level is for those who are looking for a bigger challenge than "Piece of Cake", but are still too scared of the later levels.

Come Get Some: This is the level that separates the men from the boys (or women from girls if applicable). More enemies abound ... all of which are deadlier than the previous skill levels.

Damn I'm Good: Duke himself would be proud if you make it through this level alive. The toughest of the 4 skill levels means insanely smart and tough baddies. Good luck!

THE GAME SCREEN



Health

Ammo

Key Card

Inventory

Armor

Active weapon

HOW TO PLAY

WEAPONS:



DESERT EAGLE: This is the weapon you start the game with. It's reliable, but it's not as powerful as the other weapons in the game.



LEAD CANNON: Packing the power of a 4 barreled shotgun, this weapon is hard to surpass at close range. Watch your ammo though, as this consumes 4 shells per shot.

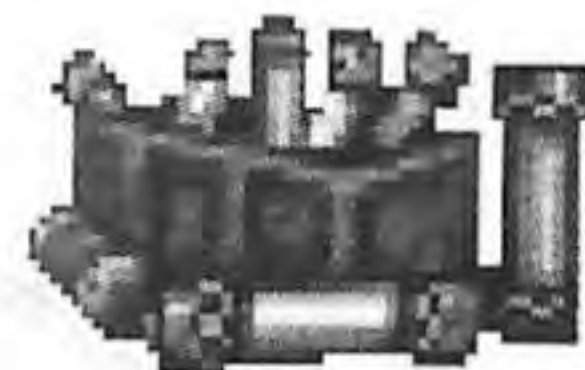
GOLD DESERT EAGLE: Much stronger than the normal Desert Eagle, this gold variant packs the punch of a shotgun at any range.



SPAS: This weapon works best at close range, and is fairly powerful, however the stern kickback will leave you open for a fraction of a second.

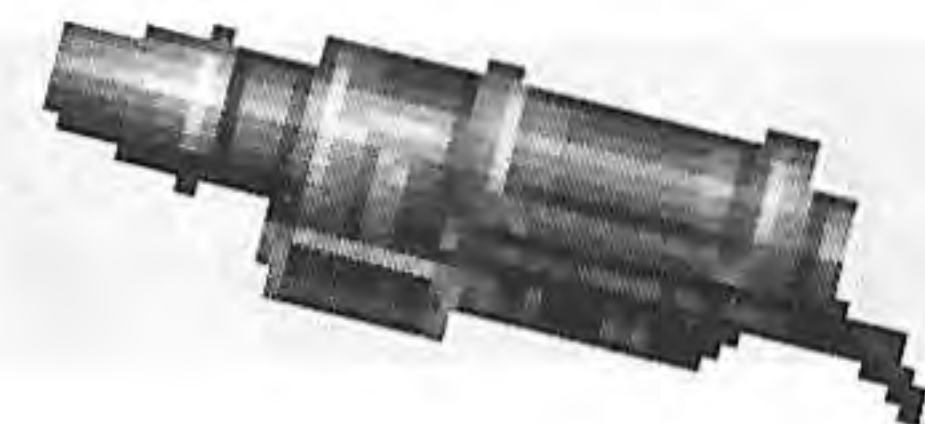


MP5: A compact, rapid fire assault rifle; this is a great weapon for both range and power.



PIPE BOMB: The name says it all ... just drop one of these in a crowd of enemies to quickly clear out a room.

ROCKET LAUNCHER: An extremely powerful weapon; but best when used from a distance, as firing it too close can do damage to yourself.



FREEZE GUN: One shot from this will freeze most enemies in their tracks. Walk up close to a frozen enemy and watch Duke finish the job "his way."

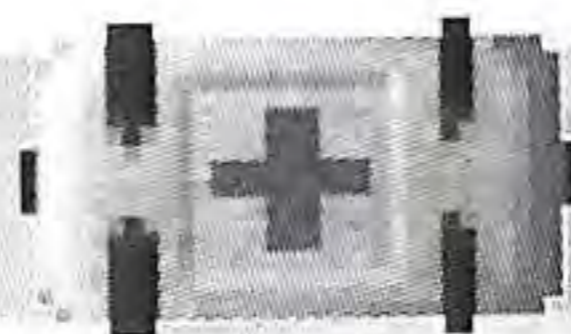


SHRINK RAY: Blasting most enemies with this will give aliens a whole new perspective on life ... a perspective from about 3 inches high. Once shrunken, walk over to the enemy and watch Duke do the rest.

DA BIG BOOT: When all else fails, "put the boots to 'em!" Using no ammo, Duke can stomp out enemies the old fashioned way ... with a kick to the noggin.

Pick-ups:

HEALTH: These First Aid pick-ups will replenish Duke's health in increments. Keep an eye out for them, as many are hidden throughout the levels.



ARMOR: Fortify yourself with some body armor. Finding armor will enable Duke to absorb some extra hits in battle.



KEY CARDS: Most levels require the use of colored key cards to advance. Locating these keys will allow you to open doors, and eventually complete the level.



Ammo:

BULLETS: Bullets are used in the Desert Eagle, Gold Desert Eagle, and MP5.



CELL PACK: Powers the Shrink Ray and Freeze Gun.



PIPEBOMBS: Pipe bombs are a weapon in itself. You need no special weapon to use them once found.



SHELLS: Used in both the Spas and Lead Cannon.



ROCKETS: Used for the Rocket Launcher.



Saving And Loading Your Progress



Fighting aliens can be a tough ordeal, and let's face it ... not even Duke can save the world in a day (sometimes he needs two!). Duke Nukem Advance is equipped with a battery backup feature that allows you to save your progress at the end of every stage. Upon completion of a stage, a screen appears which tallies your score, and offers you the option to save your game. Selecting the "Save" option brings you to the "Save Menu" from which you can either record over a previous saved game, or write a new one in an unused slot. Using the Control Pad, select the slot you wish to save in and press the "A" Button. After you may continue your game, or power down to continue at a later time. When you want to load your game, select the "Continue" option from the main menu (upon start of a new game). This will bring up the "Load Game" menu. Using the Control Pad, select the previously saved game you wish to continue and press the "A" Button.

Multi-Pak Linking Instructions

Here's all the information you need to link multiple Game Boy® Advance game systems to play a "Duke Match."

Necessary Equipment:

- Game Boy® Advance game systems (one game system per player)
- Duke Nukem Advance game pak (one Game Pak per player)
- Game Boy® Advance Link® Cables:
Two players, One cable; Three players, Two cables; Four players, Three cables

Linking Instructions

- 1) Make sure that the Power Switches on all of the systems are OFF.
Insert the Duke Nukem Advance Game Paks into the individual Game Pak slots.

- 2) Connect the Game Link® cables and plug them into the External Extension Connector (EXT) on each of the game systems.

- 3) Turn on the power on each system.

- 4) Select the "Multiplayer" option from the Main Menu.

HINTS & TIPS

- Many doors can't simply be opened. Keep an eye out for keys and switches at all times!
- Kill everything that moves! While morbid sounding, realize that you are one man against many ... running by and leaving survivors may only come back to haunt you later!
- Every weapon is unique, so experiment to get the desired effect. For example, the shotgun is best used when close to an enemy, while the Desert Eagle (handgun) is best used from distances.
- Save your bigger weapons for boss encounters. Using a RPG (Rocket Propelled Grenade) against a standard enemy may look cool, but may be better served against one of the difficult level end bosses.

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ESRB RATING

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