

# MDK2™

## ARMAGEDDON

Maxed-Out, Fully-Loaded 3D Action



DEVELOPED BY  
**BIOWARE**™  
CORP



BY GAMERS. FOR GAMERS.™

## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

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 2 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 2 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.

## **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

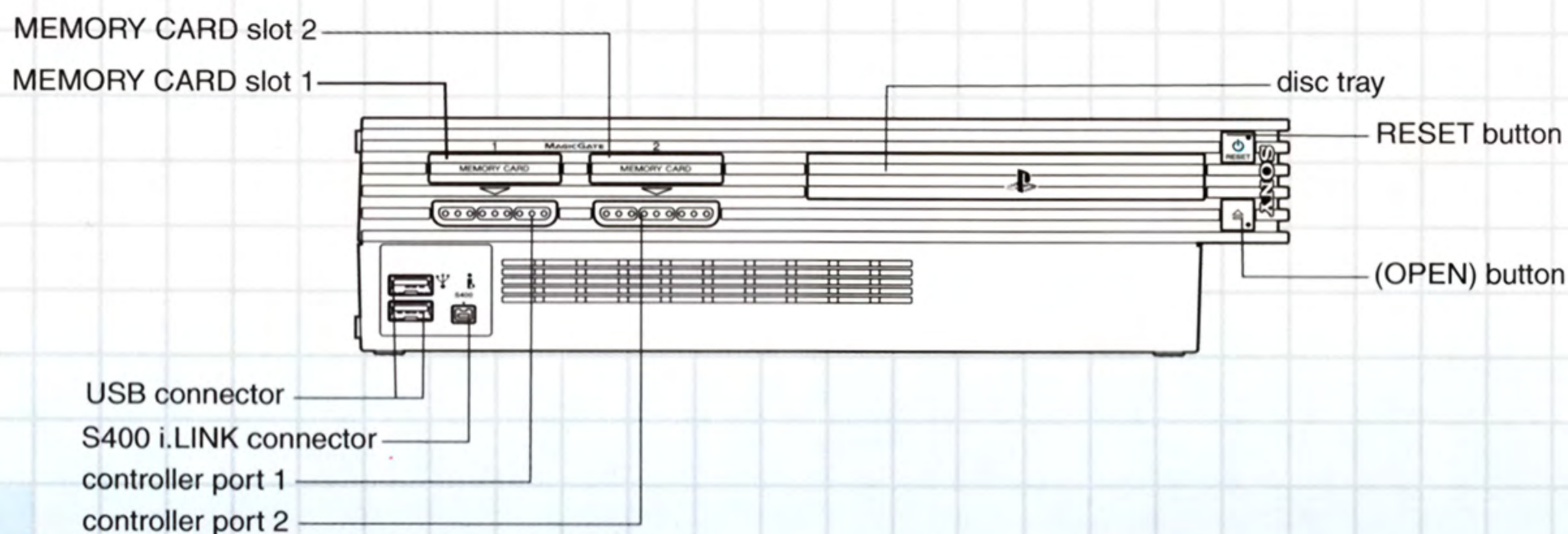
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

# **MDK™ 2 Armageddon Manual**

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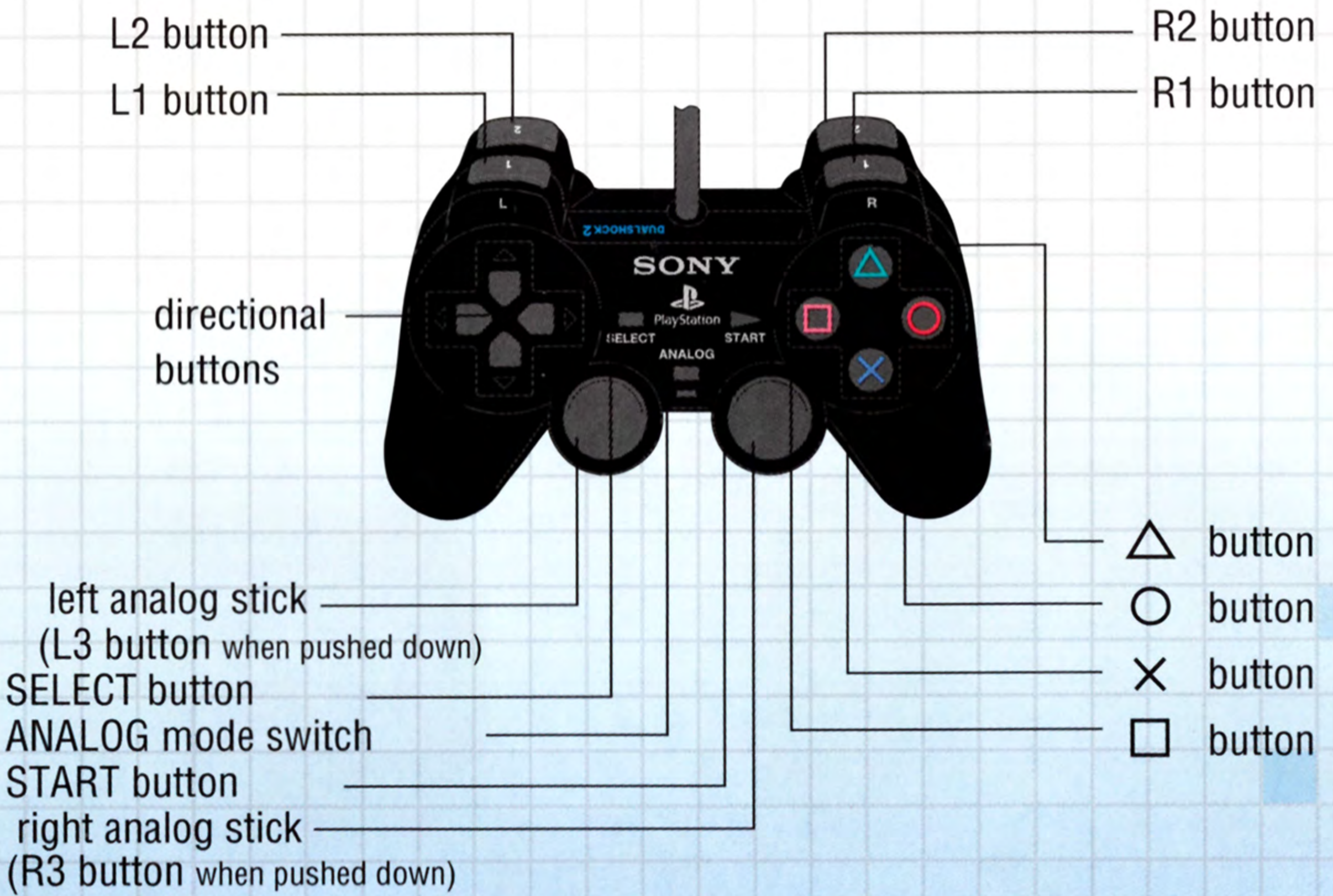
# STARTING UP



**Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the MDK™2 ARMAGEDDON disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach the game controller and a memory card (8MB) (for Playstation®2), if you have one. Follow on-screen instructions and refer to this manual for information on using the software.**

# GETTING STARTED

## DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



## Part 1 - Prologue

KURT HECTIC NEVER WANTED TO BE A HERO. HE WOULD HAVE BEEN CONTENT WITH A NORMAL LIFE, LIVING HIS YEARS IN QUIET, DIGNIFIED ANONYMITY, BUT IT WAS NOT TO BE. KURT WAS A LOYAL EMPLOYEE, AND WORKING FOR ECCENTRIC GENIUS DOCTOR FLUKE HAWKINS MEANT OCCASIONALLY DOING THE EXTRAORDINARY. IN UTTER DISBELIEF, KURT WAS EVENTUALLY CALLED UPON TO LEAVE HIS BELOVED EARTH, ASSUMING THE UNLIKELY TITLE OF FIRST JANITOR IN SPACE.

DOCTOR HAWKINS HAD LONG SUFFERED RIDICULE FROM HIS FELLOW SCIENTISTS. THEY CLAIMED HE WAS TOO ECCENTRIC, AND THAT HIS METHODS WERE QUESTIONABLE AT BEST. IN TIME HAWKINS GREW TIRED OF HEARING SUCH THINGS, AND SEEKING TO WORK UNDISTURBED HE FLED THE EARTH INTO A SELF-IMPOSED EXILE. HIS SHIP, THE 'JIM DANDY,' WAS LAUNCHED WITHOUT FANFARE, AND HE SWORE NOT TO RETURN UNTIL HE HAD VINDICATED HIMSELF IN THE EYES OF HIS PEERS. WEEKS TURNED TO MONTHS AND MONTHS SLOWLY TURNED TO YEARS.

THE GREATEST OF THE DOCTOR'S INVENTIONS IN EXILE WAS A SIX-LEGGED CANINE NAMED MAX, THE FIRST SUCCESSFUL ATTEMPT BY DR. HAWKINS TO CREATE AN ARTIFICIAL INTELLIGENCE. 'SUCCESSFUL' MEANT THAT HE NEVER TRIED TO KILL THE GOOD DOCTOR, AND HAD NO PLANS FOR GLOBAL DOMINATION. THE PERFECT ASSISTANT, MAX KEPT THE DOCTOR GROUNDED IN REALITY, AND PERFORMED MUCH THE SAME FUNCTION AS THE SAFETY-CATCH ON AN ASSAULT RIFLE. HE WAS EAGER TO PLEASE AND ADAPTABLE TO ANY TASK, HIS GENTLE SOUL ODDLY BALANCED WITH AN AFFINITY FOR FIREPOWER.

THE TIME FOR DOCTOR HAWKINS TO PROVE THE REAL MERIT OF HIS GENIUS CAME SOONER THAN ANYONE COULD HAVE EXPECTED. CREATURES FROM A STRANGE DIMENSION ATTACKED THE EARTH, RIDING 'ENERGY STREAMS' TO THE SURFACE AND STRIPPING IT OF ALL MINERAL WEALTH. THEY LANDED GREAT MACHINES: 'MINECRAWLERS' THAT DESTROYED EVERYTHING IN THEIR PATH AND LAID WASTE TO ENTIRE



CITIES. THE FORCES OF EARTH WERE HELPLESS BEFORE THE ONSLAUGHT.

WATCHING THE DEVASTATION ON EARTH, THE CREW OF THE 'JIM DANDY' KNEW THEY HAD TO ACT. KURT WAS OUTFITTED IN THE MOST RADICAL OF THE DOCTOR'S CREATIONS: AN UNTESTED ARMORED 'COIL SUIT,' WITH CHAIN-GUN AND A SNIPER RIFLE ORDINANCE THAT COULD TARGET ENEMIES A MILE AWAY. LEAPING FROM THE SHIP ON AN UNCONVENTIONAL PARACHUTE OF RIBBON, KURT HAD TO MAKE HIS WAY TO THE PILOT OF EACH MINECRAWLER AND HOPEFULLY DISABLE THE MACHINES. KURT WAS RELUCTANT, BUT HE HAD NO CHOICE. HE WAS THE EARTH'S LAST HOPE.

KURT VALIANTLY FOUGHT THROUGH THE ALIEN DEFENSES, DRIVING TO THE VERY HEART OF EACH MINECRAWLER, DEFEATING PILOT AFTER PILOT AFTER PILOT, WITH EACH FALLING TO HIS DESPERATE DETERMINATION. HE ULTIMATELY CHALLENGED THE EVIL MASTERMIND BEHIND THE ATTACK, A GROTESQUE, SADISTIC CREATURE BY THE NAME OF GUNTER GLUT. WITH THE AID OF MAX AND THE DOCTOR'S INVENTIONS, KURT WAS ABLE TO TAKE THE FIGHT DIRECTLY TO THIS DIABOLICAL BEAST, AND WAS EVENTUALLY VICTORIOUS IN THE CLIMACTIC BATTLE. THE INVASION CRUMBLED AND THE ALIENS RETREATED, THEIR TAILS BETWEEN THEIR LEGS, LEAVING THE EARTH BATTERED, DESPOILED, EVEN RUINED, BUT NOT BEATEN. NO, NOT BEATEN.

NOW, WITH THE ALIENS ROUTED AND ORDER RESTORED, OUR HEROES CAN RETURN TO THEIR NORMAL, EVERYDAY LIVES. OR CAN THEY? ONLY TIME WILL TELL.

## **Part 2 - Getting Started**

MDK™2 ARMAGEDDON IS A SINGLE PLAYER GAME DESIGNED FOR USE WITH THE SONY PLAYSTATION®2. YOU WILL NEED A MEMORY CARD (8MB) (FOR PLAYSTATION®2) IF YOU WISH TO SAVE GAME STATUS.



TO PLAY MDK™2 ARMAGEDDON:

PLUG IN YOUR DUALSHOCK™2 ANALOG CONTROLLER INTO CONTROLLER PORT 1.

INSERT YOUR MEMORY CARD (8MB) (FOR PLAYSTATION®2), IF YOU HAVE ONE, INTO MEMORY CARD SLOT 1.

MAKE SURE THE MAIN POWER SWITCH (LOCATED ON THE BACK OF THE CONSOLE) IS TURNED ON. PRESS THE RESET BUTTON. WHEN THE POWER INDICATOR LIGHTS UP, PRESS THE OPEN BUTTON AND THE DISC TRAY WILL OPEN. PLACE THE MDK™2 ARMAGEDDON DISC ON THE DISC TRAY WITH THE LABEL SIDE FACING UP. PRESS THE OPEN BUTTON AGAIN AND THE DISC TRAY WILL CLOSE.

AFTER PRESSING THE START BUTTON ON THE TITLE SCREEN, THE GAME WILL ENTER THE GAME START AND OPTION SCREEN. IF YOU DON'T PRESS THE START BUTTON DURING THE TITLE SCREEN, MDK™2 ARMAGEDDON WILL ENTER INTO AN AUTOMATIC DEMO MODE THAT WILL PLAYBACK SNIPPETS OF MDK™2 ARMAGEDDON GAMEPLAY.

AT THE MAIN MENU SCREEN YOU CAN START A NEW GAME, LOAD A PREVIOUS GAME, CHANGE YOUR OPTIONS, OR VIEW PREVIOUSLY SEEN MOVIES.

### **New Game**

CHOOSING THE NEW GAME OPTION WILL START A NEW GAME OF MDK™2 ARMAGEDDON. YOU WILL FIRST BE GIVEN AN OPTION TO CHOOSE AMONG A NUMBER OF SAVE SLOTS





PER MEMORY CARD (8MB) (FOR PLAYSTATION®2). AFTER YOU MAKE YOUR CHOICE YOU WILL BE ASKED TO PICK A DIFFICULTY LEVEL. THE LEVELS, FROM MOST EASY TO MOST DIFFICULT, ARE EASY, MEDIUM, HARD AND JINKIES! AFTER MAKING THIS CHOICE THE INTRO MOVIE WILL BEGIN FOLLOWING A SHORT LOADING PERIOD.

## Load Game

A MEMORY CARD (8MB) (FOR PLAYSTATION®2) CAN BE USED TO STORE MDK™2 ARMAGEDDON SAVE GAMES. CHOOSING THE LOAD GAME OPTION WILL ALLOW YOU TO CONTINUE YOUR GAME FROM A PREVIOUSLY SAVED LOCATION. SAVE GAMES ARE AUTOMATICALLY GENERATED DURING GAMEPLAY AND STORED ON THE MEMORY CARD (8MB) (FOR PLAYSTATION®2).

## Options

THE OPTIONS MENU OFFERS A NUMBER OF GAMEPLAY OPTIONS. BOTH AUDIO AND CONTROLLER SETTINGS CAN BE FOUND AND ADJUSTED HERE.



## Audio Submenu

MEMBERS OF THIS SUBMENU MODIFY FEATURES RELATED TO THE SOUND AND MUSIC IN MDK™2 ARMAGEDDON.

### EFFECTS VOLUME

THIS OPTION CONTROLS THE VOLUME FOR SOUND EFFECTS IN MDK™2 ARMAGEDDON.

### MUSIC VOLUME

THIS OPTION CONTROLS MUSIC VOLUME.

### VOICE VOLUME

THIS OPTION CONTROLS VOICE VOLUME.

## AUDIO OUTPUT SETTING

THIS OPTION TOGGLES BETWEEN STEREO AND MONO AUDIO OUTPUT.

## Controls Submenu

MEMBERS OF THIS SUBMENU MODIFY FEATURES RELATED TO THE GAME CONTROLS.

### REVERSE NORMAL UP/DOWN

THIS TOGGLES THE FUNCTION OF THE ANALOG STICK FOR REGULAR UP AND DOWN MOVEMENT DURING REGULAR GAMEPLAY.

### REVERSE SNIPER UP/DOWN

THIS TOGGLES THE FUNCTION OF THE ANALOG STICK FOR SNIPER UP AND DOWN MOVEMENT.

### VIBRATION ENABLED

MDK™2 ARMAGEDDON SUPPORTS THE VIBRATION FEATURES OF THE DUALSHOCK™2 ANALOG CONTROLLER. THIS OPTION TOGGLES THE VIBRATION ON AND OFF.

### ANALOG SENSITIVITY

THIS CONTROLS THE SENSITIVITY OF THE DUALSHOCK™2 ANALOG CONTROLLER. INCREASING THE BAR MAKES THE STICK MORE SENSITIVE.

### ANALOG DEADZONE

THIS CONTROLS THE AMOUNT OF MOVEMENT OF THE DUALSHOCK™2 ANALOG CONTROLLER REQUIRED TO ELICIT A RESPONSE IN THE GAME ENVIRONMENT. INCREASING THIS BAR INCREASES THE AMOUNT OF MOVEMENT BY THE STICK REQUIRED TO MOVE THE GAME CAMERA.

## Controller Layout

THIS OPTION ALLOWS THE USER TO SELECT FROM DIFFERENT CONTROL TYPES SO THAT YOU CAN PLAY THE GAME WITH THE CONTROLS OF YOUR PREFERENCE.



NOTE: THESE ARE ALL PRE-DETERMINED SETS THAT ARE NOT CUSTOMIZABLE.

## **MadCatz Controller Info**

MDK2 ARMAGEDDON SUPPORTS THE MAD CATZ PANTHER PX JOYSTICK. YOU CAN FIND THE CONTROLLER CONFIGURATION IN THE OPTIONS MENU UNDER CONTROLS. ONCE IN CONTROLS GO TO CONTROLLER LAYOUT. THERE YOU WILL FIND THE CONTROL LAYOUT FOR THE PANTHER PX.

## **Game Options**

MEMBERS OF THIS SUBMENU MODIFY FEATURES RELATED TO THE GENERAL GAME FUNCTIONS.

## **Display Movie Text**

THIS FEATURE TOGGLES THE DISPLAY OF TEXT DURING MOVIE PLAYBACK AND TUTORIALS.

## **Play Movies/View Credits**

THIS MENU OPTION WILL ALLOW THE PLAYER TO PLAY MOVIES INDEPENDENT OF GAMEPLAY ONLY AFTER THEY HAVE BEEN VIEWED DURING THE GAME. VIEW CREDITS SHOWS THE GAME CREDITS.

## **Paused Menu**

THERE IS AN IN-GAME MENU THAT CAN BE ACCESSED DURING GAMEPLAY BY PRESSING THE START BUTTON. THIS MENU HAS THE FOLLOWING OPTIONS:

CONTINUE - RETURNS TO THE GAME.

LOAD GAME - THIS RELOADS FROM A SAVED CHECKPOINT.

OPTIONS - THIS ACCESSES THE OPTION SCREEN.

QUIT - THIS QUILTS THE GAME AND RETURNS TO THE MAIN MENU SCREEN.

## Part 3 - Controls

THERE ARE THREE MAIN CHARACTERS IN MDK™2 - KURT HECTIC, MAX AND DOCTOR FLUKE HAWKINS. EACH CHARACTER HAS BOTH A COMMON AND A UNIQUE SET OF CONTROLS.

### Kurt:

#### KURT DEFAULT CONTROLS (CONFIGURATION A)

MOVE FORWARD - PRESS UP ON THE DIRECTIONAL BUTTON

MOVE BACK - PRESS DOWN ON THE DIRECTIONAL BUTTON

TURN LEFT - PRESS LEFT ON THE DIRECTIONAL BUTTON

TURN RIGHT - PRESS RIGHT ON THE DIRECTIONAL BUTTON

LOOK UP - PRESS UP ON THE RIGHT ANALOG STICK

LOOK DOWN - PRESS DOWN ON THE RIGHT ANALOG STICK

STRAFE LEFT - PRESS ON THE L2 BUTTON

STRAFE RIGHT - PRESS ON THE R2 BUTTON

SHOOT CHAIN GUN - PRESS ON THE X BUTTON

JUMP - PRESS ON THE SQUARE BUTTON

ACTIVATE PARACHUTE - PRESS AND HOLD THE SQUARE BUTTON

MOVE ITEM SELECTOR LEFT - PRESS ON THE L1 BUTTON

MOVE ITEM SELECTOR RIGHT - PRESS ON THE R1 BUTTON

USE/THROW ITEM - PRESS ON THE TRIANGLE BUTTON

ENTER SNIPER MODE - PRESS ON THE CIRCLE BUTTON

#### SNIPER MODE

LOOK UP - PRESS UP ON THE DIRECTIONAL BUTTON

LOOK DOWN - PRESS DOWN ON THE DIRECTIONAL BUTTON

TURN LEFT - PRESS LEFT ON THE DIRECTIONAL BUTTON

TURN RIGHT - PRESS RIGHT ON THE DIRECTIONAL BUTTON

ZOOM IN - PRESS UP ON THE RIGHT ANALOG STICK

ZOOM OUT - PRESS DOWN ON THE RIGHT ANALOG STICK

SHOOT - PRESS ON THE X BUTTON

MOVE BULLET SELECTOR UP - PRESS ON THE L1 BUTTON

MOVE BULLET SELECTOR DOWN - PRESS ON THE R1 BUTTON

STRAFE LEFT - PRESS ON THE L2 BUTTON

STRAFE RIGHT - PRESS ON THE R2 BUTTON

LEAVE SNIPER MODE - PRESS ON THE CIRCLE BUTTON



## Max

### MAX DEFAULT CONTROLS (CONFIGURATION A)

MOVE FORWARD - PRESS UP ON THE DIRECTIONAL BUTTON

MOVE BACK - PRESS DOWN ON THE DIRECTIONAL BUTTON

TURN LEFT - PRESS LEFT ON THE DIRECTIONAL BUTTON

TURN RIGHT - PRESS RIGHT ON THE DIRECTIONAL BUTTON

LOOK UP - PRESS UP ON THE RIGHT ANALOG STICK

LOOK DOWN - PRESS DOWN ON THE RIGHT ANALOG STICK

STRAFE LEFT - PRESS ON THE L2 BUTTON

STRAFE RIGHT - PRESS ON THE R2 BUTTON

SHOOT GUN(S) - PRESS ON THE X BUTTON

JUMP - PRESS ON THE SQUARE BUTTON

JET PACK THROTTLE - PRESS AND HOLD THE SQUARE BUTTON

MOVE WEAPON SELECTOR LEFT - PRESS ON THE L1 BUTTON

MOVE WEAPON SELECTOR RIGHT - PRESS ON THE R1 BUTTON

EQUIP WEAPON - PRESS ON THE TRIANGLE BUTTON

UNEQUIP WEAPON - PRESS ON THE CIRCLE BUTTON

## Doc

### DOC DEFAULT CONTROLS (CONFIGURATION A)

MOVE FORWARD - PRESS UP ON THE DIRECTIONAL BUTTON

MOVE BACK - PRESS DOWN ON THE DIRECTIONAL BUTTON

TURN LEFT - PRESS LEFT ON THE DIRECTIONAL BUTTON

TURN RIGHT - PRESS RIGHT ON THE DIRECTIONAL BUTTON

LOOK UP - PRESS UP ON THE RIGHT ANALOG STICK

LOOK DOWN - PRESS DOWN ON THE RIGHT ANALOG STICK

STRAFE LEFT - PRESS ON THE L2 BUTTON

STRAFE RIGHT - PRESS ON THE R2 BUTTON

COMBINE ITEMS - PRESS ON THE X BUTTON

JUMP - PRESS ON THE SQUARE BUTTON

MOVE ITEM SELECTOR UP - PRESS ON THE TRIANGLE BUTTON

MOVE ITEM SELECTOR DOWN - PRESS ON THE CIRCLE BUTTON

EQUIP/USE LEFT ITEM - PRESS ON THE L1 BUTTON

EQUIP/USE RIGHT ITEM - PRESS ON THE R1 BUTTON



## Part 4 - The Characters

MDK™2 ARMAGEDDON ALLOWS YOU TO TAKE CONTROL OF THREE COMPLETELY DIFFERENT CHARACTERS DURING THE COURSE OF THE GAME. EACH CHARACTER HAS A NUMBER OF UNIQUE CHARACTERISTICS AND ABILITIES THAT SETS HIM APART FROM HIS COMRADES.

### Kurt Hectic

#### GENERAL INFO

KURT HECTIC, THE LEAD CHARACTER FROM THE ORIGINAL MDK™, IS A RELUCTANT HERO, CURSED BY CIRCUMSTANCE. THE 'COIL SUIT' WAS DESIGNED BY DOCTOR FLUKE HAWKINS BOTH AS A POWERFUL WEAPON AND AN ALTERNATIVE TO CLASSY EVENINGWEAR. THE 'COIL SUIT' GIVES KURT A NUMBER OF SPECIAL ABILITIES INCLUDING: A SNIPER SCOPE THAT HE CAN USE TO SHOOT ENEMIES A MILE AWAY, A RIBBON CHUTE THAT CAN SILENTLY CARRY KURT A GREAT DISTANCE WHILE FLOATING THROUGH THE AIR, AND A DEVASTATING CHAIN GUN. KURT RELUCTANTLY USES THESE TOOLS TO DEFEND THE EARTH.

#### MOVEMENT

KURT CAN JUMP INTO THE AIR BY USING THE "JUMP" BUTTON. HE CAN ALSO GRAB LEDGES AND PULL HIMSELF UP TO SURFACES THAT HE MIGHT OTHERWISE BE UNABLE TO REACH.

#### CHAIN GUN

KURT HAS A CHAIN GUN MOUNTED ON HIS RIGHT HAND. PRESSING THE "SHOOT" BUTTON CAUSES THE CHAIN GUN TO FIRE. THE CHAIN GUN HAS UNLIMITED AMMO, NEVER OVERHEATS, AND THUS CAN BE USED CONTINUOUSLY, SHOULD THE SITUATION REQUIRE IT. THERE ARE UPGRADES THAT KURT CAN FIND FOR THE CHAIN GUN THAT CHANGE BOTH ITS FIRING CHARACTERISTICS AND DAMAGE.



## SNIPER SCOPE

PRESSING THE "SNIPER" BUTTON ON THE ANALOG CONTROLLER (DUALSHOCK™2) CAUSES KURT TO ENTER SNIPER MODE. A NEW GRAPHICAL USER INTERFACES APPEARS WHEN KURT ENTERS SNIPER MODE. THIS GUI FEATURES A ZOOMING VIEWPORT THAT KURT CONTROLS SO THAT HE CAN ZOOM IN AND ZOOM OUT WHILE TRACKING HIS POTENTIAL TARGET.

KURT CAN USE HIS INVENTORY CONTROLS TO SELECT FROM VARIOUS SNIPER BULLETS. PRESSING THE "SHOOT" BUTTON CAUSES KURT TO FIRE A SINGLE SNIPER SHOT. BE CAREFUL WITH YOUR AMMUNITION BECAUSE ALL SHOTS, WITH THE EXCEPTION OF THE DEFAULT SNIPER BULLET, HAVE LIMITED AMMUNITION.

NOTE: KURT CAN ONLY STRAFE LEFT AND RIGHT WHEN IN SNIPER MODE.

## RIBBON CHUTE

WHEN THE "JUMP" IS PRESSED AND HELD, KURT'S RIBBON CHUTE IS ACTIVATED. WHILE ACTIVATED, THE RIBBON CHUTE ALLOWS KURT TO GLIDE AROUND HIS ENVIRONMENT. MOVEMENT CONTROLS CAN BE USED IN COMBINATION WITH THE RIBBON CHUTE TO EXPLORE THE ENVIRONMENT.

NOTE: SHOULD KURT OPEN THE RIBBON CHUTE IN AN UPDRAFT, HE WILL RISE INTO THE AIR.

## INVENTORY

KURT HAS A LIMITED INVENTORY OF ITEMS THAT HE CAN USE DURING HIS MISSION.

## HEALTH

KURT STARTS THE GAME WITH 100 HEALTH POINTS. AS HE IS DAMAGED, HIS HEALTH DECREASES. KURT CAN FIND ITEMS IN HIS ENVIRONMENT THAT CAN BE USED TO HEAL HIS INJURIES BACK TO A MAXIMUM OF 100 POINTS.

## GAME SCREEN



## SNIPER GUI



## Max

MAX IS THE ROBOTIC CREATION OF DOCTOR FLUKE HAWKINS. HIS UNUSUAL DESIGN (2 LEGS AND 4 ARMS) ALLOWS HIM TO HOLD UP TO FOUR WEAPONS SIMULTANEOUSLY. ORIGINALLY QUITE TAME, MAX DOWNLOADED AN ACTION HERO PERSONALITY IN ORDER TO BETTER HELP IN THE DEFENSE OF THE EARTH AGAINST THE STREAMRIDING ALIENS.

## MOVEMENT

MAX CAN JUMP INTO THE AIR BY USING THE "JUMP" BUTTON. HE CAN ALSO GRAB LEDGES AND PULL HIMSELF UP TO SURFACES THAT HE MIGHT OTHERWISE BE UNABLE TO REACH.

## WEAPONS

A NUMBER OF WEAPONS ARE AVAILABLE TO MAX, AND THANKS TO HIS UNUSUAL PHYSICAL ENHANCEMENTS, UP TO FOUR WEAPONS CAN BE USED SIMULTANEOUSLY.



MAX IS UNABLE TO ADD AMMUNITION TO HIS WEAPONS AND THUS HE WILL THROW EMPTY WEAPONS AWAY WITHOUT PROMPTING FROM THE PLAYER. DON'T WORRY, AS THERE ARE A NUMBER OF WEAPONS AVAILABLE IN HIS ENVIRONMENTS.

## JETPACK

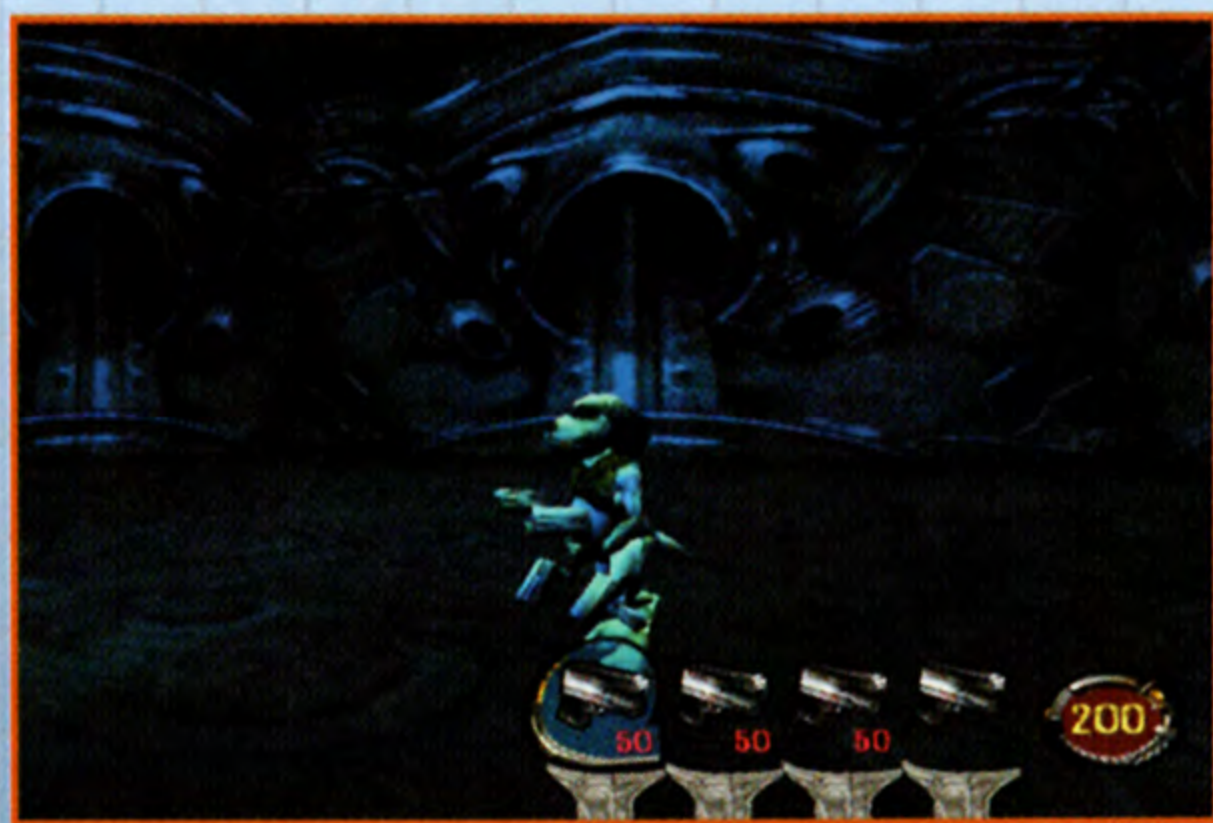
THERE ARE TWO DIFFERENT JETPACKS AVAILABLE FOR USE BY MAX, THE STANDARD JETPACK AND THE ATOMIC JETPACK. PRESSING AND HOLDING THE "JUMP" BUTTON WILL ACCESS BOTH TYPES OF JETPACKS. THE JETPACKS BOTH USE ANALOG CONTROL AND THUS THEIR FUEL USAGE AND THRUST CAN BE CAREFULLY CONTROLLED.

THE STANDARD JETPACK HAS A LIMITED AMOUNT OF FUEL AND IT MUST BE REFUELED AT SPECIFIC FUELING STATIONS. THE ATOMIC JETPACK HAS AN UNLIMITED SOURCE OF FUEL AND IT RECHARGES WHEN NOT IN USE.

## HEALTH

BECAUSE OF HIS ROBOTIC CONSTRUCTION, MAX HAS MORE HEALTH POINTS THAN EITHER KURT OR DOCTOR HAWKINS. HE STARTS WITH 200 HEALTH POINTS THAT CAN BE REPLENISHED BY SPECIFIC ITEMS FOUND IN HIS ENVIRONMENTS.

## GAME SCREEN



## Doctor Fluke Hawkins

### GENERAL INFO

DOCTOR FLUKE HAWKINS IS THE FAMED, IRASCIBLE GENIUS RESPONSIBLE BOTH FOR THE CREATION OF MAX AND THE DEVELOPMENT OF "THE COIL SUIT." AS A PLAYER CHARACTER, DOCTOR HAWKINS IS MOST UNUSUAL IN THAT HIS PHYSICAL WEAKNESS IS MORE THAN MADE UP FOR BY HIS INGENUITY.

### MOVEMENT

THE DOCTOR CAN JUMP INTO THE AIR BY USING THE "JUMP" BUTTON. HE CAN ALSO GRAB LEDGES, BUT HE IS TOO WEAK TO PULL HIMSELF UP!

### INVENTORY

DOCTOR HAWKINS HAS TWO, COMPLETELY INDEPENDENT INVENTORIES, ONE FOR HIS LEFT HAND, AND ONE FOR HIS RIGHT. REFER TO THE CONTROLLER CONFIGURATION SCREEN TO FIND OUT WHICH KEYS OPERATE THE DOCTOR'S INVENTORY CONTROLS.

WHEN THE SELECTION BAR SITS OVER AN UNEQUIPPED ITEM, THE DOCTOR CAN PRESS THE SELECT LEFT OR SELECT RIGHT BUTTONS TO EQUIP THE ITEM UNDER THE SELECTOR IN THE DESIGNATED HAND. HE CAN OF COURSE HOLD DIFFERENT ITEMS SIMULTANEOUSLY IN EACH HAND.

ONCE THE DOCTOR HAS EQUIPPED A USABLE ITEM IN HIS LEFT OR RIGHT HAND BY PRESSING THE SELECT LEFT OR SELECT RIGHT BUTTON, PRESSING THAT BUTTON A SECOND TIME WILL USE THE ITEM.

### COMBINING ITEMS

THE DOCTOR'S PRIMARY POWER IS TO COMBINE ITEMS. TO DO THIS, HE MUST FIRST HOLD THE ITEMS HE WISHES TO COMBINE, ONE IN THE LEFT HAND AND THE OTHER IN THE RIGHT, AND THEN PRESS THE "SHOOT/COMBINE" BUTTON.

ONE OF THREE OUTCOMES CAN OCCUR WHEN THE DOCTOR ATTEMPTS TO COMBINE ITEMS. THE FIRST OUTCOME THAT



MIGHT OCCUR IS... NOTHING! NOT ALL ITEMS CAN BE COMBINED. THE SECOND POTENTIAL OUTCOME FROM COMBINING ITEMS IS THAT A NEW ITEM IS CREATED. THE NAME OF THIS NEW ITEM WILL BE DISPLAYED, AND THE NEW ITEM WILL BE CREATED IN THE DOCTOR'S INVENTORY. THE THIRD OUTCOME IS THAT AN EFFECT MIGHT BE PRODUCED AFTER THE COMBINATION OF ITEMS. THE EFFECT COULD LEAD TO EITHER A POSITIVE OR NEGATIVE OUTCOME. DON'T BE AFRAID TO EXPERIMENT WITH THE DOCTOR AND HIS ITEMS.

## HEALTH

OF THE THREE CHARACTERS, DOCTOR HAWKINS IS BY FAR THE PHYSICALLY WEAKEST. HE ONLY HAS A TOTAL OF 60 HEALTH POINTS, BUT FORTUNATELY HE CAN CREATE AND FIND ITEMS THAT WILL REPLENISH HIS HEALTH.

## Game Screen



## Part 5 - The Items

THE FOLLOWING ARE A FEW OF THE ITEMS THAT CAN BE USED BY KURT HECTIC.



### GRENADE

THE BASIC GRENADE CAN BE THROWN BY KURT AT HIS ENEMIES TO CREATE CONCUSSIVE DAMAGE. THE DISTANCE THE GRENADE IS THROWN DEPENDS ON THE UPWARD ANGLE AT THE TIME OF LAUNCH. BE CAREFUL BECAUSE KURT CAN BE DAMAGED BY HIS OWN GRENADES.



## DUMMY DECOY

THE DUMMY DECOY IS THROWN INTO THE BATTLEFIELD BY KURT IN ORDER TO CONFUSE HIS ENEMIES. BEING OF SLIGHTLY DIM INTELLIGENCE, THE ALIENS AREN'T ABLE TO TELL THE DIFFERENCE BETWEEN KURT AND HIS DECOY. IN FACT, THEY PREFER TO SHOOT THE DECOY, BECAUSE OF ITS SATISFYING RESPONSE TO THEIR ATTACKS.



## CLOAK

ONE OF KURT'S MORE EFFECTIVE ITEMS IS THE CLOAK. THE CLOAK RENDERS KURT INVISIBLE TO ALIEN EYES AND ALLOWS HIM TO RUN UNSCATHED THROUGH THEIR DEFENSES. BEWARE AS IT HAS A LIMITED LIFE SPAN.

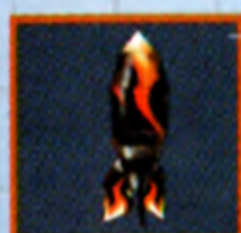
## Sniper Bullets and Items

THE FOLLOWING SNIPER BULLETS AND ITEMS CAN BE LOADED INTO THE SNIPER SCOPE AND SHOT WITH DIFFERENT EFFECT!



## SNIPER BULLET

THE BASIC SNIPER BULLET TRAVELS STRAIGHT TO ITS TARGET, CAUSING DAMAGE WITH ITS IMPACT.



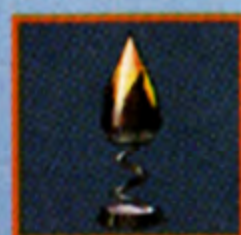
## SNIPER MORTAR

THE SNIPER MORTAR FOLLOWS AN ARCING PATH TO ITS TARGET. ITS ARCING TRAJECTORY CAN BE USED TO BOMB THOSE DIFFICULT TO REACH SPOTS.



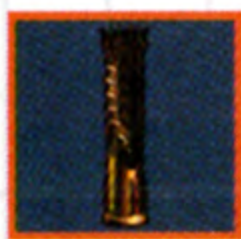
## SNIPER GRENADE

THE SNIPER GRENADE FOLLOWS A DIRECT PATH AND EXPLODES ON CONTACT.



## BOUNCING SNIPER SHELL

THE BOUNCING SNIPER SHELL RICOCHETS OFF MULTIPLE WALLS ON THE WAY TO ITS TARGET.



### SNIPER SHIELD

THE SNIPER SHIELD ABSORBS DAMAGE FROM ALIEN WEAPONRY FOR A LIMITED PERIOD OF TIME.

THE FOLLOWING ARE A FEW OF THE ITEMS THAT CAN BE USED BY MAX.



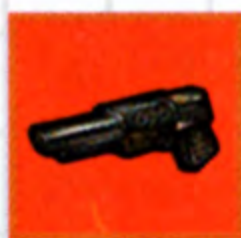
### MAGNUM

THE MAGNUM IS A BASIC, NON-AUTOMATIC WEAPON. MAX IS GIVEN A SPECIAL MAGNUM THAT NEVER RUNS OUT OF AMMUNITION.



### LIZI

THE LIZI IS A BASIC, AUTOMATIC WEAPON.



### SHOTGUN

THE SHOTGUN IS A POWERFUL, NON-AUTOMATIC WEAPON.



### GATLING GUN

THE GATLING GUN IS A POWERFUL, AUTOMATIC WEAPON.

THE FOLLOWING ARE ONLY A FEW OF THE ITEMS USED BY DOCTOR FLUKE HAWKINS. THEY COMPLETELY DEFY DESCRIPTION.

#### TOASTER



#### LIGHTER



#### LOAF



#### DIRTY TOWELS



#### PIPES



#### CORD



REMEMBER - EXPERIMENT WITH THE DOCTOR'S ITEMS TO DISCOVER NEW COMBINATIONS!

## Part 6 - The Enemies

HERE IS A VERY SMALL SAMPLING OF THE ENEMIES THAT OUR FAITHFUL HEROES WILL FACE IN MDK™2 ARMEGEDDON.



### CONEHEAD

CONEHEADS MAKE UP THE WORKING CLASS OF THE STREAMRIDING ALIEN SOCIETY. THEY APPEAR TO BE HARMLESS UNTIL PROVOKED. ONCE ANGERED, CONEHEADS LASH OUT WITH A POWERFUL PSYCHIC ATTACK THAT CAN PASS THROUGH PHYSICAL BARRIERS.



### BIF

BIF FUNCTIONS AS AN IMPERIAL GUARD FOR THE STREAMRIDING ALIENS ELITE. LARGE AND TREMENDOUSLY POWERFUL, BIF POSSESSES A FEARED LIGHTNING STAFF THAT CAN DISCHARGE ELECTRICAL ATTACKS THAT CAN TRACK THE PLAYER.



### BOTTROCKS

BOTTROCKS MAKE UP THE BULK OF THE STREAMRIDING ALIEN SHOCK TROOPS. EXTREMELY MOBILE AND AGILE, BOTTROCKS CAN ATTACK WITH EITHER THEIR ENERGY CANNON OR BY THROWING CONCUSSIVE GRENADES.



### BIRDBRAIN

BIRDBRAINS FUNCTION PRIMARILY AS SENTRIES FOR THE STREAM-RIDING ALIENS. THEIR ABILITY TO FLY AFFORDS THEM TREMENDOUS MANEUVERABILITY AND THEIR WICKED TEMPER MAKES THEM A TENACIOUS ENEMY.

## Part 7 - Hints

- MOST OF THE ENEMIES ARE EXTREMELY DANGEROUS IF YOU GET TOO CLOSE TO THEM. KEEP YOUR DISTANCE EXCEPT IF YOU MYSTERIOUSLY DEVELOP A HAND-TO-HAND ATTACK.
- MAKE USE OF KURT'S RIBBON CHUTE TO FULLY EXPLORE HIS ENVIRONMENTS. YOU'LL NEVER KNOW WHAT YOU MIGHT FIND.
- WHEN POSSIBLE, USE KURT'S SNIPER MODE. IT'S MUCH MORE POWERFUL THAN HIS STANDARD CHAIN GUN.
- DON'T BE AFRAID TO USE KURT'S SPECIAL ITEMS WHEN YOU GET INTO A BIND, THEY CAN BE MOST HELPFUL.
- REMEMBER THAT MAX HAS FOUR ARMS-THAT MEANS 4 GUNS!
- MAX CAN DESTROY CONSIDERABLE PARTS OF HIS ENVIRONMENTS. DON'T BE AFRAID TO SHOOT OUT WINDOWS, WALLS AND ANYTHING ELSE THAT CATCHES YOUR FANCY.
- BE VERY CAREFUL WITH MAX AND THE JETPACK. THERE IS USUALLY BARELY ENOUGH FUEL FOR THE MANEUVERS YOU ARE REQUIRED TO PULL OFF. MAX IS TOUGH BUT HE STILL TAKES DAMAGE FROM FALLING LONG DISTANCES.
- KEEP THE DOCTOR OUT OF DIRECT COMBAT UNLESS YOU HAVE A COUPLE HEALING ITEMS AT YOUR DISPOSAL.
- DON'T BE AFRAID TO EXPLORE STRANGE COMBINATIONS OF ITEMS WITH THE DOCTOR, YOU MIGHT BE PLEASANTLY SURPRISED WITH WHAT YOU FIND.

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**Notes:**



**Notes:**

# unfair advantage

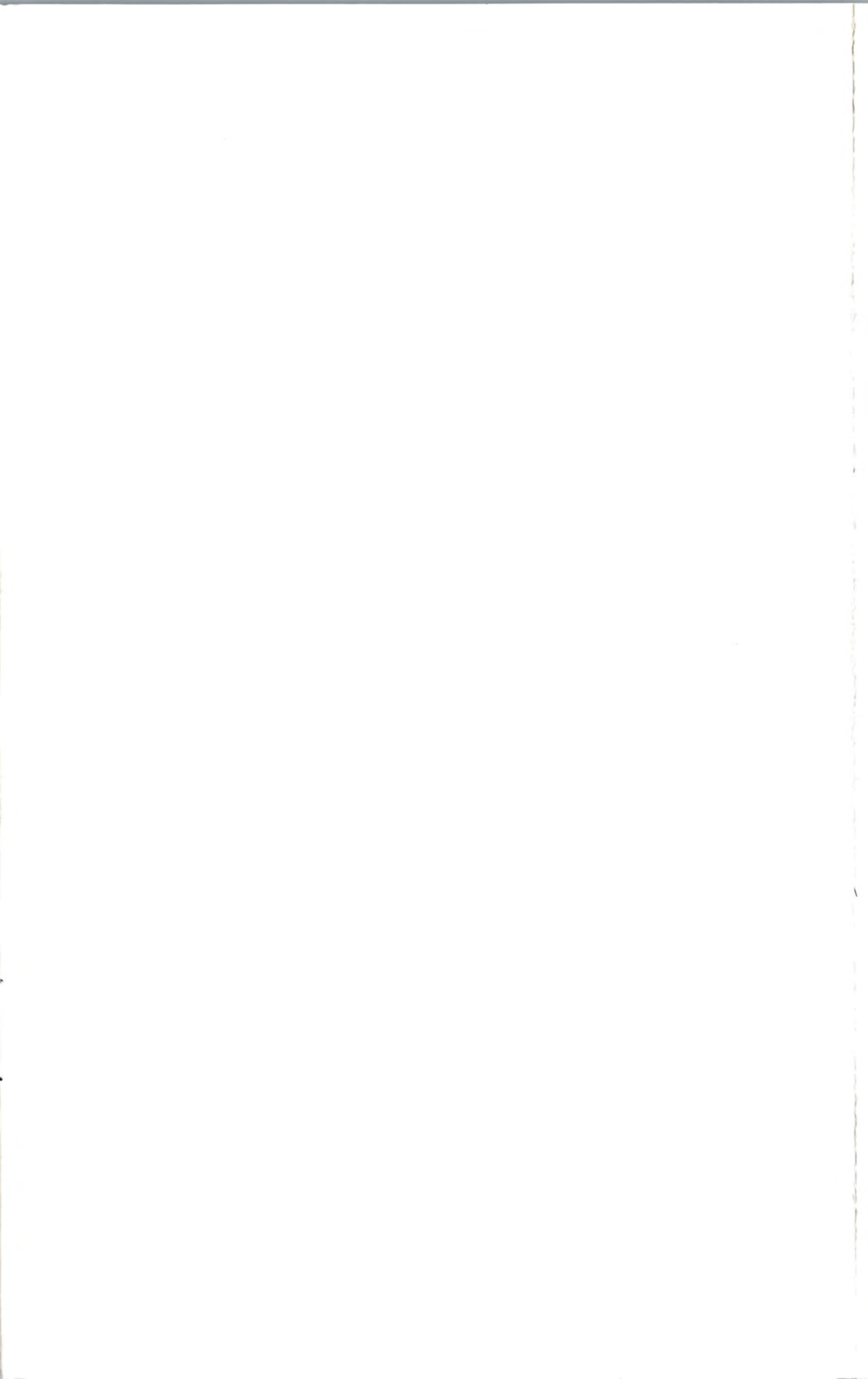


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