OCTOBER 2003

Drake

OF THE 99 DRAGONS

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KILLER

1ST ISSUE

COMING TO

XBOX & PC CD

T

TEEN

ESRB

Blood

Violence

PC CD

XBOX

http://www.replacementdocs.com

XBOX

BLOWOUT

TEEN

T

CONTENT RATED BY ESRB

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Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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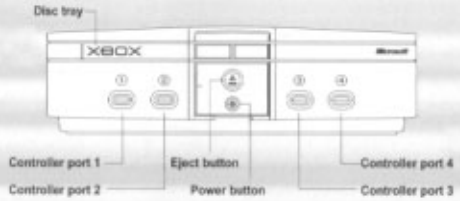
USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Blowout: Military Fighting Unit disc on the disc tray with the label facing up and close the disc tray.
5. Follow the onscreen instructions and refer to this manual for more information about playing Blowout: Military Fighting Unit.



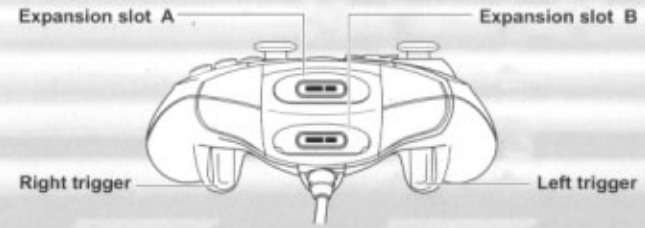
AVOIDING DAMAGE TO THE DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs in the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to the discs.

USING THE XBOX CONTROLLER

1. Insert the Xbox Controller into any controller port of the Xbox console.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the onscreen instructions and refer to this manual for more information about using the Xbox Controller to play BlowOut.
4. See page 5 for game controls.



JUMP INTO HELL

The battle platform *Honour Guard* is now under the command of homicidal clones and crawls with a menagerie of genetic horrors. Marshall "Dutch" Cane wants to join the party.

Cane is a member of the Jump Posse, a law enforcement organization that regulates battle platforms crewed by M1-2 human clones. Posse members are heavily armed and can respond quickly in super fast jump ships.

The Properties are commercial interests existing on the very fringe of galactic human influence. The battle platforms guard these interests. It is here that the human clone first demonstrated profitability. The *Honour Guard* crew's DNA originated from the original combat crew. Four generations of Honour Guard clones have served flawlessly, fending off invasion by vandals or highjackers attacking the Properties.

MI-2 types are the ultimate in worker bio-systems. Able to self-replicate when needed, they promise the ultimate dream in human resource management. Genetic engineering insures that emotion and personal ambition are filtered out of the final product. These humans without souls have transcended legal concerns about human rights. They work, attack, defend or die without shedding a tear.

But something went wrong. While defending an incursion on a fuel outpost by alien Xenos invaders, a gunner clone named C.F. Stephens (ver. 4) was exposed to a genome virus carried by one of the attackers. The clone's first reaction was to become self-aware and like his original, voraciously ambitious. Stephens quickly learned how to clone himself with the intent of creating a personal army. The virus spread with each replication and DNA can take only so much abuse. The Stephens clones, already tortured and psychotic, exploded into monstrous life forms. They slaughtered every other clone on the ship. Now C.F. Stevens is in command of Honour Guard and his hideous offspring are about to populate the solar system. They'll have to go through "Dutch" Cane first.

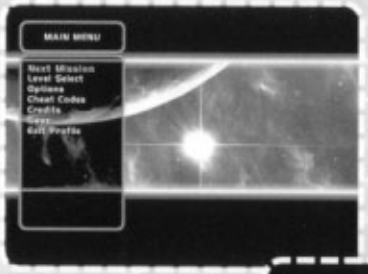
CONTROLS

NOTE: These are the default controls (Scheme 2). You can select the other controller scheme from the Options menu.

GETTING STARTED

1. On the Title Screen, press the ○
2. Highlight **NEW GAME** and press the ○
3. Select "yes" to confirm and press the ○
4. Select **NEXT MISSION** from the **MAIN MENU**.
5. Select **START MISSION**.

THE MAIN MENU



NEXT MISSION

Begin the next mission based on your progress through the game.

LEVEL SELECT

Select a level you have already completed. Locked missions are those you have not yet completed.

WEAPON STATUS

View your weapon, its level and how much ammunition you have.

OPTIONS

Make controller, sound and display adjustments here.

AIM SPEED

Set how fast the gun sight responds when you take aim.

VIBRATION

Toggle controller vibration **ON** or **OFF**. When set to **ON** the controller will vibrate in response to certain game events.

EFFECTS VOLUME

Set special effects volume.

MUSIC VOLUME

Set music volume.

BRIGHTNESS

Adjust the amount of ambient light.

CONTROLLER SCHEMES

View and select Controller Scheme 1 or 2 (Default).

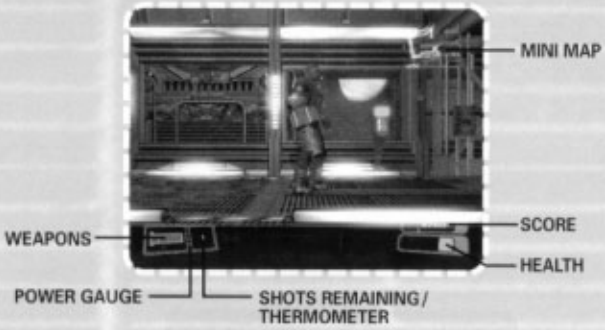
CHEAT CODES

The cheat codes are entered in the **"CHEATS"** area of the **"OPTIONS"** menu menu. The player selects **"CHEATS"** and then using the ✥ enters 4 words to create a phrase that unlocks a cheat for the game. **UP/DOWN** scrolls through the word options – pressing right selects the word and pressing left deletes it. After selecting the fourth word pressing the action button on the controller will let you know if your phrase was valid and what cheat has been unlocked.

SAVE

Save your progress through the game. You can save up to six games to an Xbox Memory Unit. You will only be given the option to save your game upon completion of a level. However, if you pass through a laser door your game will start again from that point if you are killed.

THE GAME SCREEN



MINI MAP

View Dutch's position in the ship. Press the ○ to open the Station Map for a very detailed view. See **"THE STATION MAP"** on the next page.

WEAPONS

Displays the weapon Dutch is currently holding. Cycle to the next or previous weapon by pressing the ⓑ and ⓨ. Dutch always carries the machine gun but must find additional weapons and ammo throughout *Honour Guard*. See **"THE WEAPONS"** on page 18.

SHOTS REMAINING/THERMOMETER

Shows shots/fuel remaining for the selected weapon. When using the machine gun, the thermometer appears here to monitor muzzle temperature. When the gun reaches max temperature it quits firing. Wait for the gun to cool off before firing.

WEAPON POWER GAUGE

Shows the power level of weapons from 1 to a maximum of 4. Find the **WEAPON POWER MODIFIER** to raise weapon power.

SCORE

This is your score for the current level.

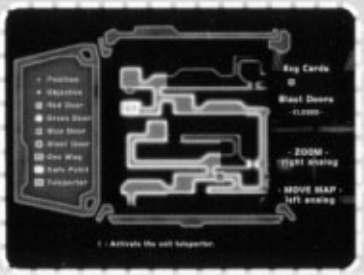
HEALTH

Find Health Paks to keep this full or increase Dutch's health capacity.

THE STATION MAP

Use the Station Map to navigate through *Honour Guard*. Press the ○ to display the Station Map. Press the ⓛ to scan the map and the ⓡ **UP/DOWN** to zoom the map in and out.

- View the Map Legend to see icons for each map feature.
- If you see a passageway on the map that you can't see from where Dutch is standing, maybe you can blast your way through.
- Mission objectives and their location are also displayed on the **STATION MAP**. View the objective at the bottom of the screen and its corresponding number on the **STATION MAP**.



NETWORK NODES

Reach Network Nodes in *Honour Guard* and press the Ⓐ to download additional data which will be displayed on the **STATION MAP**.

PLAYING THE GAME

Battle through the passageways of *Honour Guard* killing the Stephens clones and alien monstrosities that control the ship.

USING WEAPONS

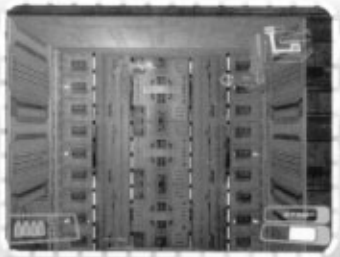
Like every other Jump Posse member, Dutch wears a universal weapon mount on his forearm that allows for instant weapon changes. A quick press of the Ⓨ or Ⓑ button instantly cycles his available weapons into the mount and the selected weapon is highlighted on the weapon display. Press the Ⓡ to fire the weapon while aiming or changing direction with the Ⓐ.

- Find additional weapons throughout *Honour Guard*.
- You must find ammo, fuel cells or battery packs to reload weapons.

See **"THE WEAPONS"** on page 18.

THE ROCKET PACK

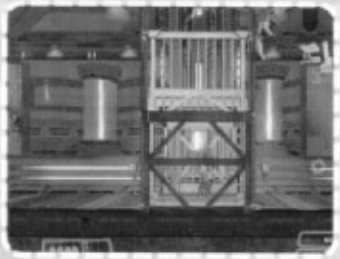
Press the Ⓛ to get a rocket pack boost. Steer while airborne by pressing the Ⓛ. Use the rocket pack to jump up through shafts, over shafts to avoid falling in or to hover. You can fire weapons while Dutch hovers.



ELEVATORS

Use elevators to move between decks on M-12.

- To call an elevator that is on a different floor, walk up to an elevator call panel and press the Ⓐ.
- To ride an elevator, press the ✚ up or down.



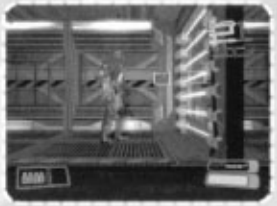
DROPSHIP DATA

Your progress through *Honour Guard* is being monitored by the dropship crew and at certain times during your mission, you will receive dropship voice communication to give you important data.

TYPES OF DOORS

COLOR-CODED DOORS AND KEYS

These security doors require keys that you must find. When Dutch carries the correct key, doors open automatically when approached.



ONE-WAY DOORS

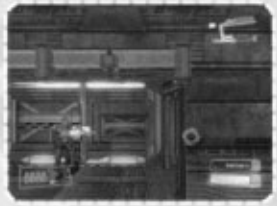
One-way doors are locked on one side. If you cannot enter, you have to find a route to the other side of the door to unlock it. Once unlocked, the door stays open and you can pass in either direction.

BLAST DOORS

Blast Door access is controlled from a remote location. You have to find the blast door control panel for a specific door. Press the Ⓐ to activate the panel.

BULKHEAD DOORS

These doors divide the port and starboard side of the station. You exit through one of these when moving to the next level in the ship.

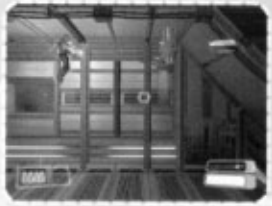


ARMED DEFENSIVE SYSTEMS

In addition to the biological threat, be prepared to battle these station defense systems.

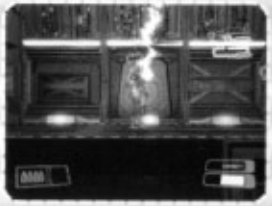
SENTRY GUN

Arranged throughout *Honour Guard*'s passageways, these wall or floor mounted auto-tracking systems detect movement and open fire with machine guns.



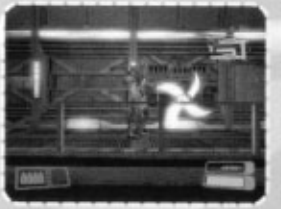
SENTRY DRONES

Sentry drones generally hover in a small area waiting to attack with a nasty electric shock. Disable them temporarily with any weapon.



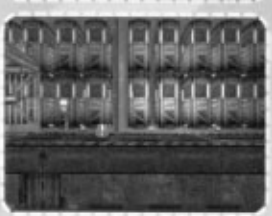
LASER BEAMS AND BLADES

Navigating around these requires timing. Disable them temporarily with any weapon.



PROXIMITY MINES

A variation on the old Bouncing Betty, this anti-personnel mine detects motion, deploys to approximately chest level and detonates.



SECRET AREAS

Find well-hidden secret areas to pick up vital weaponry, ammo or health paks. Look at details around you and the **STATION MAP** to help find hidden areas on *Honour Guard*.

MODIFIERS

Dutch's suit and weapons make up a highly evolved combat system providing offensive and defensive features. Modifiers enhance the system by adapting the suit and weapons to specialized or more powerful combat roles. Modifiers activate upon pickup and function until depleted.

WEAPON POWER

Increase the damage of all weapons to a level of 4. It also increases the maximum amount of ammo for each weapon.

HEALTH

Replenishes health to a maximum of 100.

MAX HEALTH INCREASED

Increases maximum health potential from 100 to 200.

SPEED

This metabolic tweak speeds up every action Dutch takes for a duration of 15 seconds. An enemy experiences that same time period as about three seconds.

ABSORB

Will heal Dutch 50% of the attack power inflicted on him.

BOUNCE

Randomly re-directs attack energy for 100% effective damage protection.

TELEPORTERS

Teleporters move Dutch from one area of *Honour Guard* to the next and mark the completion of the mission for one section of the ship. Reaching a teleporter involves fighting some of the ship's deadliest creatures. However, the teleporters found in the middle of a level will replenish Dutch's health to maximum.

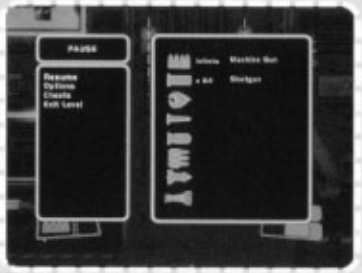
THE SCORE SCREEN

When you complete a level the Score Screen displays your total points earned including any bonus points received for exceptional performance.

Stats include:

- **ENEMY BONUS:** Points earned for enemy kills and shooting accuracy (measured by the damage each shot inflicted on monsters or destroyable objects) raises your enemy bonus.
- **ITEM BONUS:** Points earned picking up items throughout the level.
- **TIME BONUS:** Points earned based on elapsed time to complete level.

PAUSE MENU



RESUME

Continue play.

CHEATS

Enter Cheat Codes.

OPTIONS

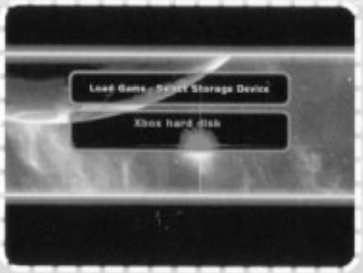
See **"OPTIONS"** on page 7.

EXIT LEVEL

Return to the **MAIN MENU**.

LOADING A SAVED GAME

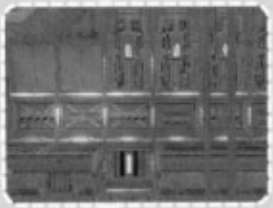
Continue playing a saved game. On the **TITLE SCREEN** select **LOAD GAME**. Select one of your saved games.



THE LEVELS

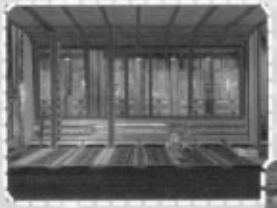
The player can select one of the ten levels that are in the game if they have already played them or they can proceed to the next level.

AIRLOCK



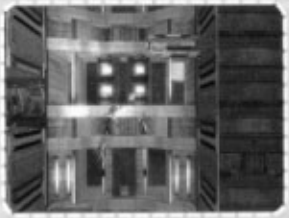
CARGO BAY

SCIENCE LAB



CREW QUARTERS

COMMAND CENTER



ENEMY TARGETS

DNA gone wild has created a huge variety of deadly bugs and alien mutants.

BUGS

ROACHES

PIRANHA

PARASITE

SWARM

MUTANTS

These genetic nightmares can contain human, canine and alien bug DNA. Some may show intelligence and all are fiercely aggressive.

DOG MUTANT

SPIDER DOG

BEAST MUTANT

CRAWLER MUTANT

THE WEAPONS

Jump Posse weaponry ranges from basic to bizarre, and all weapons are lethal. To pick up a weapon or ammo, just walk up to it.

MACHINE GUN

This is the basic weapon and a real life saver because it never runs out of 9mm slugs. However, it can overheat and will stop firing until it cools off. Fire quick bursts to keep the temperature down.

ROTARY SHOTGUN

This Jump Posse version of a street sweeper is nicknamed a "B-B Gun." It sprays 150 steel balls in a wide swath of pulverizing destruction – great for clearing bugs from passageways.

FLAMETHROWER

Hose 'em down until they glow like a charcoal briquette. The 20mm slow-burst incendiary canister bathes the enemy in a shower of searing plasma flames.

MINIGUN

Six barrels spin out 1000 rounds per minute of hand-held mutilation. The muzzle velocity of the 7.62 rounds is jacked up to six times normal for pulverizing impact on hardened bunkers.

FLECHETTE NAIL GUN

Hammer anything with this belt-driven weapon that fires six-inch hardened steel nails at three rounds per second.

GRENADE LAUNCHER

This 40mm high explosive grenade sends shrapnel ripping through the air at about 1500 meters per second. Everything in the blast zone gets shredded.

MISSILE LAUNCHER

This shoulder launched mini-missile delivers a devastating high-explosive blast to take out multiple targets.

SONIC IMPULSE CANNON

The impulse cannon is the most powerful Jump Posse weapon Dutch carries. It emits a coned concussive blast that shatters just about anything. Press and hold the fire button to charge and release to fire the weapon.

GAME PLAY TIPS

- Explore everywhere! You never know where a new weapon might be hiding.
- Watch your Temperature! The machine gun will overheat and stop functioning correctly if you fire continuously. Use short bursts to keep it cool.
- There's no ammo shortage on the Honour Guard, so fire away with all munitions.
- Watch and learn. Each enemy has certain behaviors. Pay careful attention and you may be able to avoid their attacks.
- Your Jetpack is not just for jumping. Use your jetpack to hover, giving you 2 levels to fight on.
- Your gun can aim in any direction. Use this to your advantage.
- Bigger monstrosities lurk around the ship. Keep your health up so you'll have a chance to survive those long fights.
- Check your map! The Honour Guard is a big place and you can easily get lost. Use your map to help guide you.
- Listen to your radio. Red will give you good advice. Listen to him and you may have a chance.
- Destroy those containers! Ammo dumps can be found inside barrels and crates, helping you to fend off the enemy.

1-900-773-TECH

1-900-773-8324

($1.99 per minute.) Must be 18 years or older, or have a parent's permission to call. Touch tone phones only.

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NOTES

NOTES

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Majesco Sales, Inc. warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Majesco Sales, Inc. is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Majesco Sales, Inc. agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

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RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing, and your name, address and phone number to: Majesco Sales, Inc., 160 Raritan Center Parkway, Edison, NJ 08837. If the product was damaged through misuse or accident, this 90-day warranty is rendered void. We strongly recommend that you send your product using a traceable delivery method. Majesco Sales, Inc. is not responsible for products not in its possession.

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TECHNICAL SUPPORT

If you need technical assistance with this product, call us toll-free at (800) 826-0015 Monday through Friday between 9:00 A.M. and 5:00 P.M. Eastern Standard Time. No hints or codes are available from this line. For hints and codes call us at (900) 773-8324 Eastern Standard Time. Be advised that there is a $1.99 per minute charge.

HOW TO REACH US ONLINE:

For technical and game support visit us at http://www.majescogames.com and click on the "Support" link.