

# BLOWOUT™



**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.

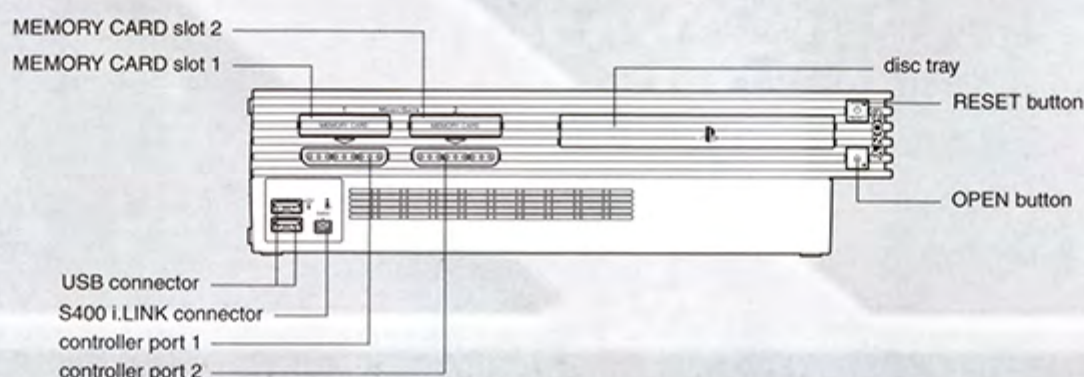
**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- 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.

# TABLE OF CONTENTS

|                                                                                                                          |           |
|--------------------------------------------------------------------------------------------------------------------------|-----------|
| <b>GETTING STARTED</b>                                                                                                   | <b>2</b>  |
| Memory Card                                                                                                              |           |
| <b>CONTROLS</b>                                                                                                          | <b>3</b>  |
| <b>JUMP INTO HELL</b>                                                                                                    | <b>4</b>  |
| <b>STARTING THE GAME</b>                                                                                                 | <b>5</b>  |
| <b>THE MAIN MENU</b>                                                                                                     | <b>6</b>  |
| Next Mission / Level Select / Weapon Status /<br>Options / Save                                                          |           |
| <b>THE GAME SCREEN</b>                                                                                                   | <b>8</b>  |
| <b>THE STATION MAP</b>                                                                                                   | <b>9</b>  |
| Network Nodes                                                                                                            |           |
| <b>PLAYING THE GAME</b>                                                                                                  | <b>10</b> |
| Using Weapons / The Jet Pack / Elevators /<br>Dropship Data / Types of Doors / Armed Defensive<br>Systems / Secret Areas |           |
| <b>MODIFIERS</b>                                                                                                         | <b>13</b> |
| <b>TELEPORTERS</b>                                                                                                       | <b>14</b> |
| <b>THE SCORE SCREEN</b>                                                                                                  | <b>14</b> |
| <b>PAUSE MENU</b>                                                                                                        | <b>15</b> |
| <b>LOAD A SAVED GAME</b>                                                                                                 | <b>15</b> |
| <b>THE LEVELS</b>                                                                                                        | <b>16</b> |
| Airlock / Cargo Bay / Science Lab / Crew Quarters /<br>Command Center                                                    |           |
| <b>ENEMY TARGETS</b>                                                                                                     | <b>17</b> |
| Bugs / Mutants                                                                                                           |           |
| <b>THE WEAPONS</b>                                                                                                       | <b>18</b> |
| <b>GAME PLAY TIPS</b>                                                                                                    | <b>20</b> |
| <b>CREDITS</b>                                                                                                           | <b>21</b> |
| <b>TECHNICAL SUPPORT</b>                                                                                                 | <b>25</b> |
| <b>WARRANTY</b>                                                                                                          | <b>25</b> |

# GETTING STARTED



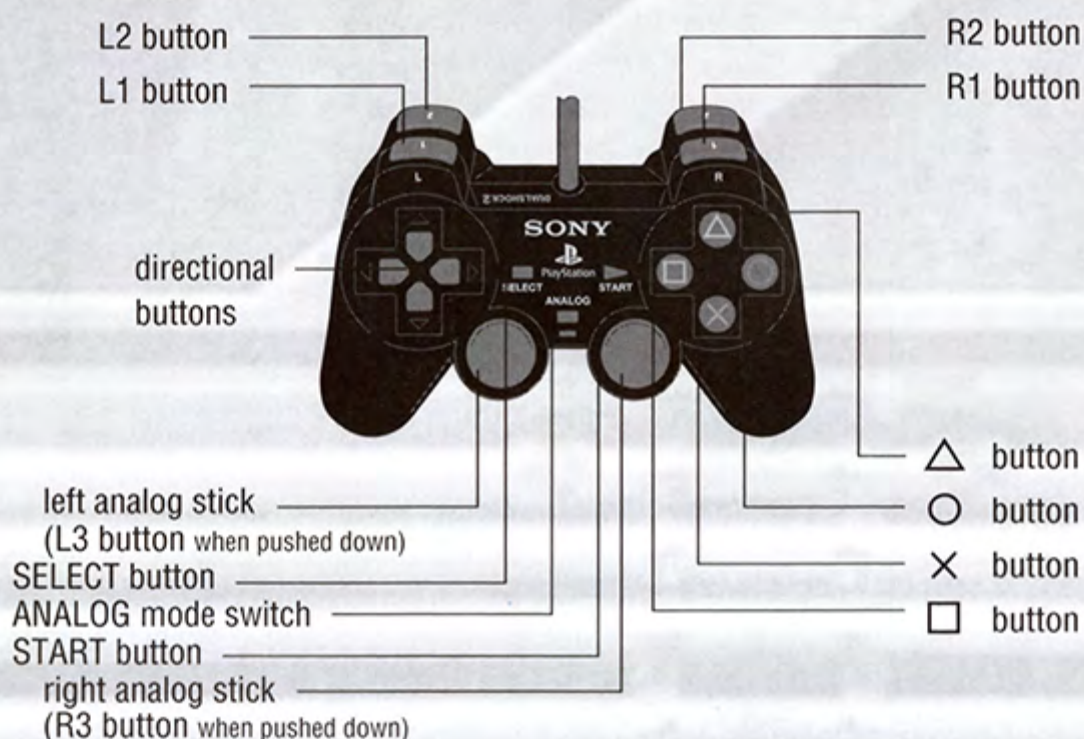
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Blowout: Military Fighting Unit disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARD

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into the MEMORY CARD slot 1 of your PlayStation 2 computer entertainment system. You can load saved Blowout: Military Fighting Unit game data from the same card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

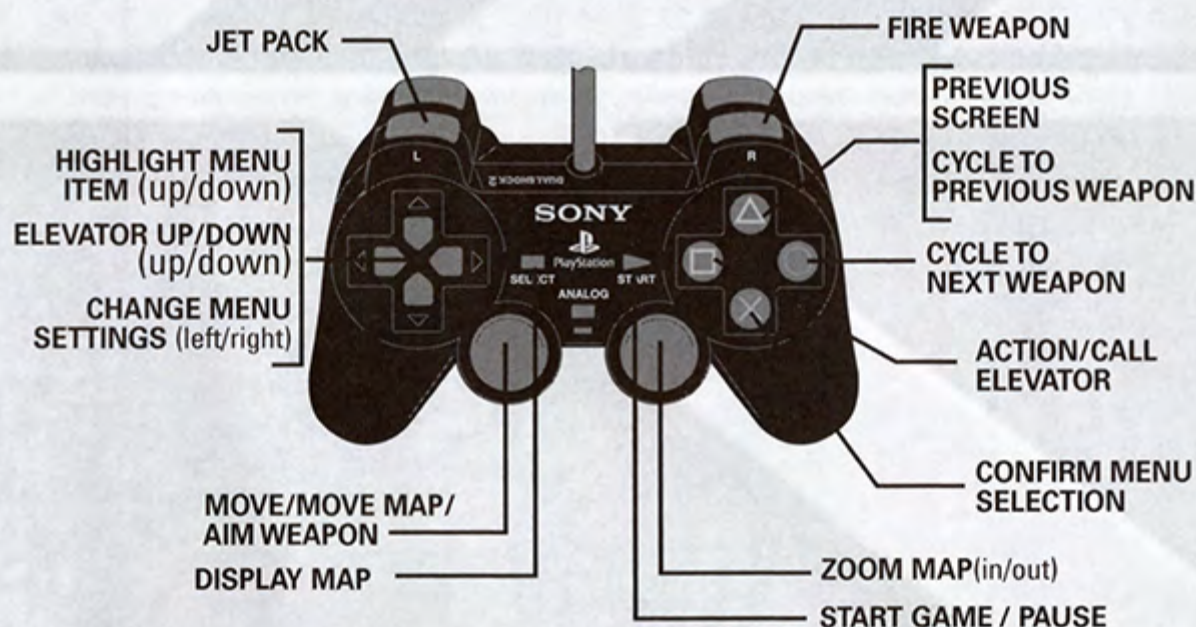
# CONTROLS

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



# CONTROLS

**NOTE:** These are the default controls (Scheme 1). You can select the other controller scheme from the Options menu.



## 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.

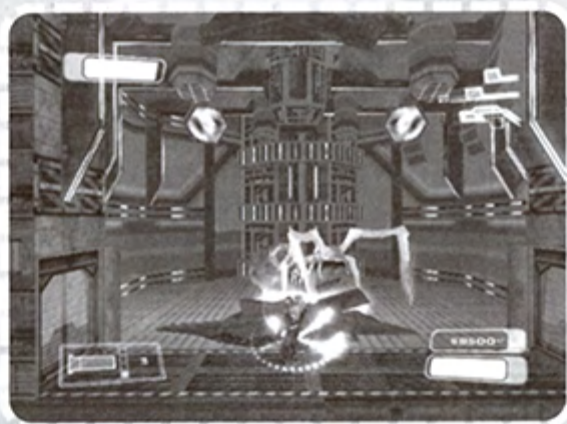
The Properties are commercial interests existing on the very fringe of galactic human influence. The battle platforms guard these interests. It is here that the human clone first demonstrated profitability. The *Honour Guard* crew's DNA originated from the original combat crew. Four generations of Honour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

M1-2 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.

## STARTING THE GAME

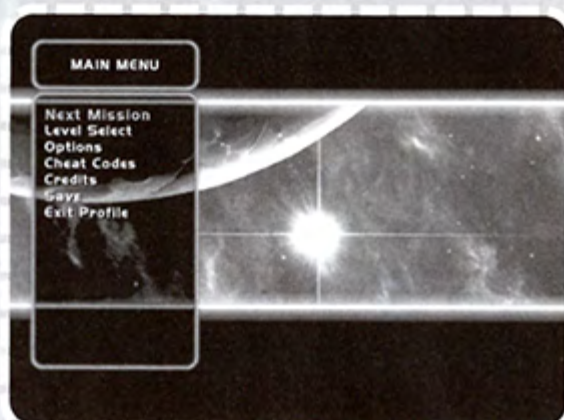
1. On the Title Screen, press the  button.
2. Press the **DIRECTIONAL BUTTONS** Up/Down to highlight **NEW GAME** and press the **X** button to display the Main Menu.
3. Select **NEXT MISSION** from the Main Menu and press the **X** button to begin the game.



# THE MAIN MENU

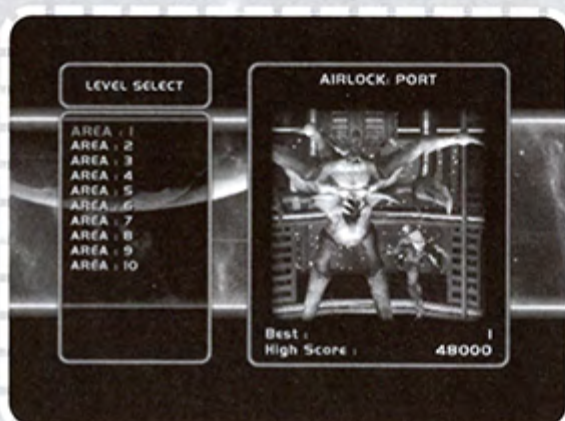
## NEXT MISSION

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



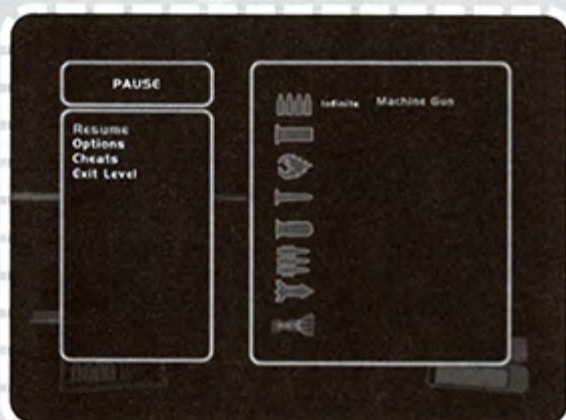
## LEVEL SELECT

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 (Default) or 2.

### CHEAT CODES

Use the **DIRECTIONAL BUTTONS** to enter four words that create a phrase that unlocks a cheat for the game.

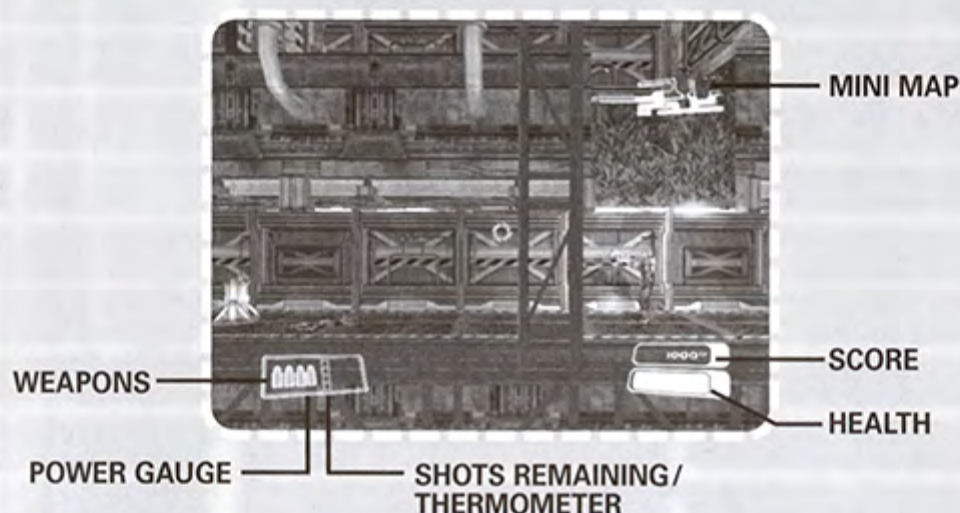
- Press the **DIRECTIONAL BUTTONS** Up/Down to scroll through the word options.
- Press the **DIRECTIONAL BUTTON** right to select the word and press **DIRECTIONAL BUTTON** left to delete it.

After selecting the fourth word, press the **X** button to see if your phrase is valid and what cheat, if any, you have unlocked.

### SAVE

Save your progress through the game. You can save up to six games to a Memory card (8MB) (for PlayStation®2) You will be also be prompted to save game progress upon completion of a level.

# THE GAME SCREEN



## MINI MAP

View Dutch's position in the ship. Press the **SELECT** button 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  $\Delta$  button and  $\bigcirc$  button. 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.

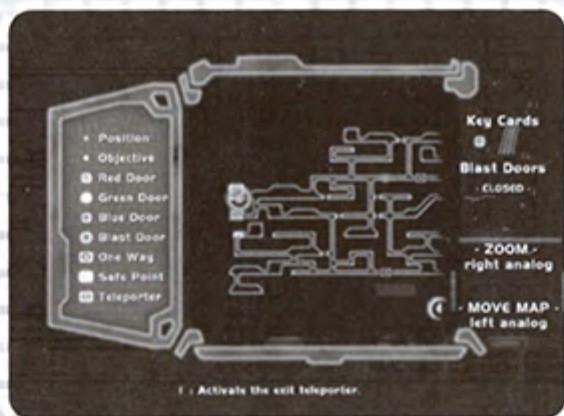
## HEALTH

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

## THE STATION MAP

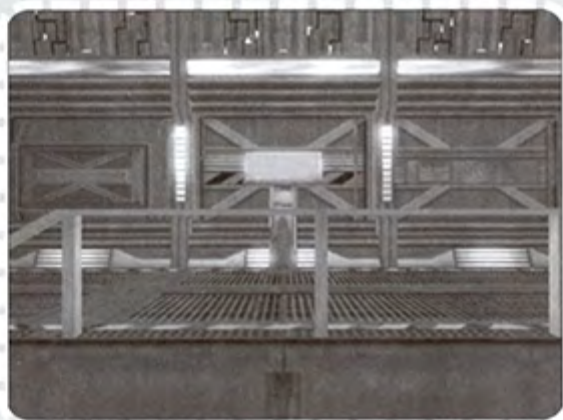
Use the **STATION MAP** to navigate through *Honour Guard*. Press the **SELECT** button to display the Station Map. Press the **LEFT ANALOG STICK** to scan the map and the **RIGHT ANALOG STICK** [Up/Down] to zoom the map in and out.

- 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 ☐ button 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 **O** or **Δ** button instantly cycles his available weapons into the mount and the selected weapon is highlighted on the weapon display. Press the **R1** button to fire the weapon while aiming or changing direction with the **LEFT ANALOG STICK**.

- 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 JET PACK

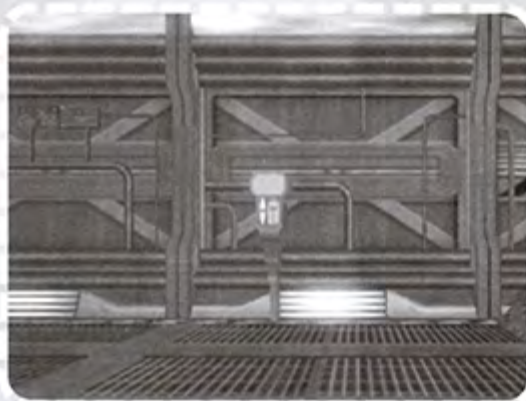
Press the **L1** button to get a rocket pack boost. Steer while airborne by pressing the **LEFT ANALOG STICK**. Use the rocket pack to jump up through shafts, over shafts to avoid falling in or to hover. You can fire weapons while Dutch hovers.



### 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 **□** button.
- To ride an elevator, press the **DIRECTIONAL BUTTON** Up/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.



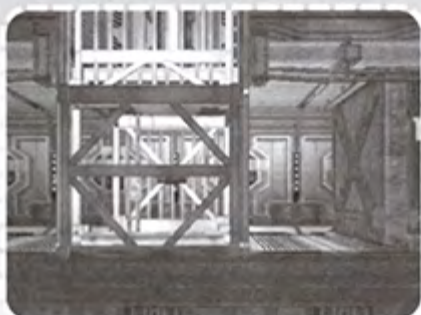
### ONE-WAY DOORS

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 ☐ button 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.



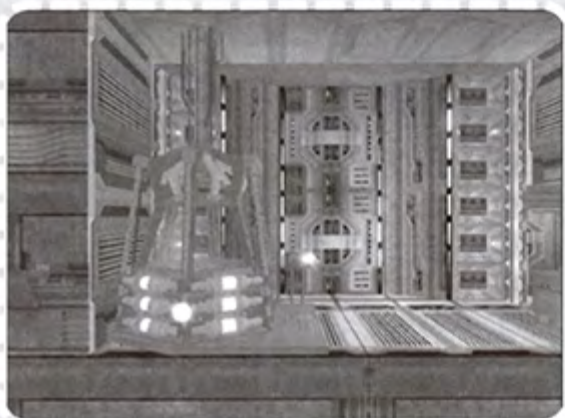
### BOUNCE

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

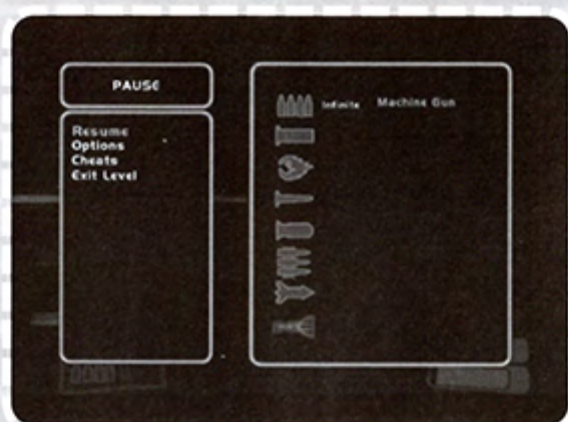
When you complete a level the Score Screen displays your total points earned including any bonus points received for exceptional performance.

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.

## OPTIONS

See "OPTIONS" on page 7.

## CHEATS

Enter cheat codes.

## 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.

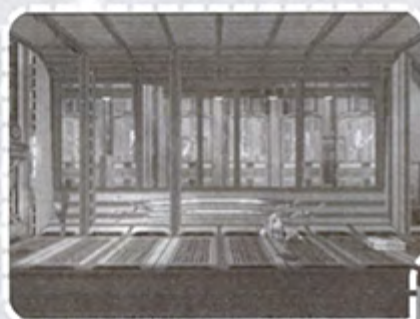
### AIRLOCK



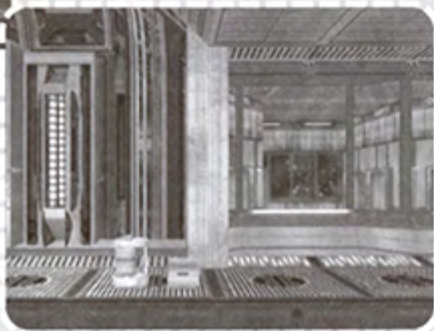
### CARGO BAY



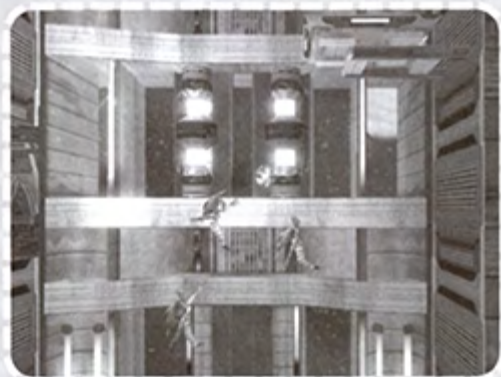
### SCIENCE LAB



### 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.



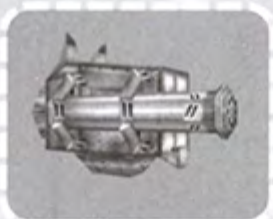
### ROTARY SHOTGUN

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.



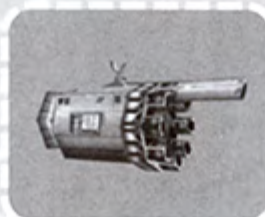
### MINIGUN

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.



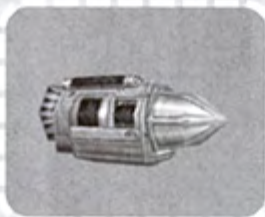
### **GRENADE LAUNCHER**

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

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