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DUKE NUKEM™
3D



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SYSTEM REQUIREMENTS

Minimum: An IBM® or 100% compatible 486 or better with 8 Mb RAM, a VGA graphics card, 30 Mb free space on a hard disk drive, and a CD-ROM drive.

Recommended: A 486 DX2/66 (Pentium™ required for SVGA modes) with 16 Mb RAM, VGA local bus video, 30 Mb free space on a hard disk drive, and a CD-ROM drive, joystick, GamePad™ or mouse, and a sound card.

Supported Input Devices: Joystick, mouse, Cyberman™ and GamePad™.

Supported Graphics: VGA and SVGA.

Supported Sound Devices: Gravis UltraSound™, Sound Blaster™, SoundMan16™, Pro Audio Spectrum™, SoundScape™, WaveBlaster™, Sound Canvas™, AdLib™, and General MIDI.

INSTALLATION

To play Duke Nukem 3D, you must first install the game. The program's installation utility will place all of the necessary files onto your hard drive.

To install the game:

1. Place the CD into the CD-ROM drive. Type the letter of the drive followed by a colon and press the ENTER key. Example: D:<ENTER>.
2. Type INSTALL and press the ENTER key.
3. Follow the instructions in the installation program.
4. After installation is complete, type SETUP and press ENTER to configure the game for your computer.
5. Once the setup is complete, select the "Save and Launch Duke Nukem 3D" option from the setup program to play the game.

To run the game from the DOS prompt, type DUKE3D and press ENTER.

*Note: This is a DOS-only game. Duke Nukem 3D is ***not*** designed to run error-free within Windows™ or Win95™ operating systems. It is advisable to boot into DOS before playing.*

GETTING STARTED

To start a game of Duke Nukem 3D first run "SETUP" to configure sound, video, and controls. Then, go to your Duke Nukem 3D game directory and type "DUKE3D" (without the quotation marks). Once at the Main Menu, select New Game to start a game. If you want to learn how to start a multi-player game, please see the section of this manual titled, "DukeMatch Choices".

DUKE'S MISSION

Murderous aliens have landed in Los Angeles, and the human race suddenly finds itself atop the endangered species list. Now, it's up to Duke Nukem to stop the onslaught against Earth, by doing what he does best KICKING Alien ASS!

MAIN MENU

After setting up the game and launching Duke Nukem 3D, the Main Menu will appear. From the Main Menu, you can play a new game, restore a previously saved game, and configure the game to the way you prefer. To access each selection, use the arrow keys, or your input device, to move the Nuke Symbol by your option and press the ENTER key. At any time, you may press the ESC key to move back to the previous menu.

NEW GAME

Once you've selected New Game, you will be prompted for the name of the episode you wish to play:

Select An Episode - Choose from three different episodes:

"L.A. MELTDOWN"	EPISODE 1
"LUNAR APOCALYPSE"	EPISODE 2
"SHRAPNEL CITY"	EPISODE 3

Next choose from four different difficulty levels:

"PIECE OF CAKE"	EASY - Few enemies, and lots of stuff.
"LET'S ROCK"	MEDIUM - Normal difficulty.
"COME GET SOME"	HARD - For Experienced Players.
"DAMN I'M GOOD"	EXPERTS - Lots of enemies, plus they respawn!

SAVE GAME

(Press **F2** during game play)

You can save your game anywhere in a level. If you have not started a game, this option will be dimmed, and thus not selectable. Your saved game is stored with a picture of where you were. Select a saved game slot, type in a name or description of the game to be saved, and press the **ENTER** key.

OPTIONS

Under the Options Menu, there are six selections. Most are self explanatory.

DETAIL:	High/Low
SHADOWS:	On/Off
SCREEN TILTING:	On/Off
SCREEN SIZE:	Adjust
BRIGHTNESS:	Adjust
MOUSE SENSITIVITY:	Adjust

SOUNDS:

SOUND:	On/Off
MUSIC:	On/Off
SOUND VOLUME:	Volume Adjust
MUSIC VOLUME:	Volume Adjust
DUKE TALK:	On/Off
AMBIENCE:	On/Off
FLIP STEREO:	On/Off

PARENTAL LOCK

This option is strongly advised for the parents of younger gamers. By placing a Parental Lock on Duke, the strong violence and adult themes are for the most part not displayed in the game. However, to uncensor Duke for the full gaming experience, just type the password in and select the Adult Mode.

RECORD: On/Off

It's cool to record and play back your DUKE NUKEM play sessions, and pass them around to your friends. From the options menu select "**RECORD ON**" before starting a game to record your game. When you select "**RECORD OFF**", quit the game or die. The recording will end and be saved to your DUKE NUKEM directory as **DEMO1.DMO**. You can rename the demo but it must be in the game directory as **DEMO#.DMO** to be seen when you run DUKE3D. To restore the original demos that come with the game delete all **.DMO** files in the game directory.

LOAD GAME

(Press **F3** during game play)

You can resume a previously saved game with this option. When loading a saved game, select the game you wish to continue, and then press the **ENTER** key.

2D AUTOMAP

The 2D Automap can be used to help Duke find his way. By pressing the **TAB** key, a top down view of the areas where Duke has been will be displayed. Also displayed is a top down picture of Duke.

Press the **TAB** key once to display a top down outline view of the automap over the game screen. In this mode, you can use the automap while still viewing the 3D action around Duke.

Press the **TAB** key again to display a top down textured view. In this mode, the map is textured and some times more helpful for jogging memory about your surroundings.

In this mode, you cannot view the 3D action around Duke. You can zoom In and Out in the automap by pressing the "+" key to enlarge the map and press the "-" key to reduce the map.

WEAPONS AND AMMO

There are several weapons Duke Nukem can have in his arsenal. Pressing the number of the weapon (using the top row of your keyboard) during game play will activate that weapon, unless you don't have it or have run out of ammo for it. Each weapon has its own type of ammo.

Mighty Foot - (Press "1" to select.) Use this when Duke needs to do a little ass resizing.

Pistol - (Press "2" to select.) This is a rapid fire pistol which does normal damage.

Ammo - Packs found in the game have 12 rounds and you can carry a maximum of 200 rounds.

Shotgun - (Press "3" to select.) This shotgun packs a far more powerful blast than the pistol.

Ammo - Packs found in the game have 10 rounds and you can carry a maximum of 50 shells.

Ripper - (Press "4" to select.) This rapid fire chaingun is a good weapon for dispersing several enemies at once.

Ammo - Packs found in the game have 50 rounds and you can carry a maximum of 200 rounds.

Rocket Propelled Grenade (RPG) - (Press "5" to select.) This rocket launched weapon is great for dealing with enemies from a distance. When the rocket hits, it explodes with enough force to affect anything right around it, Duke included, so beware.

Ammo - Packs found in the game have 5 rockets and you can carry a maximum of 50 rockets.

Pipe Bombs - (Press "6" to select.) This weapon is great for setting traps. After tossing a bomb, you will then see your thumb-activated detonator. To blow up the bomb, just press fire again. To detonate more than one pipe bomb at once, throw the first one, press "6" again, then throw another bomb.

Ammo - Packs found in the game have 5 bombs and you can carry a maximum of 50 pipe bombs.

Shrinker - (Press "7" to select.) This slick weapon will shrink your enemies to pint-sized for several seconds. During that time, Duke can stomp and squish the shrunken foes by walking on top of them.

Ammo - Crystals found in the game have 5 shots and you can carry a maximum of 50 shots.

Devastator - (Press "8" to select.) Straight out of the Pentagon's top secret labs comes this double barrelled brute of a weapon which lets loose swarms of miniature stinger missiles in the direction of your enemies.

Ammo - Packs found in the game have 50 rockets and you can carry a maximum of 99 rockets.

TripBomb - (Press "9" to select.) Another strategic weapon device which you place on flat walled surfaces. After a 2 second delay, a bright red laser beam is emitted across to the opposite wall. Crossing the beam sets off a powerful directional blast. Perfect for setting devious traps and barriers.

Ammo - Found in single units only and you can carry a maximum of 10 units.

Freezer - (Press "0" to select.) Streams of charged molecular discharges ricochet through the environment as this weapon chills its victim down to the point of death and ultimate crystallization. Once an enemy is frozen, you'll have only a few seconds to shatter him beyond the point of recovery. Note: If an enemy is frozen and you can get next to them, Duke will auto kick to shatter them.

Ammo - Comes loaded with 50 shots, each box of ammo contains 50 shots, max shots is 99.

ITEMS AND KEYS

The world of Duke Nukem is littered with an array of items that help Duke accomplish his mission. Some items are utilized the instant they are touched, other items are put in Duke's inventory for later use. Inventory items may be used by either pressing their hotkey or by using the inventory selection interface which involves using the bracket keys ([]) and status panel to scroll through the available list.

Health items

Small Medkit - This item gives Duke an instant boost of 10 health points, not exceeding 100 points.

Large Medkit - This item gives Duke an instant boost of 30 health points, not exceeding 100 points.

Portable medkit - (Press "M" to Activate.) Take health with you and use as needed. The medkit holds 100 health points which can be applied to Duke's health at any time. It will not take Duke's health over 100 points.

Atomic Health - This prized health item will instantly boost Duke's health by 50 health points, and may take Duke's health as high as 200 points.

Armour - When this item is owned, Duke will suffer less damage from attacks. Armour eventually wears out and needs replacing.

Performance Items

Jetpack - (Press "J" to Activate.) Duke's government-issue jetpack is one of his greatest tools, whether in mortal conflict against raging aliens, or in personal grudge matches in multiplayer DukeMatches. Turn it on, use the Jump and Duck keys to rise and lower.

Night Vision Goggles - (Press "N" to Activate.) Flip 'em on, your view takes on a bright greenish hue and your opponents will glow like neon bulls-eyes. Battery life is limited on these baby's, so use only when needed.

Steroids - (Press "R" to Activate.) This performance booster pumps up Duke's adrenaline glands, making him move with blinding speed and deliver strong kicks. Like most medications, once ingested steroids must play-out until finished you cannot turn them off. So use them only when you're ready, and hang on tight.

Protective Boots - Once owned, this high tech footwear will automatically protect Duke when he's standing on toxic, hot, or otherwise harmful surfaces. They have only a limited wear cycle before they burn out, so always keep your eyes open for replacements.

Scuba Gear - Duke can hold his breath a long time, but not long enough to fully explore some underwater areas he will encounter. Scuba gear will automatically feed Duke with life-sustaining air while he is swimming in the murky depths. Especially useful in prolonged multiplay DukeMatches, scuba gear should be grabbed whenever possible.

HoloDuke - (Press "H" to Activate.) It took the Tech-Labs 8 years to perfect this clever device, but now Duke can fool his enemies by projecting a holographic duplicate of himself which they'll fall for over and over again (most of the time). In DukeMatch, the HoloDuke is the source of great deception and trap setting. The HoloDuke can be turned off and placed elsewhere as long as battery life continues.

Keycards - Doors into certain areas of the world will be protected by colour-coded Keycard Security Locks, requiring Duke to present the appropriately coloured matching key card at time of entry. Press Spacebar when standing in front of the lock, and the keycard will be utilized.

TYPES OF ENEMIES AND CHARACTERS

Here are the enemies that Duke Nukem will encounter during the game:

Assault Trooper - The Assault Trooper is the basic alien ground assault trooper sent by the ruthless alien leaders to serve as the first offensive wave against Earth's defenses. They attack using a laser pistol, and they can attack from the air by using jetpacks. Though moderately armoured, some Troopers have exhibited high resistance to injury. When these characters are killed, they will sometimes drop pistol ammunition that you can take and use.

Assault Captain - Assault Captains have a wrist-mounted Phase Induced Teleporter Device (PITD) capable of physically translocating its user to any destination within the device's range. Used as a tactical assault instrument, the PITD enables the Assault Captain to launch surprise attacks against his intended human targets at will. They will also sometimes drop pistol ammunition that you can take and use.

Octabrain - This character's abundant brain mass and specialized trifocal vision combine to make the Octabrain a formidable alien weapon against all sentient life on Earth. Their method of attack is a powerful blast of mental energy released against its prey, thus weakening and confusing its intended victim. If the victim doesn't die from the mind blast, the Octabrain's powerful razor sharp teeth are ready to finish the job.

Recon Patrol Vehicle - (RPV) This sleek and deadly anti-gravity powered reconnaissance vehicle is operated by specially trained Pig Cops for the purpose of maintaining alien control in areas of human resistance. The attack mode of this craft is aerial strafing by side mounted laser cannons. The pilots of these craft are protected by an automatic pilot ejection mechanism that activates milliseconds before impact during a crash.

Pig Cop - The Pig Cops are mutated Earth police positioned to suppress residual human opposition and to police the new sentry of alien power on Earth. These characters have extremely high intolerance to the presence of humans, and exhibit blind rage when they detect human scent. When killed, this character may drop either their shotgun or body armour.

Protozoid Slimer - It emerges from its egg case with a simple nervous system and only one mission in life to suck your brains out through your nose and leave you a lifeless heap on the floor. The Protozoid Slimer is evasive as it stretches its elastic body from ceiling to floor, and then creeps up your pant leg for the coup de gras. Get them before they get you.

Sentry Drone - Mechanized death. There's no better way to describe these airborne alien watchdogs. By the time you hear their high pitched whine as they engage their anti-grav propulsion units, it's probably too late. The drone will swiftly collide with its target and explode with great force.

Enforcer - With ripper blazing, the armored Enforcer can make fast business of dispatching any remaining human opposition. Powerful hind legs enable the Enforcer to leap to many places where an unsuspecting Duke may be caught off guard... so beware. The Enforcer may drop either ripper ammo or his armoured breastplate when killed.

Assault Commander - The free-floating Assault Commander knows how to throw his weight around as he engages his anti-grav spin-deck in your face. When at greater distances, he fires deadly rockets from his rear port which dangles below his anti-grav spin-deck. The Assault Commander may drop a supply of rockets when killed.

THE STATUS BAR

(Press “+” during game play to remove) During game play, the status bar at the bottom of the screen reveals plenty of info. Here is a description of all the items in the status bar, from left to right:

HEALTH - Shows Duke's health level. If this drops to zero, you're dead.

ARMOUR - Shows the percentage of Duke's armour that is left.

WEAPONS - Shows the status of Duke's weapons. For each weapon, there is a two digit number. The first number is the amount of ammo you have for that weapon, and the second is the max amount of ammo possible for that weapon. If the numbers are brightly lit, this means it is the currently selected weapon. If it is of medium brightness, it means you have the weapon, but it is not currently selected. If it is dark, it means you have not found that weapon yet.

AMMO - Shows the amount of ammo left for the currently selected weapon.

INV - Shows the percentage and status (if applicable) of the currently selected inventory item. To change the currently selected item, use either the [or] keys.

KEYS - Shows the keys currently in your possession. Keys are required to unlock certain doors in the game. Once you have used a key to unlock a door, the key used no longer appears in this screen.

HINTS

EXIT SYMBOL - (Press "Spacebar" to Exit.) Find this symbol to exit the level and then, nuke the mother.

CANISTERS - Exploding barrels and canisters are located in strategic locations in the game. Shoot them and watch-out!

TELEPORTERS - Just walk through these state-of-the-art doorways and then find yourself in a different part of the level.

WATER - Duke can make small health gains by drinking deeply from such sources as water fountains, broken fire hydrants, and broken toilets.

MONITORS AND CAMERAS - (Press "Spacebar" to Use.) Cameras are placed throughout the level. Walk up to the monitor, then by pressing the Spacebar, you can scroll through and view each camera's point-of-view.

VENTS - You can crawl through vents and often find powerups and other helpful items. Just blast a hole through the intake port and jump into the vent.

CRACKS IN WALLS - Look for secret areas that are sometimes hidden behind cracked walls. Use an explosive weapon to open a hole in the wall.

THE BABES - If for some sick reason you shoot these hot vixens, look out! This causes some really P.O'ed aliens to spawn.

DUKEMATCH CHOICES

The file "DN3DHELP.EXE" provides detailed information on how to set up your Serial, Modem or Network Game. When all the players are connected, one of the players will be chosen as the "Master" The Master chooses the game type - either DukeMatch or co-operative - and the level where the battle will take place.

In DukeMatch it's every Duke for himself. The Master chooses whether or not there are to be aliens involved in the general massacre. Players blast one another until the Master quits the game by pressing ESC or one of the players discovers the level end. In either case, when the game is over the stats screen will be displayed showing each players "Kill" ratio.

In a co-operative game, players team up to destroy the aliens through consecutive levels. Do be careful, it's just as easy to kill your buddies as it is to blast those uglies (and just as much fun).

Modem / Network Play

Play DukeMatch three ways in Duke Nukem 3D: serial, modem, or network. To run any of these games, type **SETUP** at the **DOS** prompt.

Starting Serial Play

For serial DukeMatch, simply connect two computers with a null modem cable. The cable plugs into one of the **COM** ports on the back of the computer. You must choose the correct COM port for your computer under "**Serial Game/Setup COM Port.**" If you have a mouse plugged in, the COM port is usually **2**. That's the default when you first run the game. Next, select Serial Game on both computers. If everything is hooked up right, the computers will talk to each other.

Starting Modem Play

Modem play is probably the most popular DukeMatch choice, yet the most complex to set up. Run **SETUP** and select "**Modem Game/Setup Modem**" to change modem-specific settings. Run **DN3DHELP.EXE** for more specific information. You can enter numbers into the Phone Number List under "**Modem Game.**" Enter the person's name, then their phone number. Press **ENTER** on the choice you want, then choose "**Run Duke3D**". The person on the other end should choose "**Wait for Call**", then "**Run Duke3D**". If everything is set up correctly, you will connect the phone lines. If you have trouble, run **DN3DHELP.EXE** for more detailed information.

Starting Network Play

Duke Nukem 3D works with any **IPX** compatible network. Run **SETUP** and select "**Network Game**". Everyone must choose the correct number of players, then "**Run Duke3D**". If you aren't all joining the game, it is possible one of you has changed their socket number in "**Network Game / Setup Network Socket Number**". For more detailed information, run **DN3DHELP.EXE**.

Sometimes you will get the message "A Network Player is playing a game on the same socket." If you didn't get it running the first time, make sure everyone gets out of the game, then re-run the game.

RemoteRidicule™

RemoteRidicule is used to taunt your opponents during game play. There are three methods you can use: preset messages, typed-in messages, and RemoteRidicule sound effects.

Preset messages are defined in the **SETUP** program by selecting "Setup Macros." You can send these by pressing **SHIFT** and a function key (**F1** through **F10**) at the same time.

By pressing "**T**", you can type in any message you want. Press the **ENTER** key to send it.

RemoteRidicule sounds are triggered by pressing **Alt** and **F1** through **F10**.

CONTROLLING THE ACTION

You can play Duke Nukem 3D by using a joystick, mouse, GamePad, or the keyboard.

The following outlines the player input actions and the functions they control:

Mouse Control

Movement	Direction
Left Button	Fire
Middle Button	Walk Straight
Right Button	Strafe

Keyboard Control

Arrows	Movement
Spacebar	Use items or open doors
Tab	2D Automap
Shift+Arrow	Run in direction of arrow key
Alt+Arrow	Strafe in direction of arrow key
Ctrl	Fire current weapon
A	Jump
Z	Duck\Crawl in direction of arrow key
Backspace	180° Turn
Enter	Use item
[,]	Select Item
H	Holo Duke
J	Jetpack
N	Night Vision
M	Medkit
R	Steroids
#'s 1-9	Weapons selection
Scroll Lock	Holster weapon
Keypad 5	Centre weapon
Home\End	Aim up\Aim down
PgUp\PgDn	Look up\Look down
Ins\Del	Peek left\Peek right
Pause	Pause game

GamePad or Joystick Control

Movement	Direction
Button 1	Fire
Button 2	Strafe
Button 3	Run
Button 4	Open

ESC	Escape back to Main Menu
F1	Help
F2	Save game
F3	Load game
F4	Toggle Sound/Music
F5	Detail Level
F6	Quick Save
F7	Chase View
F8	Toggle messages
F9	Quick load
F10	Quit to DOS
F11	Brightness
F12	Take a PCX screen shot

Comm-bat Options for Modem and Network play

Alt+F1-F10	RemoteRidicule using preset sounds
Shift+F1-F10	Send pre-defined Macro Messages
T	Type a message to everyone
W	Show opponents Weapon
S	See Co-Op view

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DUKE NUKEM 3D

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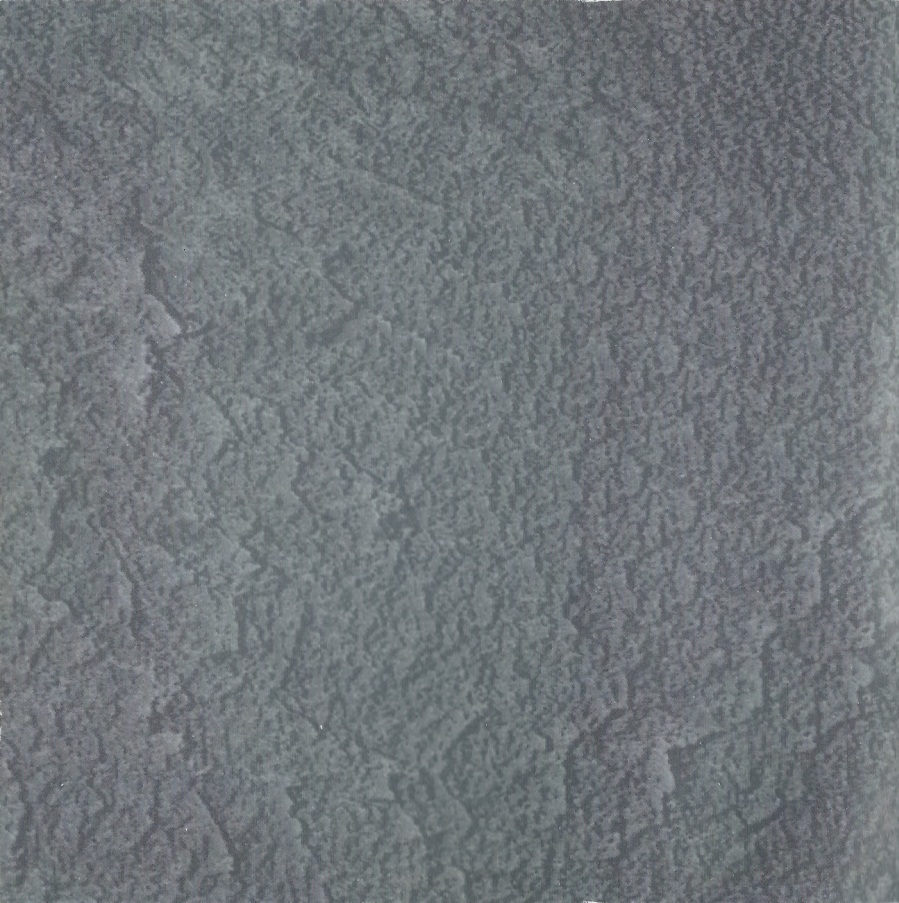
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