
TIGER®
GT Interactive Software
REALMS®
DUKE NUKEM™
3D
7171201IWTIE-01
MODEL 71-712
game.com™

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INTRODUCTION

"What's the problem with all of these aliens attacking Earth? How many planets' asses do I have to kick?" Slamming his fist down on the cruiser's eject button, DUKE NUKEM sets off to save a future Los Angeles swarming with alien invaders whose mission is to enslave our world and perform cruel biogenetic experiments with unwilling human females. Now it's time for you to kick some serious butt because, in the words of the almighty Duke, "No one takes our chicks and lives...."

GOAL

DUKE NUKEM is an exciting game of alien combat. Your goal is to frag (kill) as many of the alien invaders as you can. To help you along the way, pick up various weapons, such as rifles and Rocket Propelled Grenade Launchers (RPGs). Shoot anything that gets in your way! You'll also need to find Key Cards to open certain doors. Make your way through each level until you locate the exit. Be prepared, however: there'll be more aliens awaiting you as you progress!

If the Aliens hit you, your Health will go down. When your Health reaches "0," you die. You can restart from the level you died on, or you can start over from the beginning of the game (note: to qualify for a High Score, you must play all the way through from the beginning). Good luck. Now go kick some Alien booty!

PLAYING THE GAME

Make sure your game.com system is OFF. Insert the DUKE NUKEM cartridge into cartridge slot 1. Turn on game.com. Touch CARTRIDGE on the Main Menu screen. After a brief animation, you'll find yourself at the main DUKE NUKEM screen. Here you'll have three choices: NEW GAME, OPTIONS and QUIT. Touch NEW GAME to begin. The other options will be discussed later.



TOUCH HERE TO KICK BUTT!

You'll be taken to the EPISODE SELECT screen. DUKE NUKEM contains 3 different levels, or Episodes. Here you choose which Episode you wish to play. Each Episode gets progressively harder, so we suggest that you begin with the first, L.A. MELTDOWN. But you may also select LUNAR APOCALYPSE or SHRAPNEL CITY.



Select an episode and blast off into alien territory.

Now select a skill level. The easier the game the easier the enemies will be to frag. Choose from PIECE OF CAKE (the easiest), LET'S ROCK, COME GET SOME, and DAMN I'M GOOD (the hardest).



THIS IS WHERE WE SEPARATE THE MEN FROM THE BOYS!

OPTIONS

If you select OPTIONS on the DUKE NUKEM Title Screen, you'll be able to change the options that affect your game.



THE OPTIONS SCREEN

Select SOUNDS to turn all sound for the game on or off. Move the D-Pad either left or right to highlight either ON or OFF. Move the D-Pad down to EXIT. Press the "A" button when you are happy with your choice.

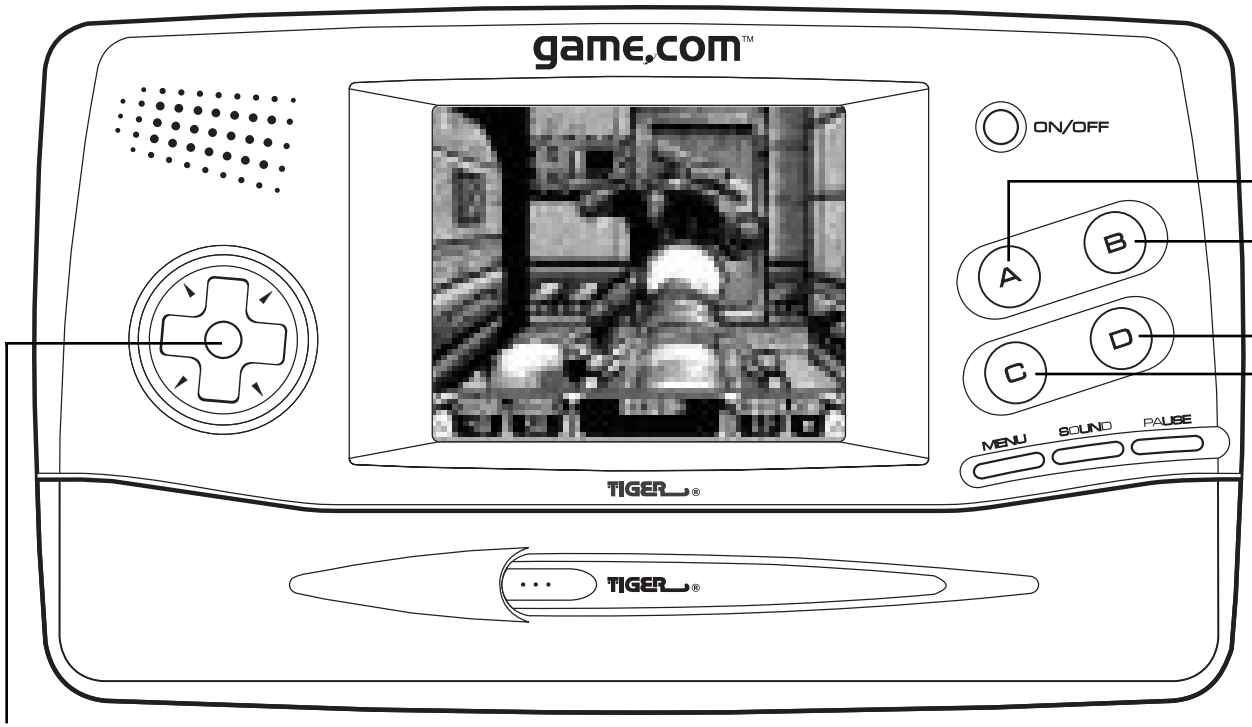




During a game, when your health reaches 0, you die. When you die you'll be given a Password. Write this Password down; it's important. You can use it to restart the game from the level you die on. To use your Password, select Password from the Options screen. Use the D-Pad to cycle through the different letters and numbers. Press the "A" button to select the letter/number you want. When you've entered all four characters of your Password, press the "C" button to enter it and begin the level. Press "C" at any time to erase what you've entered and start again. If you enter an incorrect password, the letters and numbers will be erased when you press the "C" button so that you can try again.

When you enter a correct password, the game will begin on the level you last died on. NOTE: The "High Score" saved for Duke Nukem to your game.com unit (this score can then be transferred with the optiona Tiger Web Link to the game.com web site) will NOT include scores achieved via the use of a Password; games must be played through continuously to qualify for a High Score save.

THE CONTROLS



MOVES DUKE FORWARD, BACK, LEFT AND RIGHT.

To open doors: stand in front of the door and press▲ on the D-Pad and the "D" button at the same time.

ITEMS

Along the way, Duke will need to pick up certain items to help in his battle with the alien scum.

Weapons and Ammo:



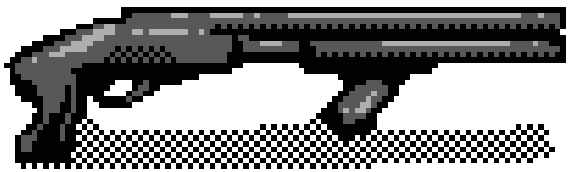
This PISTOL is your standard weapon.



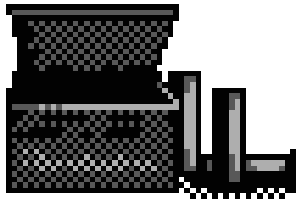
Pick this CLIP up to add ammo to your Pistol.



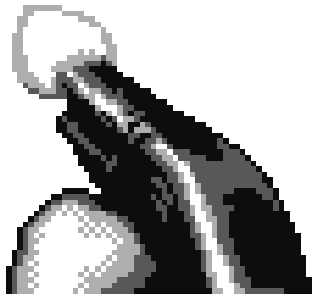
The Least powerful of all of Duke's weapons is the Pistol. The Pistol lets you fire 6 rounds in succession before you have to reload it. Remember that you're vulnerable during reloads. Whenever Duke finds the Pistol, it will come with a clip of 6 rounds. The clips that can be found randomly and picked up are also good for 6 rounds each. The maximum number of bullets you can carry is 200.



The SHOTGUN packs a punch.



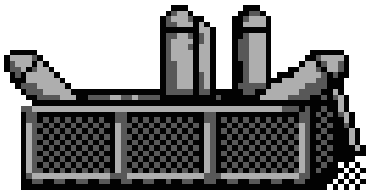
Find this box of Shotgun Shells to add ammo to the Shotgun.



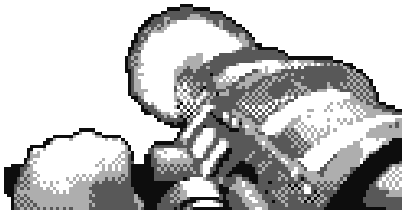
The Shotgun is more powerful than the Pistol and shoots in a wider burst. With a Shotgun you must pump to reload every time after firing. This will take about a second, leaving you open for an instant. Any Shotgun you find comes with 6 shells. Shotgun ammo also comes in boxes of 6 shells. The most shells that you can carry at any time are 50.



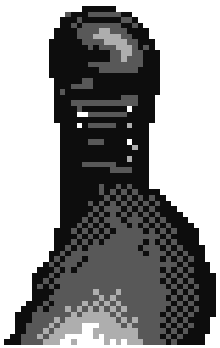
An explosive weapon is the Rocket Propelled Grenade (RPG) Launcher.



You'll need ammo for the RPG to blow the Aliens away!



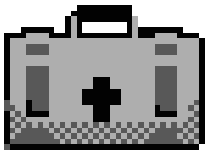
In terms of sheer explosive power, no other weapon equals the impact of the RPG. All enemies could be killed by only one shot. Each RPG comes with 5 rounds, as does each case of its ammo. The most ammo you can carry is 50 rounds.



If all the ammo is used up, your boot is the only weapon you can use. Make the Aliens eat your feet of fury! (Not the best weapon to use and live for very long, however.)

Give your enemies the boot!

OTHER ITEMS



Find the MED KIT to add to DUKE's health.



The ARMOR will help protect DUKE from the enemy firepower. Be careful, however, because the armor will eventually run out.

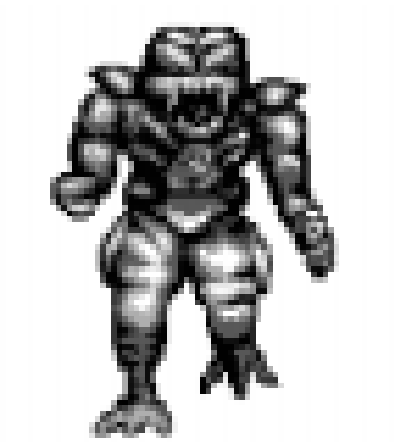
THE SCREEN



Remember: you need to find 1 keycard per level.

ENEMIES

All Aliens are not created equally. But Duke Nukem is a democratic type of guy...he'll kill them all. "With Frags and Justice for all"!



Assault Troops
THE ASSUALT TROOPS!



Pig Cop
If you smell bacon, it must be a PIG COP!



Enforcer
Make sure you lay down the law with these ENFORCERS!



Octabrain
You don't have to be smart to know that these OCTABRAINS must die!!

HIGH SCORES



In between levels, you will be given the number of frags you achieved. On this screen you'll see two totals: FRAGS indicates how many Aliens you took out for that particular level alone. TOTAL FRAGS indicates how many Aliens you've taken out for the entire game.

The High Score that is saved to the game.com unit itself will only record the TOTAL FRAGS count (play must be continuous, without the use of a Password).

DEFECTIVE CARTS

If you find that your new DUKE NUKEM **game.com** cartridge is damaged or non-functional, DO NOT RETURN THE GAME TO THE STORE. The store will not have replacement cartridges. Instead write to us at:

TIGER ELECTRONICS REPAIR CENTER
980 Woodlands Parkway
Vernon Hills, Illinois 60061 USA

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to repair or replace your cart promptly.

90 DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. $10. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 6006l U S A

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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