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NINTENDO 64

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COMMAND SUMMARY:

MENU SYSTEM

Move Up	Control Pad Up OR Control Stick Up
Move Down	Control Pad Down OR Control Stick Down
Select Item	A OR START
Return to Previous Screen	B
Decrease Value	Control Pad Left OR Control Stick Left
Increase Value	Control Pad Right OR Control Stick Right

IN GAME:

"DUKE" MODE

ACTION	BUTTON
Turn Left/Right	Control Stick Left/Right
Move Forward	Up C Button
Move Back	Down C Button
Move Left	Left C Button
Move Right	Right C Button
Look Up	Control Stick Down
Look Down	Control Stick Up
Jump	R Button
Fire	Z Button
Open	B Button
Select Weapon	A + Control Stick Left/Right OR Control Pad Left/Right
Select Inventory Item	A + Control Stick Up/Down OR Control Pad Up/Down
Use Inventory Item	A + Z OR L Button

"ATOMIC" MODE

ACTION	BUTTON
Turn Left/Right	Control Stick Left/Right
Move Forward	Control Pad Up
Move Back	Control Pad Down
Move Left	Control Pad Left
Move Right	Control Pad Right
Look Up	Control Stick Down
Look Down	Control Stick Up
Jump	L Button
Fire	Z Button
Open	B Button
Select Weapon	A + Control Stick Left/Right
Select Inventory Item	A + Control Stick Up/Down
Use Inventory Item	A + Z OR R Button

"SHAKEN" MODE

ACTION	BUTTON
Turn Left/Right	Control Stick Left/Right
Move Forward	Control Stick Up
Move Back	Control Stick Down
Move Left	Left C Button
Move Right	Right C Button
Look Up	Down C Button
Look Down	Up C Button
Jump	R Button
Fire	Z Button
Open	B Button
Select Weapon	A + Control Stick Left/Right OR Control Pad Left/Right
Select Inventory Item	A + Control Stick Up/Down OR Control Pad Up/Down
Use Inventory Item	A + Z OR L Button

"STIRRED" MODE

ACTION	BUTTON
Turn Left/Right	Control Stick Left/Right
Move Forward	Control Stick Up
Move Back	Control Stick Down
Move Left	Control Pad Left
Move Right	Control Pad Right
Look Up	Control Pad Down
Look Down	Control Pad Up
Jump	L Button
Fire	Z Button
Open	B Button
Select Weapon	A + Control Stick Left/Right
Select Inventory Item	A + Control Stick Up/Down
Use Inventory Item	A + Z OR L Button

"NUKE" MODE

ACTION	BUTTON
Turn Left/Right	Control Stick Left/Right
Move Forward	Up C Button
Move Back	Down C Button
Move Left	Left C Button
Move Right	Right C Button
Look Up	Control Stick Down
Look Down	Control Stick Down
Jump	R Button
Fire	Z Button
Open	B Button
Select Weapon	A Button/Control Pad Left
Select Inventory Item	Control Pad Down/Control Pad Up
Use Inventory Item	L Button

"NITRO" MODE

ACTION	BUTTON
Turn Left/Right	Control Stick Left/Right
Move Forward	Control Pad Up
Move Back	Control Pad Down
Move Left	Control Pad Left
Move Right	Control Pad Right
Look Up	Control Stick Down
Look Down	Control Stick Up
Jump	L Button
Fire	Z Button
Open	B Button
Select Weapon	A/Left C Button
Select Inventory Item	Down C Button/Up C Button
Use Inventory Item	R Button

"GOLDEN" MODE

ACTION	BUTTON
Turn Left/Right	Control Stick Left/Right
Move Forward	Control Stick Up
Move Back	Control Stick Down
Move Left	Left C Button
Move Right	Right C Button
Look Up	Down C Button
Look Down	Up C Button
Jump	R Button
Fire	Z Button
Open	B Button
Select Weapon	A Button/Control Pad Left
Select Inventory Item	Control Pad Down/Control Pad Up
Use Inventory Item	L Button

"DIAMOND" MODE

ACTION	BUTTON
Turn Left/Right	Control Stick Left/Right
Move Forward	Control Stick Up
Move Back	Control Stick Down
Move Left	Control Pad Left
Move Right	Control Pad Right
Look Up	Control Pad Down
Look Down	Control Pad Up
Jump	L Button
Fire	Z Button
Open	B Button
Select Weapon	A Button/Left C Button
Select Inventory Item	Down C Button/Up C Button
Use Inventory Item	R Button

THE STORY SO FAR...

After single-handedly defeating the original Alien invasion of the planet Earth, Duke Nukem was looking forward to a little R&R. But the Alien scum are still determined to destroy humanity and have launched another attack, this time aimed at New York. As the police and army are driven back, the Generals call for Duke Nukem to save the world again. But do the Aliens have more planned than a simple invasion? Only Duke can find out . . .

Zero Hour begins with Duke in a top-secret military base. Here you can practice using the control system, test your speed over an assault course, and familiarize yourself with several weapons on the firing range. But don't spend too much time here – a helicopter is waiting to carry Duke into battle with the alien scum.

MAIN MENU & GAME OPTIONS

When you start Duke Nukem Zero Hour, you can choose to start a new game, load a previous game, or access the options menu to change the game settings. You can use the Control Stick or Control Pad Buttons to highlight your choice, and select it using the A or Start.

START GAME

You can choose to start either a new single player or multi-player game.

SINGLE PLAYER GAMES

After selecting a single player game, you can choose a difficulty level.
There are three different difficulty levels to choose from:

Normal - The default setting. The enemies move and fire at a normal rate, and your weapons have standard levels of auto-aiming.

Hard - For expert players only. The enemies are harder to kill, do more damage than normal and fire more quickly. Auto-aim is reduced.

Once you've made your selection, the game will start.

MULTIPLAYER GAMES

MULTIPLAYER OPTIONS

After choosing a Multiplayer game you will be asked how many players will be taking part. There can be a maximum of four players at any time.

After choosing the number of players you will then be presented with the Multiplayer options screen. Here you have the opportunity to customize your multiplayer game in several ways. These are:

Time Limit - Here you can choose the duration in time of the game. You can choose to turn the time limit OFF, or pick a time between 5 and 60 minutes. This will create an in-game timer. When this timer runs out the winner is the person with most kills.

Frag Count - Here you can choose the number of kills required to win the game. You can choose between 5 to 100 kills or OFF. In a deathmatch game the first player to reach the number of kills you have selected will be the winner.

You must select either a time limit OR frag limit. You can also select both a time and a frag limit - if you do so the game will end when either the kill target is reached or the time limit runs out, whichever occurs first.

Radar - You have the choice here to turn the in-game radar on or off. With the radar on, a scanner point is displayed on screen for each other player, enabling you to follow the radar signal and track your opposition more easily.

2P Split - Here you can adjust which way the screen is split in two player games. You can choose to split the screen either horizontally or vertically.

3P Split - Here you can choose which way Player Three's screen is displayed in a three player game. If you select equal, Player Three's screen will take up an equal amount of space to the other players, and one quarter of the screen will be left blank. If you select full, the whole bottom half of the display will be used for Player Three's display.

Friendly Fire - Here you can turn friendly fire on or off. If you turn friendly fire OFF Duke cannot kill himself in any deathmatch game, or be killed by his teammates in Team Dukematch mode. With the option turned to ON Duke is injured by any weapons, regardless of who fires them.

Once you are happy with the game options select **'play'** to advance to the game type menu.

MULTIPLAYER GAME TYPES

From the game type menu you can choose one of four game types to play. These are:

Dukematch - This is the standard multiplayer game. Here the aim is to kill as many other players as possible. Each time you kill an opponent you will score one kill. If you accidentally kill yourself your kill count will be decreased by one. The winner is the person with the most kills when the timer runs out, or the first person to reach the frag limit.

Last Man Standing - In this mode the aim of the game is to be the last person left alive. All players have only one life. When they die they lose this life and are out of the game. The last person alive is the winner, regardless of how many kills they made. The Time Limit and Frag Limit are turned off for this mode.

King Of The Hill - This game mode is in many ways similar to the standard Dukematch game. The difference is that in this mode, at the start of the game the first person to make a kill becomes the king (they will look different to other players and on the radar). From this time if a player kills the king they receive five kill points instead of the normal one kill point, and become the king themselves. The previous king then becomes a standard player once again: there can only be one king at any one time. The winner is the person with the most kills when the timer runs out, or the first person to reach the frag limit.

Team Dukematch - This mode offers the opportunity for the players to join one of two teams - Red and Blue. You and your teammate then score kills against the other team. At the end of the game your scores are added together and the team with most kills wins.

After selecting your game mode you get the opportunity to select which level to play from the special multiplayer maps. You then have the choice of which character that you wish to play as. All players must choose a different character. Originally there are four possible characters to play, but as you progress through the game new characters will become available.

In Team Dukematch mode, after all players have selected their characters they then choose the team they wish to join, Red or Blue. Once you have made your selection the game will start. When the victory conditions have been met on a level, each player's scores are displayed and the players move on to the next level.

LOAD GAME

Each time you finish a level of Duke Nukem Zero Hour, you have the opportunity to save your game onto a Controller Pak. A saved game records all the weapons and items that you are carrying, as well as your position in the game.

After you have selected a load game you will be taken to the level select screen. Here all the levels that you have played up to your save position are displayed. For each level that you have completed your ratings for that level will be displayed. This includes your time taken to complete that level, the number of monster kills that you made, the number of secrets and babes found, and your overall rating for that level.

From the level select screen you have the opportunity to select a level to play. If you choose to continue from where you saved the game, you will start at that position in the game, with all the weapons, items and health that you had when you saved the game.

Alternatively you can choose to play an individual level that you have already completed, in order to practice your gaming skills or improve that level's statistics. If you choose to do this, when you finish the level you will be returned to the level select screen and the level's statistics will be updated with the new scores. You will then have the opportunity to select a different level; you do not automatically progress to the next level in this mode.

OPTIONS

SFX Volume - Use this slide bar to adjust the sound effects volume or turn them off completely.

Music Volume - Use this slide bar to adjust the game music volume or turn it off completely.

Rumble Pak - This allows you to change the strength of the rumble produced by your Rumble Pak if you have one.

Graphics - If you have the N64 Expansion Pak inserted this option allows you to choose whether to play the game with normal, medium or high-resolution graphics. Playing the game in medium and high resolutions gives increased screen resolution, which displays even more detail than normal mode. If you don't have an Expansion Pak this option will default to normal resolution, and you will be unable to change it.

Player setup - This option allows all players to customize their individual game controls to match their personal preferences. If you choose to change the player's setup you will then be asked which player's controls you wish to customize. You can individually customize the controls for all the Controllers that are inserted into your N64. Once you select a Controller to edit you will be presented with three options:

Crosshair - Here you can change Duke's crosshair. You can choose between default, laser dot, crosshair, angle, brackets, tri-dot, X, nuke, circle or star. If you use the default option the crosshair will automatically change to the best crosshair for the weapon that Duke Nukem is carrying. You can also choose to turn the crosshair off altogether.

Autoaim - Here you can adjust the amount of autoaim that Duke Nukem's crosshair has in game. You can select from three levels of autoaim: low, medium or high. The higher your autoaim setting is, the more Duke Nukem's crosshair will automatically lock-on to and track his enemies.

Auto Center - You can choose to have Duke's crosshair return to a central position if you do not make any movements on the Controller for longer than five seconds. By default this option is turned off.

Control Configuration - This option gives the player the opportunity to change their control method to one that more suits their individual preferences. There are eight options: Duke, Atomic, Shaken, Stirred, Nuke, Nitro, Golden and Diamond (described at the beginning of this manual).

IN GAME MENU

Once you have started a game, you can then call up the in-game menu at any time by pressing Start. You can then choose to access the options menu, restart the current level, or quit the game you are playing. You can return to the game in progress by selecting continue or pressing the Start button again.

SAVING GAMES

SAVING TO CONTROLLER PAKS

You can only save your game after completing a level. You can save numerous games to the Controller Pak, and then load any of them when you wish to carry on playing where you left off. As well as saving your status in the game, this will also save your controller setup and any other options that you have chosen.

RUMBLE PAKS

Duke Nukem also supports Rumble Paks. You can swap between a Rumble Pak and a Controller Pak in a single Controller while playing the game. Simply follow the in-game prompts and swap your Rumble Pak and Controller Pak when instructed to do so.

PLAYER STATUS

During game play, the two status areas at the top, plus a single status area in the bottom left corner of the screen all display vital information.

The bottom left area shows your health. Your health starts at 100 and if it ever drops to 0 then you are dead. If your health level drops below 30 the heath display will turn red as a warning.

The top left-hand area shows your inventory. The inventory shows which items you have collected and the status of the currently selected item, including whether it is active or not. Many items have a limited amount of use in them, which will also be displayed.

The top right hand area shows your selected weapon. It also shows the status of that weapon. The yellow ammunition display shows how many remaining rounds you have for the selected weapon. Some weapons, such as the Blasters, have to be reloaded after a specific number of rounds have been fired from the weapon. These weapons also have an orange ammunition display, which shows how many rounds that weapon has before it needs to be reloaded. Duke can also collect powered-up ammunition for some weapons, such as the Magnum rounds for the Peacekeeper .45 Revolver. If powered-up ammunition is in use the weapon ammunition display is displayed in red.

In multiplayer games the information is displayed in a similar way. The only difference is that the bottom right hand corner of each player's screen displays the number of kills that player has made.

PLAYING THE GAME

The environment you must fight through contains many features:

DOORS

Most doors can be opened just by going up to them and pressing the Activate button ('B' by default). Some doors are locked; you will need to find a key before you can open them. Other doors will only open if you press a switch on a nearby wall. Some doors are locked and can't be opened.

LADDERS

Duke will often have to climb ladders to get from one area of a level to another. He needs both hands to climb, so Duke will put away any weapon he is holding before grabbing a ladder. To climb a ladder just run up to it and Duke will automatically grab hold of it. Then just push the move forward or backward buttons to climb up or down.

SMALL PASSAGEWAYS

In some places Duke will need to squeeze through small tunnels, holes in walls and even air vents. To do this, run up to the hole and press the Activate button (B by default).

MOVING AREAS

While elevators are useful in getting from floor to floor, Duke will sometimes need to utilize other modes of transportation to get around. So keep an eye open for vehicles and machinery that Duke can use in difficult or hazardous areas. These can help Duke move more quickly and safely than on foot... but be careful, as these objects can often create hazards of their own.

TELEPORTERS

You can spot a teleporter by the blue glowing lights that they produce between floors and ceilings. Just jump in and you will be transported to a linked teleporter pad somewhere else on the level. Most teleporters are two-way, so you can travel back and forth easily.

HAZARDS

The world Duke lives in is dangerous: remote gun turrets, lava, toxic slime, fierce fires, exploding barrels, thundering piledrivers, tripwires, bear traps, poison darts, even nuclear waste all pose a threat to Duke's safety.

HEALTH SOURCES

To help Duke survive on his mission, there are a variety of ways he can heal the damage he may take. Medkits will provide useful boosts, and there are a variety of water sources that you can use to refresh yourself - although you may need to do a little damage to the scenery first. As you progress through the game, you will also the find alien artifacts that the invaders use to keep their troops in fighting condition: Duke can turn these against the alien scum by using them himself.

CRACKS

Look for cracks in walls. If you blow these up, you can access new areas of the level and even discover hidden secrets.

CAPTIVE BABES

As part of their evil schemes, the aliens are kidnapping earth babes. You must find these innocent victims and free them before it is too late. Simply go up to a captive and press the Activate key ('B' by default).

SECRETS

Each level is crammed with secrets for you to seek out. Look out for switches, touch-plates, hidden doors, concealed tunnels, and destructible or one-way walls. A secret area may contain extra equipment to pick up, captive babes to rescue, or just more enemies to fight.

FINISHING A LEVEL

Most levels contain a spinning orange Nukem symbol. Running into this at any time will end the level, at which point you will be told how many enemies you killed, how many babes were rescued, and how many of the secrets you found. Other levels may end unexpectedly, so watch out!

DUKE'S WEAPONS

Duke Nukem can hold a wide variety of weapons in his arsenal. You start the game with only two - your M-80 Pulse Gun (or Blaster) and your bare fists. You can switch between these weapons by pressing the weapon select buttons (A + Control Stick Left and Right or Control Pad Left and Right as default). You will find many other weapons as you progress through the game, and each of these weapons can be recharged with ammo found scattered around the levels. Each weapon has its own type of ammo. For example, if you find Blaster cells, you cannot use them with the shotgun.

Two weapons - the Blaster and the Revolver - require reloading. The Blaster holds 14 shots in a clip, while the Revolver can hold only 6 shots. When empty, these guns will automatically reload (provided you have some ammunition left) This will take a moment, so be careful. If you want to make sure you always start a fight with a fully-loaded weapon, you can reload these guns at any time by pressing the Activate button ('B' by default).

A number of Duke's weapons have power-ups, usually in the form of specialized ammunition. For example, the .50 Sniper Rifle can be loaded with Armor Piercing rounds. If you find one of these power-ups, it will automatically be used in preference to the standard weapon, and your ammunition display will turn red to indicate this. Once the power-up is depleted, the weapon will revert to its standard form.

FISTS

If you run out of ammunition, or just want to deal out some man-to-alien justice, you can use Duke's fists to beat your opposition into submission. Duke's fists never run out of ammo, but if they're the only weapon you've got left to kill the alien hoards with, you're in big trouble. Unfortunately, as Duke needs both hands to swim he cannot punch underwater.

M-80 PULSE GUN (A.K.A. 'BLASTER')



Duke's standard weapon has been specially developed by the US Military for Special Forces use. Utilizing technology appropriated from the aliens, this is a semi-automatic particle pulse weapon, firing small but deadly energy blasts. Each shot consumes a cased pulse charge, and each clip contains 14 charges. Shots travel so fast they're almost invisible, but they leave small scorched craters where they impact. Range has little effect on the power of these shots. The M-80 has an emergency particle generator built-in, allowing it to slowly recharge single shots for emergency situations even when all other ammunition has been depleted. Since it takes a few seconds to generate a single shot, this mode is not recommended for combat use.

Ammunition: Blaster Cells

Power-ups: If Duke can find a second Blaster he can use two at once for double the destruction.

'PEACEKEEPER' .45 REVOLVER



The classic cowboy's weapon, this is a long-barreled heavy-caliber revolver. It is a powerful weapon but needs to be reloaded after every six shots.

Ammunition: .45 Slugs

Power-ups: 'Scum-stopper' Magnum rounds - these heavy-grain bullets pack a massive punch and are fired in preference to normal ammo once they're picked up. If Duke can find a second Revolver he can use two at once for twice the fun.

CLAW-12 SHOTGUN



The Close Assault Weapon is a pump-action 12-gauge combat shotgun, which needs to be reloaded after each shot but is devastating at close range, making this an ideal close-quarters weapon. At longer ranges, the effect of each shot is reduced dramatically.

Ammunition: Shotgun Shells

Power-ups: Auto-loader. This replaces the firing chamber and loading mechanism of the actual weapon. This power-up provides automatic reloading, increasing the rate of fire. However, this new device wears out quickly due to the stresses created by the increased rate of fire, and Duke will eventually return to his previous firing mechanism with its lower rate of fire.

SAWED-OFF SHOTGUN



A double-barreled 12-gauge shotgun with the barrels sawed off, this weapon has devastating stopping power at point-blank range. However, at longer ranges it becomes virtually useless. It has to be reloaded after every shot.

Ammunition: Shotgun shells

LEVER ACTION .30-30 RIFLE



Another classic cowboy's weapon, this is a lever-action rifle with a long range and considerable stopping power. It needs to be reloaded after each shot, but the rapid lever-action allows a reasonable rate of fire.

Ammunition: Rifle bullets

MP-10 SMG



A compact 10mm submachine gun, this gives Duke the capability to pump bullets into one target at a horrendous rate, or mow down whole rooms full of bad guys. Extended clips mean the weapon does not need to be reloaded.

Ammunition: SMG clips

Power-ups: Finding a second MP-10 allows Duke to fire both at once, doubling his rate of fire.

GATLING GUN



A powerful multiple-barreled weapon operated by a hand-turned rotary crank and fed with ammunition belts. The weapon is slow compared to modern machine guns, but the heavy bullets do a lot of damage.

Ammunition: Gatling gun bullets

AGL-9 GRENADE LAUNCHER



A rotary-feed, semi-automatic grenade launcher. This fires single grenades which can ricochet of walls before detonation. They will explode either on contact with an enemy, or after a set amount of time.

Ammunition: Grenades

RADIUM CYANIDE LAUNCHER



A modification of the AGL-9 grenade launcher, this launcher fires grenades carrying poisonous gas rather than explosive charges. The grenade will detonate a set time after firing, spewing out clouds of highly toxic fumes. These clouds will eventually fade away, but before they do the only way to enter the area safely is by wearing a gas mask. Be careful though, because some monsters such as the zombies are unaffected by gas - after all, you can't gas the undead!

Ammunition: Radium cyanide grenades

PIPEBOMB



Homemade explosives which are thrown by hand, and then detonated by remote control. Pipebombs are detonated after they have been thrown by pressing the Activate button (B by default).

DYNAMITE



Simply a stick of dynamite with a short time delay fuse. Light it, throw it and run the other way!

BOMB



This is a cannonball-shaped high explosive, once again on a short time delay fuse. Light and throw it at the oncoming alien hoards.

ALIEN FREEZE-THROWER



A bizarre alien weapon which freezes anything it hits. Once frozen, the intense cold causes the target to shatter into icy shards.

Ammunition: Cryogenic crystals

ALIEN GAMMA CANNON



This bulky laser weapon utilizes strange alien crystalline technology to deliver searing laser blasts. Pulling the trigger on this weapon results in a barrage of reflective laser bolts, spraying fire over a wide area. Even the high-capacity power pack fitted cannot sustain this rate of fire for long, but while working it is a fearsome weapon.

Ammunition: Gamma crystals

VOLTAIC PROJECTOR (A.K.A 'VOLT CANNON')



Inspired by the work of several Victorian scientists, and eager to fight the bizarre creatures now stalking the streets of London, a brilliant inventor has produced the Volt Cannon. A bulky and noisy weapon, it harnesses a large number of Voltaic Cells to create large voltages which can be discharged at enemies, frying them in a barrage of raw electrical power.

Ammunition: Volt Box

HAVOC MULTI-LAUNCHER



A cluster of mini-missile tubes fitted with the latest in smart targeting technology and a convenient carrying handle. The Multi-Launcher fires small missiles with armor-piercing explosive warheads, each one capable of destroying all but the toughest opponents. Each trigger pull unleashes three mini-missiles, and the targeting system automatically guides these for optimum results. Faced with a number of enemies, the mini-missiles spread out to hit as many targets as possible, while all three projectiles will be targeted as one against a single opponent.

Ammunition: Multi-launcher rockets

Power-ups: Heat-seeking missiles. These are fired in preference to normal missiles, and actively change course to follow moving targets. Those with high heat profiles such as vehicles and large enemies will be especially vulnerable.

CTX-2000 TRIPBOMB



A powerful anti-personnel charge Duke deploys on walls. The CTX-2000 creates a laser tripwire directly in front of itself, and detonates when anything breaks the laser beam.

Power-ups: Magnavolt Tripbomb. This larger tripbomb uses a beam of electricity as the tripwire. Any target crossing this beam is zapped by a high voltage charge before the explosive detonates.

.50 SNIPER RIFLE



A heavy sniper rifle with formidable range and penetrating power. The integral 8x telescopic sight allows accurate targeting of even the most distant enemy. Unfortunately, while the zoom lens is in operation Duke can't move at his normal speed, and is therefore vulnerable to attack. The sniper rifle functions slightly differently from other weapons: when you press fire (Z Button) it activates the zoom lens. You can change between the 3 levels of zoom by pressing jump (R Button by default), and fire a shot by pressing Z again. If you decide not to fire, you can deactivate the zoom (but retain the sniper rifle as your selected weapon) by pressing the Activate Button (B by default).

Ammunition: .50 Rifle rounds

Power-ups: Armor-piercing rounds. While the standard .50 round will kill most targets, certain heavily armored enemies may survive a single shot. Armor piercing rounds will help solve this problem, killing all enemies with a single round.

BMF THUNDERSTRIKE



Designed by the Pentagon to combat the alien menace, this is another weapon utilizing alien technology. The BMF is a phased particle pulse cannon which fires blasts of transmagnetic forces capable of obliterating whole crowds of enemies.

Ammunition: BMF cells

ITEMS

You can pick up items in the game simply by walking over them. If you are unable to pick up an item it is because you cannot currently use it - for example, you cannot pick up a Medkit if you already have 100 health. Items come in two sorts: Power-ups and Inventory Items.

POWER-UPS

These items are used immediately when picked up, and cannot be stored for later use.



SMALL MEDKIT

Gives an instant boost of 10 health units, but will not raise your health over 100.



LARGE MEDKIT

Gives an instant boost of 30 health units, but will not raise your health over 100.



ATOMIC HEALTH

Gives an instant boost of 50 health. This item can be used even if you have 100 health when you collect it, and as such it allows your health to go over 100 units.



ARMOR/BOILER PLATE

Provides extra protection against attacks by absorbing some of the damage. You can check on your armor status in the inventory.

INVENTORY ITEMS

During the game, Duke can pick up various helpful items. Unlike Power-ups, you can save these items and use them when you need them most. You have to select most of these items before you can use them. You move through items in the inventory by pressing the Control Pad Up or Down buttons by default, and once you have selected an item you can use it by pressing the L Button (by default). Some items cannot be activated manually, but will automatically activate in certain situations.



PORTABLE MEDKIT / DOCTOR'S BAG

A large health pack. These items carry 100 units of additional health. When you are low on health, you can select this to bring your health back to 100 units (provided there's enough health left in the pack). The amount used is subtracted from the amount stored in the pack.



VITAMIN X

A small item that looks like a pill bottle. When used, this item makes Duke run faster, throw things further and basically speeds up all his actions. There is a time limit on this item, however, and once activated it cannot be turned off. When it runs out, you will have to find another bottle to use it again.



NIGHT VISION GOGGLES

The night vision goggles help you to see in dark areas by making everything look brighter. The goggles have a limited lifespan, but can be turned on and off during this time.



SCUBA GEAR / DIVING HELMET

These items allow Duke to survive underwater for extended periods of time. They do have a limited lifespan though, and they are automatically activated whenever you go underwater. If the air supply in the helmet or scuba tanks runs out while Duke is underwater, he will start taking damage.



PROTECTIVE BOOTS

These look like an ordinary pair of boots. They will protect Duke from many hazards like the green radioactive slime and acid pits. They have a limited lifespan however, and will eventually stop protecting Duke. They must be activated manually.



GAS MASK

The gas mask protects Duke from smoke and poisonous gas created by both enemies and level obstacles. The gas mask has a limited lifespan, but it can be activated and deactivated at any time after being collected.

TACTICAL ASSESSMENT COMPUTER SYSTEM (TACS)

Duke carries his TACS personal computer console with him at all times. This provides access to a satellite uplink communication system and tactical database. On solo missions this is Duke's only link to Special Forces HQ and his commanding officers. It informs Duke of his primary goal for his current mission as well as his present objectives, which usually have to be completed in order to achieve the overall primary goal. It will also tell you how many secrets and babes there are to find on the current level. By pressing the B button you can switch between the two screens of the TACS - the second screen displays the keys you have found on that level, as well as whether you have found the time machine part hidden on each level.

You can activate and deactivate your TACS as you would any other inventory item - select it and press Use Inventory Item (A + Z or L Button by default).

ENEMIES

Duke Nukem will encounter the following enemies during the game. Fortunately you will only encounter the more fearsome foes as you progress further into the game.

LIZARD ENFORCERS



The basic shock troopers of the alien armies, these amphibious lizard-like Enforcers make up in numbers what they lack in strength. While the standard soldier is equipped only with a Blaster and light body armor, there are other classes of Enforcer that Duke must watch out for. All Enforcers have locator devices implanted in their skulls—this allows their alien masters to track their progress, and also act as beacons for the teleportation devices carried on board their spaceships. Enforcers can therefore by teleported directly into the heart of battlefields or to the sites of surprise attacks.

ENFORCER CAPTAINS



Particularly tough and smart Enforcers are promoted to the rank of Captain. Identified by their golden armor and the twin Blasters they carry, the Captains present more of a threat than the basic soldier.

BATTLE ENFORCERS



Enforcers who excel in combat are recruited to the elite Battle Legions. Here they undergo extensive weapons training while alien scientists use genetic engineering to toughen and strengthen their bodies. The resulting Battle Enforcers are much more resilient to damage. The genetic treatments which toughen their scales into the equivalent of armor give them a distinctive yellowish color, and the Battle Enforcers can also be recognized by the twin SMGs they wield.

ENFORCER SNIPERS



Selected from the Battle Legions for their shooting skills, these soldiers are equipped with powerful sniper rifles and sent on assassination missions. Fortunately for Duke, these Snipers use visible laser sights to target their prey, and the red beam can give a few seconds warning before the fatal shot.

GRUNTS

Not content with merely killing humans, the alien overlords delight in taking innocent victims and mutating them into bloodthirsty monsters - the Grunts. With their powerful bodies and hideous warthog-like appearance, these once-human freaks are then used to strike terror into the hearts of any remaining human opposition.
The aliens usually prefer to pick police officers or soldiers as the raw material for these terror troops, since they are already familiar with weapons or explosives. As Duke travels back through time, he will discover that the aliens have recruited the local human population to their evil schemes. The Grunts that Duke will meet will therefore vary from Time Zone to Time Zone.

PIG COPS



Formerly proud officers of the NYPD, these are now dangerous opponents to any human resistance. They still wear their ragged uniforms and protective body armor, and carry pump-action shotguns.

RIOT PIGS



Grunts equipped with police anti-riot gear, these brutes wear heavy armor and helmets over their uniforms. The grenade launchers they carry once fired tear gas, but the Riot Pigs now load them with lethal nerve gas instead.

ROAD HOGS



Gangs of bikers and road warriors, these Grunts are bloodthirsty and vicious. Their bodies are toughened by exposure to the harsh environment, and their favorite weapons are sawed-off double-barreled shotguns.

WAR PIGS



The warlord leaders of the scavenger gangs are the biggest and meanest of the Apocalypse Grunts. They steal their weapons and body armor from the soldiers they kill, and like to load their grenade launchers with explosive anti-personnel rounds.

SAVAGE GRUNTS



The aliens took peaceful tribes of Native Americans and transformed them into savage warriors. They carry powerful lever-action rifles looted from the U.S. Cavalry.

COWBOY GRUNTS



Once hard-working cowboys and gold-miners, these inhuman monsters now delight in terrorizing innocent townsfolk and raising hell. They like nothing better than throwing sticks of dynamite at innocent passers-by and watching the chunks come raining down.

SOLDIER GRUNTS



The formerly loyal soldiers of the British Crown have become pawns of the aliens. They still wear their bright uniforms, but have armed themselves with sawed-off shotguns to terrorize the civilian population of London.

CAPITALIST PIGS



One-time respected businessmen and pillars of society, these Grunts now delight in bomb-throwing and wanton destruction.

APOCALYPSE ZOMBIES



The mutant flesh-hungry survivors of the Apocalypse, these roam the shattered cities and desert wastelands of the first episode. Once human, they have devolved into sub-humans eating any living thing they can find. They are now slow moving and not too intelligent, although they are persistent and can absorb a lot of damage from light weapons.

PLAGUE ZOMBIES



Corpses reanimated by an alien virus, these hideous undead now stalk the streets of Victorian London. They need fresh human tissue to keep the virus working in their decomposing bodies, and so they prey on the living. Lumbering and clumsy, they are nevertheless dangerous in packs. The virus that infests them is also damaging to any living human who is exposed to it.

PARAPSYCHE



These swollen multi-limbed monsters feed on the mental energies of other sentient races. They prefer to taste the emotions of fear and pain, and so spend their time around war-zones and other sites of suffering. If they can find no one in the emotional state that they savor, a Parapsyche will find a victim and attack them with blasts of concentrated psychic force. The pain and confusion this causes are – quite literally – food and drink to the evil monster. Unfortunately, Parapsyches are capable of surviving in the most hostile environments and so can be found anywhere the aliens have invaded. Fortunately, their fleshy bodies offer little resistance to Duke's shotgun blasts.

BROODLINGS



Scientists classify these as Arachnomorphs for their spider-like appearance, but the human soldiers who have to fight the scuttling little horrors call them Broodlings. These alien creatures may be small, but they cluster together in dark corners and attack in swarms. Their pincers carry painful venom, and even when killed they can be dangerous as their poison-sacs rupture.

BROOD MOTHER



These ugly mothers are easy to recognize: the multiple limbs cradling the bloated egg sac are not an easy sight to forget. Worse is the way they constantly spawn new Broodlings. A Brood Mother has no defenses of its own and has only one purpose: to produce more of its children. They in return will devour anyone who disturbs her birthing chamber.

SPORE EGGS



No one is sure whether these are some kind of alien plant or in fact eggs laid by some mutant breed. What is known is that their leathery outer skin contains billions of tiny spores, each one toxic to humans. When disturbed or ruptured, the egg spews out these spores in a choking cloud.

CHIMERA



Genetically engineered killers, these ferocious beasts were created to serve a single purpose: to destroy the enemies of their alien masters. Capable of surviving in the most hostile environments, Chimeras can absorb huge amounts of damage without any loss in efficiency. The Chimera's strength and speed make them dangerous foes, tearing apart the bodies of their prey with razor-sharp claws and fangs. Worse, Chimeras can synthesize noxious toxins in gene-fixed throat glands; spewing out clouds of this poisonous gas allow them to subdue even the toughest opponent.

VENOM GUNSHIP



Equipped with twin rapid-fire particle pulse cannon in a belly mount, the Venom is designed to engage and neutralize several targets in quick succession. It is adept at performing deadly strafing runs.

FANG BOMBER



The Fang has a multi-tube rocket launcher slung beneath each wing, and a belly-mounted unguided munitions dispenser. Designed to deal with fortified positions or clusters of enemy soldiers, the Fang will either engage targets at long range with rocket fire, or simply fly over the target in a bombing run.

SENTRY DRONES



Kept afloat by anti-gravity propulsion units and equipped with a wide range of sensors, these robot watchdogs were originally designed to guard high-security alien installations. As the invasion progresses, the aliens put the drones to use as hunter-killers, patrolling the streets in an endless search for targets. Sentry Drones are fitted with rapid-fire machine guns capable of chopping a human into pieces in seconds.

AQUA DRONES



Designed to defend underwater alien bases on aquatic worlds, these drones are slow moving but fire high-speed homing torpedoes. The presence of an Aqua Drone is usually announced by the sound of its sonar sweeps.

EXTERMINATION DRONES



Powered by anti-grav engines, these drones consist of little more than an explosive charge with a sensor suite attached. They are used as guards in alien penal colonies, and as a last-ditch line of defense in the most important bases. Their method of attack is simple: detect an enemy, fly at high speed towards the target, and explode.

SENTRY GUNS



A portable sentry unit, this is often carried into battle by Enforcers and set up to provide covering fire for attacks or defense for staging areas and supply dumps. They are also found as more permanent fixtures in alien bases. Capable of 360o tracking, and sporting a belt-fed minigun as standard fitting, the Sentry Gun is well suited to all such duties.

CERBERUS TURRETS



Massive turrets bristling with weaponry, these defense systems are flown in with detachable vectored-thrust engines for rapid front-line deployment. Once set up, a turret will scan for and intercept incoming ground or airborne assaults: its twin multiple barreled assault cannon and quad missile launchers make it capable of dealing with most threats.

GORGON TURRETS



Designed to destroy enemy tanks and other heavily armored vehicles, the Gorgon is a semi-mobile turret armed with a massive phased particle pulse cannon.
Not surprisingly, this plasma blast is also capable of destroying whole crowds of human-sized targets.

CHEAT MENU

As you progress through the game you will be rewarded with cheats and extra features. Every time you successfully complete a level, new multi-player characters will become available for your Dukematch games. If you perform particularly well on a level you can unlock new cheats, but you'll have to find out exactly how to do this for yourself.

As soon as you earn your first cheat, a new 'Cheat' option will be added to the main game menu. Selecting this will allow you to turn on or off any of the cheats that you have managed to unlock. If there are cheats there which you cannot select it's because you haven't earned them yet.

You will need to return to the main menu in order to activate any cheats. The cheats that you have unlocked will be saved to your Controller Pak when you save your game.

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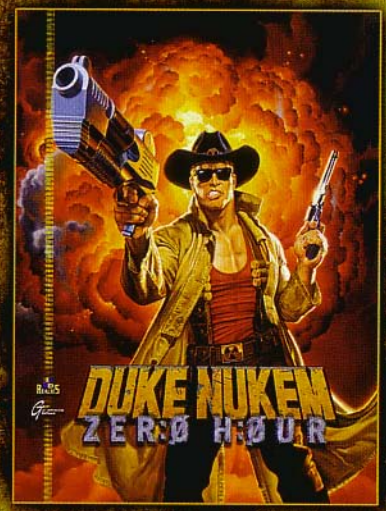
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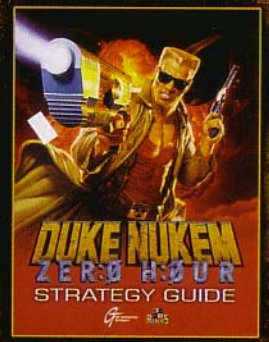
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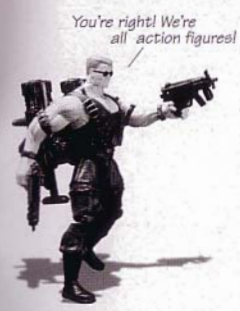
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