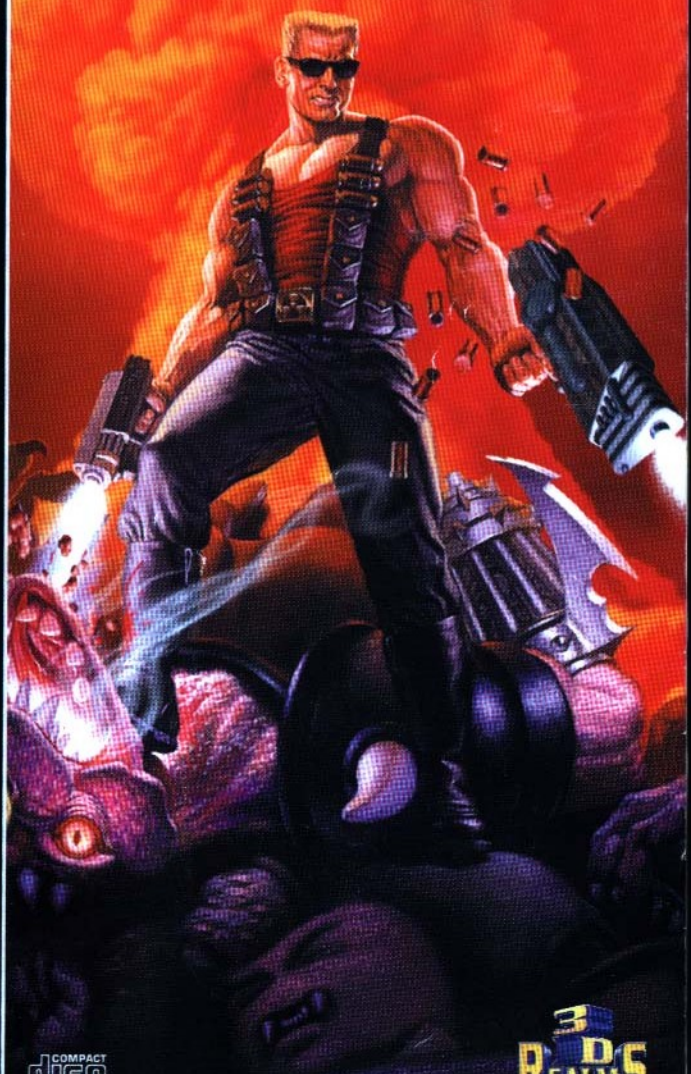
SEGA™

SEGA SATURN™

DUKE NUKEM 3D

INSTRUCTION MANUAL



COMPACT disc

3D REALMS

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not play too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

EPILEPSIE-WARNUNG

Bitte lesen Sie diese Hinweise, bevor Sie dieses Videospiel-System benutzen oder Ihre Kinder damit spielen lassen. Bei manchen Personen kann es zu epileptischen Anfällen oder Bewußtseinsstörungen kommen, wenn sie bestimmten Blitzlichtern oder Lichteffekten im täglichen Leben ausgesetzt sind. Diese Personen können einen Anfall erleiden, während sie bestimmten Fernsehbildern ausgesetzt sind oder bestimmte Videospiele benutzen. Es können auch Personen davon betroffen sein, deren Krankengeschichte bislang keine Epilepsie aufweist und die nie zuvor epileptische Anfälle gehabt haben. Falls bei Ihnen oder einem Ihrer Familienmitglieder unter Einwirkung von Blitzlichtern mit Epilepsie zusammenhängende Symptome (Anfälle oder Bewußtseinsstörungen) aufgetreten sind, wenden Sie sich an Ihren Arzt, bevor Sie das Spiel benutzen. Eltern sollten ihre Kinder bei der Benutzung von Videospielen beaufsichtigen. Sollten bei Ihnen oder Ihrem Kind während der Benutzung eines Videospiels Symptome wie Schwindelgefühl, Sehstörungen, Augen- oder Muskelzuckungen, Bewußtseinsverlust, Desorientiertheit, jegliche Art von unfreiwilligen Bewegungen oder Krämpfen auftreten, so beenden Sie SOFORT das Spiel und konsultieren Sie Ihren Arzt.

VORSICHTSMASSNAHMEN WÄHREND DER BENUTZUNG

- Spielen Sie nicht zu nah am Bildschirm. Sitzen Sie so weit vom Fernsehbildschirm entfernt, wie es die Länge des Kabels gestattet.
- Verwenden Sie für die Wiedergabe des Spiels einen möglichst kleinen Fernsehbildschirm.
- Spielen Sie nicht, wenn Sie müde sind oder nicht genug Schlaf gehabt haben.
- Achten Sie darauf, daß der Raum, in dem Sie spielen, gut beleuchtet ist.
- Ruhen Sie sich während der Benutzung eines Videospiels mindestens 10 bis 15 Minuten pro Stunde aus.

AVERTISSEMENT SUR L'ÉPILEPSIE

À lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant. Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou lorsqu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants: vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez IMMÉDIATEMENT cesser de jouer et consulter un médecin.

PRÉCAUTIONS À PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDÉO

- Ne jouez pas trop près de l'écran. Tenez-vous à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement.
- Utilisez de préférence les jeux vidéo sur un écran de petite taille.
- Évitez de jouer si vous êtes fatigué ou si vous manquez de sommeil.
- Assurez-vous que vous jouez dans une pièce bien éclairée.
- En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.

ADVERTENCIA ACERCA DE LA EPILEPSIA

Lea esta advertencia antes de utilizar este sistema de juego de vídeo o permitir que sus hijos lo utilicen. Algunas personas son susceptibles de padecer ataques epilépticos o pérdida del conocimiento cuando se exponen a ciertos patrones de luz o luces destellantes en su vida cotidiana. Tales personas pueden sufrir un ataque mientras ven ciertas imágenes de televisión o utilizan ciertos juegos de vídeo. Esto puede suceder incluso si la persona no tiene un historial médico de epilepsia o nunca ha sufrido ataques epilépticos. Si usted o cualquier miembro de su familia ha tenido alguna vez síntomas relacionados con la epilepsia (ataques o pérdida de conocimiento) cuando se haya expuesto a luces destellantes, consulte a su médico antes de jugar. Nosotros recomendamos que los padres supervisen la utilización que sus hijos hacen de los juegos de vídeo. Si usted o sus hijos experimentan alguno de los siguientes síntomas: mareos, visión borrosa, contracciones oculares o musculares, pérdida de conocimiento, desorientación, cualquier movimiento involuntario o convulsiones, mientras utiliza un juego de vídeo, interrumpa INMEDIATAMENTE la utilización del sistema y consulte a su médico.

PRECAUCIONES QUE DEBEN TOMARSE DURANTE LA UTILIZACIÓN

- No se ponga demasiado cerca de la pantalla para jugar. Siéntese bien separado de la pantalla del televisor, tan lejos como permita la longitud del cable.
- Utilice el juego con una pantalla de televisión lo más pequeña posible.
- Evite jugar si se encuentra cansado o no ha dormido lo suficiente.
- Asegúrese de que la habitación donde esté jugando esté bien iluminada.
- Descanse un mínimo de entre 10 y 15 minutos cada hora mientras utiliza un juego de vídeo.

AVVERTENZA A PROPOSITO DELL'EPILESSIA

Per favore, leggete quanto segue prima di utilizzare o di permettere ai vostri figli di utilizzare questo sistema per video giochi. Alcune persone sono suscettibili di attacchi epilettici o di perdita della conoscenza se esposte a particolari luci intermittenti o motivi luminosi durante la vita quotidiana. Tali persone possono subire un attacco durante la visione di alcune immagini televisive o utilizzando alcuni video giochi. Questo può accadere anche se la persona non ha precedenti clinici riguardanti l'epilessia o non è mai stata colta da attacchi epilettici. Se voi o altri componenti della vostra famiglia avete sperimentato i sintomi correlati all'epilessia (attacchi o perdita di conoscenza) durante l'esposizione a luci intermittenti, consultate il vostro medico prima di giocare. Consigliamo che i genitori tengano sotto controllo l'utilizzo dei video giochi da parte dei loro figli. Se voi o vostro figlio avvertite uno dei seguenti sintomi: senso di vertigine, vista annebbiata, contrazioni degli occhi o dei muscoli, perdita di conoscenza, disorientamento, un qualsiasi movimento involontario o convulsione, durante l'utilizzo di un video gioco, interrompetene l'uso IMMEDIATAMENTE e consultate il vostro medico.

PRECAUZIONI DURANTE L'UTILIZZO

- Non giocate davanti allo schermo a distanza ravvicinata. Sedetevi ad una certa distanza dallo schermo televisivo, tanto quanto lo permette la lunghezza del cavo.
- Preferibilmente utilizzate i giochi su uno schermo televisivo piccolo.
- Evitate di giocare se siete stanchi o non avete dormito abbastanza.
- Accertatevi che la stanza nella quale state giocando sia ben illuminata.
- Riposate per almeno 10 o 15 minuti ogni ora durante l'utilizzo di un video gioco.

WAARSCHUWING VOOR EPILEPSIE

Doorlezen voordat u dit videogame-systeem in gebruik neemt of het door uw kinderen laat gebruiken. Sommige mensen kunnen een epileptische aanval krijgen of bewusteloos raken wanneer zij in het dagelijkse leven worden blootgesteld aan bepaalde lichtpatronen of knipperende lichten. Tijdens het kijken naar bepaalde TV-beelden of het spelen van bepaalde videospelletjes kunnen deze mensen een aanval krijgen. Dit kan gebeuren zonder dat men een medische historie van epilepsie heeft of zonder dat men ooit eerder een epileptische aanval heeft gehad. Indien u of iemand in uw familie bij blootstelling aan knipperende lichten ooit symptomen van epilepsie heeft gehad (een aanval of bewusteloosheid), raadpleeg dan uw arts alvorens u gaat spelen. Wij raden ouders aan om toezicht te houden op het gebruik van videospelletjes door hun kinderen. Indien u bij uzelf of bij uw kind tijdens het spelen van een videospel één van de volgende symptomen constateert, moet u het gebruik ONMIDDELLIJK staken en uw arts raadplegen. Het gaat hierbij om de volgende symptomen: duizeligheid, wisselend zicht, trekken van het oog of van de spieren, bewusteloosheid, desoriëntatie, onwillekeurige bewegingen of stuiptrekkingen.

VOORZORGSMAATREGELEN BIJ GEBRUIK

- Ga niet te dicht bij het beeldscherm spelen. Ga op ruime afstand van het TV-scherm zitten, zover de lengte van de kabel dit toelaat.
- Gebruik het spel op een zo klein mogelijk TV-scherm.
- Ga niet spelen, indien u vermoeid bent of niet voldoende slaap hebt gehad.
- Zorg ervoor dat de kamer waarin u speelt, goed verlicht is.
- Tijdens het spelen van een videospelletje moet u elk uur tenminste 10 à 15 minuten rusten.

GETTING STARTED

This CD-ROM can only be used with the Saturn System. Do not attempt to play this CD-ROM on any other CD player – doing so may damage the headphones and speakers.

1. Set up your Sega Saturn system by following the instructions in your Sega Saturn System Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.
2. Place the Sega Saturn CD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Sega Saturn logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the Game's Title Screen. If you wish to return to the Control Panel, press Buttons A, B, C and Start simultaneously at any time.
5. If you turn on the power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the unit, press the D-Button to move the cursor to the top left button on the Control Panel, and press Start. The opening screens of a Game will appear.

Important: Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

STARTVORBEREITUNG

Diese CD-ROM kann nur mit dem SATURN-Gerät verwendet werden. Versuchen Sie nicht, diese CD-ROM mit irgendeinem anderen CD-Spieler abzuspielen, weil dadurch Kopfhörer und Lautsprecher beschädigt werden können.

1. Nehmen Sie Ihr SEGA SATURN-Gerät gemäß den Anweisungen in der Bedienungsanleitung in Betrieb. Schließen Sie das Control Pad 1 an.
2. Legen Sie die SEGA SATURN CD-ROM mit obenliegender Etikettenseite in die Mulde des CD-Laufwerks, und schließen Sie den Plattenfachdeckel.
3. Drücken Sie die Netztaste (POWER), um das Spiel zu laden. Das Spiel beginnt nach Erscheinen des SEGA SATURN-Logos. Falls nichts geschieht, schalten Sie das Gerät aus, und vergewissern Sie sich, daß es richtig angeschlossen ist.
4. Wenn Sie ein Spiel mittendrin abbrechen wollen, oder wenn das Spiel zu Ende ist und Sie es erneut starten wollen, drücken Sie die Rückstelltaste an der SEGA SATURN-Konsole, um den Titelbildschirm des Spiels wieder aufzurufen. Durch gleichzeitiges Drücken der Tasten A, B, C und Start können Sie jederzeit auf die Kontrolltafel zurückschalten.
5. Wenn Sie das Gerät einschalten, ohne daß eine CD eingelegt ist, erscheint die Audio-CD-Kontrolltafel auf dem Bildschirm. Um ein Spiel zu spielen, legen Sie zuerst eine SEGA SATURN-CD in das Gerät ein, dann bewegen Sie den Cursor mit Hilfe des Steuerkreuzes zur oberen linken Taste der Kontrolltafel und drücken Start. Daraufhin erscheinen die Einleitungsbildschirme des Spiels.

Wichtig: Ihre SEGA SATURN CD-ROM-Disc enthält einen Sicherheitscode, der das Lesen der Disc gestattet. Halten Sie daher die Disc stets sauber, und behandeln Sie sie sorgfältig. Sollte Ihr SEGA SATURN-Gerät Schwierigkeiten beim Lesen einer Disc haben, nehmen Sie die Disc heraus und wischen sie sorgfältig ab, wobei Sie geradlinig von der Mitte zum Rand wischen.

MISE EN ROUTE

Vous ne pouvez utiliser ce CD-ROM que sur la Sega Saturn. N'essayez pas de l'utiliser dans un autre lecteur CD ; vous risqueriez de causer des dommages au casque d'écoute et aux enceintes.

1. Installez votre console Sega Saturn en procédant comme il est indiqué dans le Mode d'emploi de la Sega Saturn. Branchez la manette 1.
2. Placez le CD-ROM Sega Saturn avec son étiquette tournée vers le haut dans le compartiment du lecteur CD, puis refermez la porte du lecteur.
3. Appuyez sur le bouton Power pour charger le jeu. Le jeu commence après l'écran du logo Sega Saturn. Si rien n'apparaît, éteignez la console et assurez-vous qu'elle est correctement installée.
4. Pour arrêter un jeu en cours ou lorsque le jeu est terminé et que vous désirez le recommencer, appuyez sur le bouton Reset de la console Sega Saturn ; vous revenez alors à l'écran-titre du jeu. Pour revenir au panneau de commande, appuyez en même temps sur les boutons A, B, C et Start à n'importe quel moment.
5. Si vous allumez la console alors qu'il n'y a pas de disque dans le lecteur, l'écran du panneau de commande Audio CD Control apparaît. Pour jouer, mettez un CD Sega Saturn dans le lecteur, amenez le curseur sur le bouton supérieur gauche du panneau de commande à l'aide du bouton D et appuyez sur Start. Les écrans d'ouverture du jeu apparaissent alors.

Important : Votre CD-ROM Sega Saturn contient un code de sécurité autorisant sa lecture. Gardez-le propre et manipulez-le avec précautions. Si vous ne parvenez pas à le lire sur votre Sega Saturn, retirez-le et essuyez-le soigneusement dans un mouvement droit depuis le centre vers le bord.

EMPEZANDO

Esta CD-ROM sólo puede ser utilizada con el sistema Sega Saturn. No intente leer esta CD-ROM en ningún otro lector de CD, ya que al hacerlo puede dañar los auriculares y los altavoces.

1. Instale su sistema Sega Saturn siguiendo las instrucciones del manual de instrucciones de su sistema Sega Saturn. Enchufe el mando de control 1.
2. Ponga la CD-ROM Sega Saturn, con el lado de la etiqueta hacia arriba, en el fondo del platillo del CD y cierre la tapa.
3. Presione el botón de alimentación para cargar el juego. El juego empezará después de que aparezca la pantalla con el logotipo Sega Saturn. Si no aparece nada, apague el sistema y asegúrese de que esté instalado correctamente.
4. Si desea detener un juego que está en marcha o el juego termina y desea volver a empezar, presione el botón Reset de la consola Sega Saturn para volver a la pantalla del título del juego. Si desea volver al panel de control, presione simultáneamente los botones A, B, C y Start en cualquier momento.
5. Si enciende la alimentación sin insertar un CD aparecerá el panel de control de audio del CD. Si desea jugar un juego, ponga el CD Sega Saturn en la unidad, presione el botón D para mover el cursor al botón superior izquierdo del panel de control y presione Start. Las pantallas iniciales de un juego aparecerán.

Importante: Su CD-ROM Sega Saturn contiene un código de seguridad que permite que el disco sea leído. Asegúrese de mantener limpio el disco y manejarlo cuidadosamente. Si su sistema Sega Saturn encuentra dificultades al leer el disco, extraiga el disco y límpielo cuidadosamente, empezando desde el centro del disco y limpiando en línea recta hacia el borde.

AVVIO DEL GIOCO

Questo CD-ROM può essere usato solo con il sistema Saturn. Non provare ad usare questo CD-ROM su un altro lettore CD – facendo così potresti danneggiare le cuffie e gli altoparlanti.

1. Monta il tuo sistema Sega Saturn seguendo le istruzioni nel tuo manuale d'istruzioni del sistema Sega Saturn. Inserisci il controllo 1.
2. Metti il CD-ROM Sega Saturn nello spazio del cassetto dei CD con l'etichetta verso l'alto.
3. Premi il pulsante d'accensione (POWER) per caricare il gioco. Il gioco inizia dopo che appare il logo Sega Saturn. Se non appare niente spegni il sistema e assicurati che sia montato correttamente.
4. Se vuoi fermare una partita in progresso o se essa finisce e vuoi riniziare, premi il pulsante Reset sulla console Sega Saturn per tornare alla schermata del titolo del gioco. Se vuoi tornare al pannello di controllo, premi i pulsanti A, B o C e Start insieme in qualsiasi momento.
5. Se accendi la macchina senza inserire un CD, appare il pannello di controllo dei CD audio. Se vuoi un gioco, metti il CD Sega Saturn nell'unità, premi il pulsante direzionale per muovere il cursore sull'angolo in alto a sinistra del pannello di controllo e premi Start. Appariranno le schermate introduttive del gioco.

Importante: Il tuo CD-ROM Sega Saturn contiene un codice di sicurezza che permette al disco di essere letto. Assicurati di tenere il disco pulito e di maneggiarlo con cura. Se il tuo sistema Sega Saturn ha problemi nel leggere il disco, rimuovilo e puliscilo con cura, iniziando dal centro e pulendo verso l'esterno.

OPSTARTEN

Deze CD-ROM kan uitsluitend worden gebruikt met het Saturn-systeem. Probeer deze CD-ROM niet op een andere CD-speler weer te geven – dit kan leiden tot beschadiging van de hoofdtelefoon en luidsprekers.

1. Sluit het Sega Saturn-systeem aan zoals dat in de handleiding van het Sega Saturn-systeem staat beschreven. Sluit bedieningsblok 1 aan.
2. Leg de Sega Saturn CD-ROM, met het etiket naar boven gericht, in de CD-lade en sluit het deksel.
3. Druk op de AAN/UIT-toets om het spel te laden. Na het scherm met het logo van de Sega Saturn zal het spel beginnen. Als je niets ziet, moet je het systeem weer UIT zetten en controleren of alles goed aangesloten is.
4. Als je tijdens het spelen wilt stoppen of als het spel afgelopen is, druk dan op de Reset-toets op de console van de Sega Saturn om terug te keren naar het titelscherm van het spel. Als je naar het controlepaneel wilt terugkeren, druk dan op elk gewenst ogenblik tegelijkertijd op de toetsen A, B, C en Start.
5. Als je het apparaat AAN zet zonder dat er een CD is ingelegd, zal het audio-CD bedieningspaneel verschijnen. Als je een videospelletje wilt gaan spelen, leg dan de Sega Saturn-CD in het apparaat, druk op de R-toets om de cursor te verplaatsen naar de toets linksboven op het bedieningspaneel, en druk op Start. De inleidende schermen van een spel zullen verschijnen.

Belangrijk: De Sega Saturn CD-ROM is voorzien van een beveiligingscode die ervoor zorgt dat de disc kan worden gelezen. Houd de disc altijd goed schoon en ga er voorzichtig mee om. Als jouw Sega Saturn-systeem de disc niet goed kan lezen, moet je de disc verwijderen en voorzichtig schoonvegen, waarbij je vanuit het midden van de disc in een rechte lijn naar de rand toe veegt.

ENGLISH

① Sega Saturn System
② Control Pad 1
③ Control Pad 2

DEUTSCH

SEGA SATURN-Gerät
Control Pad 1
Control Pad 2

FRANÇAIS

Système Sega Saturn
Manette 1
Manette 2

ESPAÑOL

① Sistema Sega Saturn
② Mando de Control 1
③ Mando de Control 2

ITALIANO

Sistema Sega Saturn
Controllo 1
Controllo 2

NEDERLANDS

Sega Saturn-systeem
Bedieningsblok 1
Bedieningsblok 2

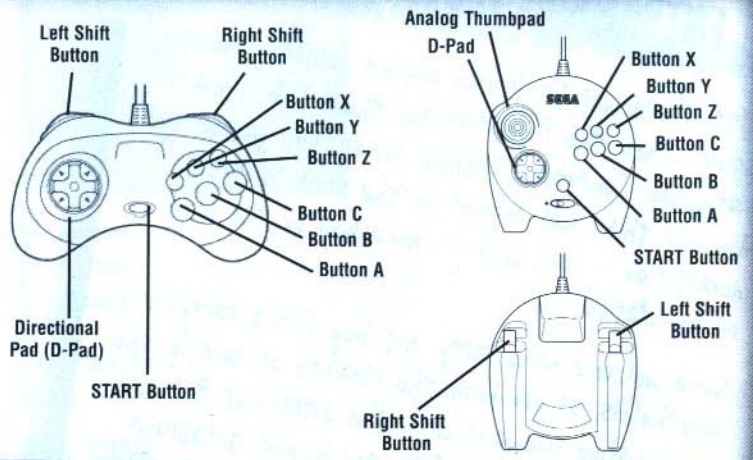


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Controls

This manual refers to the following directions:



8-Button Controls

START	Pause/Access item list and Options Menu
D-Pad/Analog Thumbpad	Move Duke in any direction/Aim weapon/Scroll through inventory
BUTTON A	Fire weapon/Activate items on inventory screen
BUTTON B	Jump/Swim/Fly
BUTTON C	Action
BUTTON X	Look UP or DOWN (with D-Pad) - Press again for normal view
BUTTON Y	Return to previous weapon
BUTTON Z	Choose next weapon
LEFT SHIFT BUTTON	Strafe LEFT/Fly and swim DOWN (while swimming or flying with jetpack equipped, hold Button B and the Left Shift Button)
RIGHT SHIFT BUTTON	Strafe RIGHT/Fly and swim UP (while swimming or flying with jetpack equipped, hold Button B and the Right Shift Button)

Special Saturn Feature

You can activate a crosshair target reticle by pressing the START Button during gameplay and moving the cursor to "Crosshair." Next, press the D-Pad LEFT or RIGHT to turn the crosshair on or off. If you turn the crosshair on you will have a small targeting crosshair to help you aim while playing the game.

NOTHING LIKE THE SMELL OF ENTRAILS IN THE MORNING...

First there was Dr. Proton and his dastardly robotic legions. Then the Rigelatins and their X5G Think-o-matic War Computer. Torched 'em all. See ya bye-bye! And now this... Los Angeles on the brink of total devastation — and with it, humankind on the brink of annihilation.

Some welcome home party. But hey, it's a party nonetheless, as you have the pleasure of painting the once-pristine sidewalks with the entrails of Reptilian Enforcers, mutated Pig Cops, and heinous Octabrains — all in a noble (and extremely brutal) quest to thwart the aliens' Machiavellian plot to crack Mother Earth wide open and reap her bountiful resources.

So without further ado, get your platinum-doed, square-jawed bad-ass out there and fire-up these intergalactic freakazoids like there's no tomorrow. Because if you wait for back-up, there will be no tomorrow.

Rock on, Duke!

MAIN GAME MENU



To make a selection, press the D-Pad UP or DOWN to choose an option and press Button A or C to enter your selection.

The following selections appear on the Main Game Menu:

NEW GAME	Begin a new game.
LOAD GAME	Restore a previously saved game.
CONTROLLER SET-UP	Here you can configure the Control Pad button assignments to your preferences.
SOUND OPTIONS	Configure the sound set-up to your preferences.

NEW GAME

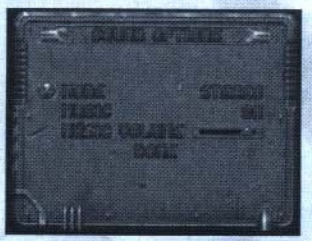
Once you've selected "New game", you can play through the episodes in sequence.

LOAD GAME

You can resume a previously saved game with this option. When loading a saved game, choose the game you wish to continue and press the START Button.

Difficulty level

Choose from four difficulty levels:





PIECE OF CAKE
(EASY - Few enemies, and lots of stuff.)

LET'S ROCK
(MEDIUM - Normal difficulty.)

COME GET SOME
(HARD - Lots of enemies.)

DAMN I'M GOOD
(EXPERT - Same number of enemies as Come Get Some, but here they regenerate!)

SOUND OPTIONS

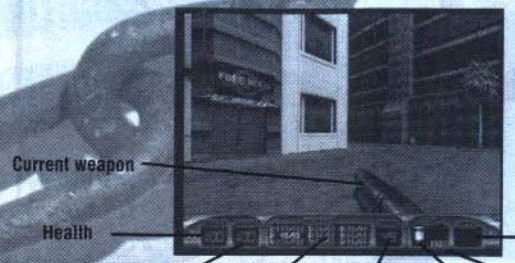
Here you can adjust the following sound options:

Mode: Stereo or Mono

Music: On or Off

Music Volume: Raise or Lower

MAIN GAME SCREEN



Displays the status of your weapons. For each weapon there is a two part number. The first set of numbers indicates the amount of ammo you have for a particular weapon. The second set is the maximum amount of ammo you can carry for that weapon.

Brightly lit numbers indicate the currently selected weapon. Medium brightness indicates you have the weapon in your arsenal, but it is not currently selected. If the numbers are dark, you do not yet possess the weapon.

The following items appear on the Main Game Screen.

Health
Displays your health level. If this drops to zero, you're dead.

Armour
Shows percentage of your armour that remains.

Weapons Ammo
Displays the amount of ammo remaining for use with your currently selected weapon.

Inventory
Displays the percentage and status (if applicable) of the currently selected inventory item.

Access Cards
Displays the keys currently in your possession. Access Cards are required to unlock certain doors. Once you use a Access Cards to unlock a door, it will no longer appear in your inventory.

WEAPONS

The right hardware and firepower make all the difference when trying to save the world. You begin with a Handgun, but your survival depends on your ability to locate and upgrade your weapons collection. The following is a summary of available weaponry.

The Mighty Foot
You'd be surprised at how effective five toes, a heel, and an arch can be — especially against a Pig Cop or when you want to bash through an air duct grill, break a window or squash an unwitting opponent. When in doubt, stomp it out!

The Pistol
Although more powerful than The Mighty Foot, the Handgun is the least effective of all your weaponry. It is a godsend, however, when no other weapon is available. Fires a 12 round succession from a full 48-round clip. The maximum number of bullets you can carry is 200.



The Shotgun
The first order of business when beginning a new level is to locate a Shotgun. Makes easy work of bipedal aliens, including Pig Cops, who also carry Shotguns. Shotguns come with 10-shell boxes and the most shells you can carry at one time is 50.



The Ripper Chaingun Cannon
The weapon of choice for mowing down Pig Cops, Troopers and Captains. Also very effective in shredding an Octabrain's pulpy flesh. Comes with 50 rounds, as do its ammo cases. You can hold up to 200 rounds at one time.



The Rocket Propelled Grenade (RPG) Launcher
No other weapon equals the impact of an RPG projectile. Not only can you blow mutants away from great distances, but you can also blow holes right through walls and even bore tunnels through solid rock. Ammo available in 5-round charges. Most you can haul is 50 rounds. Exercise caution when using this weapon in close quarters.



Pipe Bombs
These crude creations are a guerrilla-type weapon you can fling and detonate remotely. Pipe Bombs are strategic weapons. Because you can detonate from a distance, you can set up traps for your alien adversaries. Most you can carry at one time is 50.



The Shrinker
This one shrinks your opponent into squishable, bug-sized pests you can dispose of using The Mighty Foot. The Shrinker is only activated for a brief period of time so hop to it. NOTE: While Duke is shrunk (via mirror, ricochet, or in Dukematch) he can not pick up or use Powerups, or use any of his weapons.



The Devastator



This double-barrelled weapon of awesome destruction launches explosive charges with concentrated impact. Makes short work of most enemies. Exercise caution when using this weapon in close quarters.

The Tripbomb



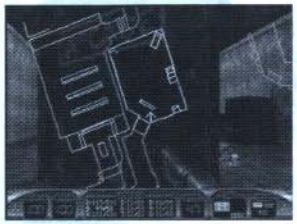
Another strategic weapon, the Tripbomb is placed on flat walled surfaces. After a two second delay, a bright red laser beam is emitted across to the opposite wall. Crossing the beam sets off an incredible blast annihilating everything within range.

The Freezethrower



One blast from this cold piece changes the molecular structure of any opponent, transforming it into an ice sculpture capable of being shattered with The Mighty Foot, or vaporised with a shotgun blast. Be sure to do away with any mutant frozen, fast, as this weapon's effects melt away quickly.

LINE MAP



As you navigate into more complex installations, you will find the online maps to be quite handy.

The map shows the installation's various rooms and areas, so you can see where you've been and where you still need to go.

Press the START Button and move the D-Pad to "MAP" and press left or right to switch the map "ON" or "OFF" for a top-down view of the areas where Duke has explored. You will be displayed by a small arrow in the centre of the map. In this mode, you can use the Automap while still viewing the action. To zoom the map in or out, press the press Buttons A or C to make the map smaller. Press Button X to make the map bigger (to see more detail). You can only zoom the map while you have the "Map" highlighted in the Options Screen. To change the size of the map, press the START Button, move the cursor to "Map" and press Buttons A, C or X.

DUKE'S POWER-UPS

Weapons are a must, but without power-ups, you haven't a chance in Hell. Power-ups are not necessarily destructive, but rather bestow you with special abilities. The following is a detailed description of each power-up.

To activate some of the Power-ups, press the START Button to access the Options Menu. Those items that are available are highlighted. Move the D-Pad to select the item and press Buttons A or C to switch that item on or off.

Health Items

Medkits



Medkits come in two sizes: small and large. Portable medkits are also available. Small and large medkits increase your health by 10% and 30%, respectively. Portable kits carry a full 100% of health and you activate them when needed.

Atomic Health Units



These glowing atom-like units enable you to overcome even the most incredible odds. A single atomic health unit will cause your health to soar by 50% — even above and beyond 100%. The most health you can amass with the atomic health unit is 200%.

Armour



Armour can be found in secret areas, as well as on the bodies of rotting corpses. A fresh set provides you with 100% protection. But be careful, armor wears out with abuse, so when your armor level drops below 50%, it's time to rely on your defensive skills.

Inventory Items

To activate an inventory item, press the START Button during gameplay to access your inventory. The items you hold in your inventory will be displayed across the top of the Options Screen. Press the D-Pad LEFT or RIGHT to move the cursor until it highlights the item you want to activate. Once you've highlighted the correct item, press Button A to activate it. For certain items, you can turn them off by following the same procedure — press START, highlight the correct item and press Button A again.

Access Cards



Access Cards enable you to open special doors or latches. Your strategy for solving a level includes determining what cards you need and in what order you must have them. Without this knowledge, many level areas will remain a mystery.

Steroids
Steroids deliver a rush of power and speed you will quickly come to appreciate. Boosts your kicking prowess and overall speed to amazing levels. Use steroids wisely as the adrenaline pump-up lasts only 30 seconds.



Holoduke
This full-size decoy (complete with comic book-style jawline) provides a solution in the most desperate of situations. Most effective when accompanied by a strategically placed pipe bomb! When you activate the Holoduke, you will place it next to where you are standing so make sure that you're in the correct spot. The Holoduke runs on an internal battery and will keep going until it runs out of juice.



Jetpack
This amazing device allows you to fly for about 45 seconds at a time, so use in moderation. Ideal for reaching high places and uncovering secrets that would otherwise remain hidden. Also effective for plotting direction and short routes to lofty destinations. When the Jetpack is active, you will see an on-screen countdown indicating how much fuel is left in your Jetpack. You can't fill the tank up, so once you've used all the fuel, your Jetpack is junk. Turn the Jetpack on and off from the Option Screen.



Night Vision Goggles (NVG)
NVGs allow you to see in the dark, where your enemies cannot. Lasts for about 35 seconds, so use it when you are sure enemies are lurking nearby. You can turn the goggles on and off from the Options Screen, so use them sparingly. While the goggles are active, you will see an on-screen countdown indicating how much battery life they have left. Once the battery runs out, you better make sure that you know where the light switches are.



Scuba Gear
Scuba gear allows you to breathe underwater. Once you have obtained the scuba gear, it will automatically activate whenever you submerge. Tanks are good for 45 seconds, so make haste as you waste.



Protective Boots
These fancy galoshes keep your toes free from harmful toxic substances and chemicals that circulate throughout many levels. Like the scuba gear, they automatically activate in times of need. When active, you will see an onscreen countdown indicating how much time until the protective boots are worn out. Make sure that you make it to safe ground before the timer runs out.



EVALUATING DUKE'S FOES

This hostile cast of alien invaders is here to subjugate our world. Not to mention conduct bio-genetic experiments with human females. It's your job to bounce them back to the void where they belong.

Assault Captains (Captains)
Like their minion troopers, the captains sport laser pistols and jetpaks. They also wear phased-induced teleporter devices on their wrists, which means they can dematerialize and appear when you least expect it. Each strike saps 20% off your energy.



Assault Troopers
These are the grunts of the alien alliance. Although capable of being destroyed with a few rounds of your hand-gun, troopers are never easy to deal with and are seldom discouraged in their pursuit. But beware, as each trooper blast can cause 15% reduction in your health status.



Protozoid Slimers (Slimers)
These gelatinous bodies suck your brain out through your nose. We recommend your Pistol or Shotgun, or the Ripper Chaingun. If you let them crawl up your pant leg and through your nose — and it's all over! They colonise, too. Beware: you can't kick them once they grab onto your face, so blast away.



Pig Cops
The mutant police are faithful servants of evil, devoted to serve and protect the alien alliance. Pig Cops are unyielding and wrapped in armour, making them hard to destroy, but worth it, yet a prize as you can loot their protective cover once destroyed. Capable of inflicting an incredible 20% damage rate (25% if you are not wearing body armour).



Recon Patrol Vehicles (RPVs)
RPVs are single-user, anti-gravity transports that allow Pig Cops to take to the air. Here they can follow your every move and attack from above using powerful side-mounted laser cannons that can inflict 30% worth of energy-tapping damage.



Enforcers
Enforcers are the alien armada's clean-up crew. Armed with Ripper Chainguns, these mutant mercenaries attack in packs and wear protective gear. You can usually remove their chainguns and chaingun ammo after each kill.



Octabrains
Lurking in dark, moist areas, these disgusting things take to the air as easily as they dominate the depths of water bodies. By focusing their immense mental energy, an Octabrain can nearly paralyse you, sapping 50% of your energy in a single shock.



Battlelord
This is the first boss Duke will encounter. If his size doesn't give you a cardiac, the sheer impact of his over-under Ripper Chaingun Cannon surely will. A sustained attack from the Battlelord can decrease your health at a rate of 5% to 10% per second.



Battelord Sentry
A much smaller version of the original, the Battlelord Sentry is not quite as ferocious as his taller cousin and is easier to kill. Good practice for the real thing.



Assault Commander (Commander)
A massive hovering torso connected to a free-floating anti-gravity deck, this dude is devastation on thin air. He can levitate and dash without warning. He can dice you up like a food processor. And he can launch deadly projectiles that will reduce your health by 50% to 75% with a single shot. Good luck.



Sentry Drone (Drone)
Sporting anti-gravity units, Sentry Drones are highly maneuverable and elusive. Once they track you down they can shave up to 35% off your health. Seek shelter behind a thick door or wall when you hear them coming, as drones often collide with obstacles in their zeal to execute their programs.



Overlord
Equipped with a heavy harness that holds weapons and also protects him from injury, the Overlord is also blessed with keen eyesight, lightning quick reflexes and a self-contained arsenal. It's gonna take all your heavy assault weaponry to incapacitate this moon man.



Cycloid Emperor (Emperor)
This walking abomination is a one-eyed giant whose breath is capable of emanating energy blasts in rapid succession, overwhelming opposition in a matter of seconds. And his built-in ports fire charges so harmful to your health, we're not allowed to put their effects in print.

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LEVELS

After defeating the Rigelatins and thwarting their megalomaniacal dreams of an enslaved humanity, you return to your hood, L.A., only to find it under siege at the slimy appendages of another wave of malevolent aliens. Now you must unload your wicked arsenal on the underworld's most voracious band of scum this side of Hollywood Blvd. And in the process, return your old stomping grounds — the epicenter of hapless humanity — to the once-pristine bastion it once was. Ah heck, just blow the ?@*¿ out of anything that breathes. Enjoy!

Hollywood Holocaust
Stars are made here. Yet the only way you're gonna get a spot on the Walk of Fame is by having one of your body parts land there. Moral decay abounds, as evident by roaming Pig Cops and Captains. Have a blast!

The Red Light District
Welcome to the seedier side of L.A. Beware of temptation as this place is a sure test of your stamina. Access Cards are your way through this extremely graphic neighborhood. Expect plenty of Pig Cops, Captains and Alien Troopers.

Death Row
You've been sentenced to die in the chair and there's no time for pardons. Get out of that hot seat, get hold of some weaponry, then commence to blasting Troopers and Captains. Use Keycards to work your way through this labyrinth of cell blocks and courtyards, and don't forget to stop at the prison chapel for guidance — as you haven't a prayer out here!

Toxic Dump
A booby-trapped cargo sub has landed you boot deep in toxic sludge at the Dump site. Guess who gets to clean up the mess? Radioactive substances are everywhere, as are more Pigs, Troopers and Captains. Don't forget to pick up your Scuba Gear as you may have to immerse yourself in your work.

The Abyss
Prepare to discover how far these alien infiltrators have gone in their quest to possess the earth. Don't let mutant mythology poison your train of thought as your primary goal is to descend into the depths of hell and ignite the Battlelord in a fiery inferno. There'll be plenty of time for Martian mysticism after the fire.

The Launching Facility (secret level)
Your mission here is basic, yet in no way simple: find it. This secret level challenges you to stop the rocket to the Moon and rescue the female specimens enshrined in cocoons on board. Activate the self-destruction mechanism, then push the big red detonation button on the remote control switch. Just remember to get the *?¿!# off the ship first!

Spaceport
Your first stop along your tour of duty in Lunar Apocalypse finds you aboard a hovering, man-made station in orbit. Infested with aliens, you must board the shuttle and infiltrate The Incubator. The Shrinker and Devastator await your arrival. Walls of mutant mercenaries abound.

The Incubator
This is where the aliens' ghastly young hatch. Dozens of eggs litter the area waiting to spew new members of the alien race. Get to the Incubation chamber immediately and destroy the nests — before mommy gets home!

Warp Factor
Expect the unexpected as you penetrate this sci-fi-influenced multi-level facility and locate further clues into the alien's plot to crack the earth open like a walnut. (Beware of cameos by past nemeses.)

Fusion Station
This is the mechanism that juices up all the lunar stations. Your job is to blow the damn thing's head off. But first you must penetrate this gargantuan structure and use your most powerful weaponry to torch Sentry Drones and Assault Commanders.

Occupied Territory
Occupied Territory is daunting by the sheer number and viciousness of your co-occupants. A fearsome force of fiendish foes has come together to ensure your fall. Remember, it's BYOBB (Bring Your Own Body Bag).

Tiberius Station
Housing an elaborate duct maze that will test your wits as well as your patience, Tiberius does have one safeguard: plenty of power-ups. Blow up everything in sight.

Lunar Reactor
Twice as large as Tiberius Station, the Lunar Reactor is a mass of hallways, chambers and multiple secrets. Your mission is to seek out and destroy the core reactor, after you face off and defeat your oppressors.

The Dark Side
Somewhere among the convergence of Alpha, Beta and Gamma transports you will become closer to your own soul as you ponder some very deep mysteries here. Your findings just might blow you away.

Overlord
Prepare to come face to face with the charmless Overlord and his close companion — a massive cannon aiming a concentrated energy beam at California's San Andreas Fault.

Raw Meat
Begin by teasing your taste buds in the perimeter, then devour the main dish in the dining chambers where the right Access Card gets you preferred seating. Top off the meal with a few libations at the bar or enjoy our outdoor pool just outside the lobby.

Bank Roll
Don't let its unfeeling and self-serving facade fool you. This place has plenty to offer — given you have the right Access Cards. Blast the vault wide open and reap the fruits of your labour. No need for a loan officer here.

Flood Zone
L.A. didn't fare well in the big quake. Prepare to spend half your time under water as you search for Access Cards among Octabrains and Assault Commanders. Watch that oxygen level!

L.A. Rumble
Concrete, steel, glass, and other materials forged by human hands for one purpose only: sheer brutality. Hollywood Boulevard and the East Town Towers provide the ideal backdrop for this extremely uncivilized carnage classic.

Movie Set
Give the aliens a few weeks in Los Angeles and the next thing you know, they're taking over Tinsel Town, too. Yet the only shooting that'll take place here is the B-movie, drive-in splatter genre. Collect Access Cards before they run the credits.

Rabid Transit
It's time for an old fashioned train battle in the subways of LA-LA Land. This level punishes carelessness and rewards fighting prowess, dexterity, and sheer guts.

Fahrenheit
Prepare to sweat bullets through a TV studio, a fire station, even through a cozy apartment. Sentry Drones and Assault Commanders dominate this landscape. Bring some pipebombs.

Hotel Hell
If it weren't for its dubious clientele, this flea-bag joint might actually be a nice place for power lounging. Enforcers, Troopers, Pig Cops and RPVs, however, give this place a bad name. No time for martinis at poolside, if you get our drift.

Stadium
Prepare for the ultimate showdown between the home town favorite — you — and the formidable Cycloid Emperor. There's much more at stake here than just ratings and home team pride: Earth.

FIGHTING SOLO — TIPS TO LIVE BY

Bottom line: You're gonna want to hone your skills before Duke-ing it out in DukeMatch mode. Take notes!

Moving With Agility
Your chances for overcoming your opponents are directly related to how well you can move in your virtual environment. After mastering your dance steps, add a bit of speed to the mix for optimum agility.

Sidestepping
Sidestepping allows you to plug your opponent, then retreat to reload behind an obstacle. Sidestepping also allows you to fire from behind a wall or barrier, making it very difficult for your opponent to get a good shot at you.

Strategic Movement
Good gaming strategy dictates that you learn to take advantage of your full range of motion. And there will be plenty of opportunities to strafe, jump and perform 180-degree turns.

ITEMS TO WATCH OUT FOR

Given the diversity and types of ground you will be covering, you must make the most of every sense and take in as much info about your whereabouts as possible. Keep an eye out for the following helpful items:

Exit Symbol
Activate this to exit the level.

C9 Canisters
Exploding barrels and canisters are strategically placed throughout each level. Shoot these and get away, as they say.

Teleporters
Walk through these futuristic passageways and find yourself in another part of the level.

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

Monitors and Camera
Use security monitoring systems to locate possible enemies and power-ups.

Ventilation Shafts
You can crawl through vents where you will often find power-ups and other helpful items. Blast or kick to open.

Cracks In Walls
Look for cracks in walls and rock as you can usually blow these open with a Pipe Bomb, RPG or Devastator to create tunnels or emergency exits.

The Babes
Be nice to these women. You don't even want to know what happens if you mess with them.



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