DUKE NUKEM
FOREVER™

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SETUP

Minimum System Requirements

OS	10.6.8 (Snow Leopard) and 10.7 (Lion)
CPU PROCESSOR	Intel Core 2 Duo (Dual-Core)
CPU SPEED	2.4 GHz
MEMORY	2 GB
HARD DISK SPACE	10 GB free disk space
VIDEO MEMORY (VRam)	256 MB
VIDEO CARD	NVIDIA GeForce 8600 / ATI Radeon HD 2600
PERIPHERALS	Macintosh mouse and keyboard
MULTIPLAYER	Internet (TCP/IP) play supported. Internet play requires broadband connection.
MEDIA REQUIRED	DVD-Rom Drive

Recommended System Requirements

CPU PROCESSOR	Intel Quad Core
CPU SPEED	2.6 GHz
MEMORY	4 GB
VIDEO MEMORY (VRam)	512 MB

*Apple original CPU's only, CPU upgrades not supported.

Supported Video Cards

NVIDIA GEFORCE 8600, 8800, 9600, GT 120, 320M, 330M
ATI RADEON HD 2600, 3870, 4670, 4850, 5670, 5750, 5770, 5870, 6750, 6970
Intel HD 3000

Notices

- NVIDIA GeForce 9400M not supported.
- Intel integrated video chipsets (including GMA 950) are not supported.
- Apple Intel Chipsets only. Power PC Processors are not supported.
- This game is not supported on volumes formatted as Mac OS Extended (Case Sensitive).

Other Requirements & Supports

Initial installation requires one-time internet connection for Steam authentication; software installations required (included with the game) include Steam Client.

Installation

Please ensure your computer is connected to the Internet prior to beginning the Duke Nukem Forever installation process. Insert the Duke Nukem Forever DVD-ROM into your computer's DVD-ROM drive. (Duke Nukem Forever will not work in computers equipped only with CD-ROM drives.) Please ensure the DVD-ROM logo is visible on your optical drive's door or panel. The Installation process will conduct a one-time online check to verify the disc and download an activation file, and will prompt you for a Product Code. The code can be found on the back cover of your instruction manual.

THE DUKE STORY

If you've ever wondered why we're able to sit comfortably in our homes without the threat of our babes being abducted out from under us, the answer can be summed up in two words: Duke Nukem. When the aliens first appeared, they tried to take over our planet. They tried to colonize us. They tried to steal our chicks. And they almost succeeded.

Rising from the ashes of a war-torn earth, Duke single-handedly vanquished the invaders not once, but three times. Proving himself to be the ultimate alien ass-kicker, Duke was catapulted into fame. Now semi-retired and running his own casino in Las Vegas, Nevada, Duke is enjoying the good life. Between dating pop-superstar-divas the Holsom Twins and making celebrity appearances, Duke has stayed in shape because he knows that one day, the aliens will return.

That day is today.

A new, vast alien mothership has appeared in the sky, hovering ominously over Las Vegas. This time, the aliens have come flying under a banner of peace. But Duke isn't buying it.

And neither should you.

CONTROLS

This manual refers to the Microsoft Xbox 360® controller.

	Microsoft Xbox 360® Controller	Keyboard / Mouse
Duke		
Fire / Detonate Pipe Bomb	RT	LMB
Melee	B	MMB
Zoom	LT	RMB
Look	R	Mouse
Move forward / backward	L	W / S
Strafe left / right	L	A / D
Use / Grab	X	E
Sprint	Press L (Hold or Toggle with Click)	Shift
Jump	A	Space
Crouch	Press R	C
Switch Primary Weapons	Y	Mouse Wheel up / down
Trip Mine	LB	2
Pipe Bomb	RB	3
Reload	X	R
Duke Vision	D-pad Up	F
Holoduke	D-pad Right	4
Steroids	D-pad Left	5
Beer	D-pad Down	6
Pause Menu	START	Esc

	Microsoft Xbox 360® Controller	Keyboard / Mouse
Vehicles		
Enter / Exit Vehicle	X	E
Forward / Reverse	RT / LT	W / S
Turn	L	A / D
Look	R	Mouse
Turbo	A	RMB
Flip Overturned Vehicle	X	E
4-Wheel Steering/Handbrake	B	Space
Multiplayer		
Scoreboard	BACK	Tab
Multiplayer Say	N/A.	T
Multiplayer Team Say	N/A.	Y
Taunt (limit 1 taunt per 15 sec.)	D-pad Up	G
Jetpack	A, A	Space, Space OR J

SINGLE PLAYER CAMPAIGN

On the Main Menu, select Campaign.

On the Campaign Menu, select New Campaign, then set the difficulty level to Piece of Cake, Let's Rock or Come Get Some.

Once you've played the game, the Campaign Menu offers these options:

Continue Campaign	*Continue playing from your last saved Checkpoint.*
Chapter Select Menu	*Once you've completed Campaign Chapters, you can select and replay any of them from here.*

HUD

EGO Bar	*Duke begins with full Ego. Ego diminishes as Duke takes damage. A flashing red Ego Bar indicates that Duke's condition is critical and he is close to death. Duke will die if he continues to take damage when the Ego Bar is flashing, and the game will restart from the last Checkpoint. Recharge Ego by taking cover for several seconds.*
Boss Meter	*Remaining Boss health. Appears for Boss fights only.*
Rounds Remaining	*Total rounds of ammo remaining in Duke's current weapon. Ammo automatically reloads at zero rounds. Press X or the R key to reload earth-based weapons manually.*
Trip Mines	*Trip Mines remaining.*
Pipe Bombs	*Pipe Bombs remaining.*
Attack Alert	*A red flash occurs when Duke takes damage. It appears from the direction of the attack.*
Reticle	*Use this to aim the current weapon. The Reticle turns red when over an enemy and green when Duke aims at a friendly target.*

HUD (cont'd)

Gauge — This general Gauge appears when Duke needs to manage an item or resource, whether it's his own oxygen underwater or the temperature on a turret gun.

Special Items — Shows special items in inventory, including Duke Vision, Holoduke, Beer and Steroids.

EGO

Men and superheroes may have health, but Duke is all Ego. Duke begins with a healthy amount of Ego, and it can be increased even further by performing cool actions within the world.

Whenever Duke gains Ego, the value will appear next to his Ego Bar, and the bar will grow.

Each Campaign Chapter contains a number of Ego items. You can view the total number of Ego items in each chapter and the number already found by viewing completed chapters in the Chapter Select Menu.

WEAPONS

Duke is able to master any weapon he encounters. Find weapons in the world or rip them from the cold, dead hands of fallen enemies.

Note: Shrunk Duke delivers 15% damage with weapons and melee attacks.

M1911 Pistol

1911 was a great year for pistols, and this little honey has remained almost unchanged for 100 years. Duke's custom version is styled with gold-plating and a laser sight, proving Duke doesn't always need heavy hardware to kick ass.

Shotgun

A powerful short-range weapon and an ideal solution to a plague of Pigcops. Pull trigger. Make bacon.

Ripper

Duke's classic triple-barreled machine gun has become the standard field weapon for mowing down enemies in rapid succession.

Devastator

Why settle for one rocket-launcher when you can have two? This mean SOB can turn any room full of squishy fleshbags into a room full of chunky kibbles.

Trip Mine

Trip Mines auto-attach to almost any surface (including enemy bodies), and arm on landing. Be careful not to trip your own mine or your guts will end up on the wall.

Pipe Bomb

Lob a Pipe Bomb, then detonate it at your leisure. Even though Duke's detonator is built into his truck remote, he's smart enough not to blow a load in his pants. Be careful you're smart enough to do the same; put some distance between yourself and the bomb.

GEAR / PICKUPS

Duke Vision

Navigate dark environments by turning on Duke Vision. Duke never gropes aimlessly in the dark...

Holoduke

Distract enemies with this hologram, then line them up and mow them down.

Beer

Chug a Beer to temporarily reduce damage taken. Beer goggles included!

Steroids

Take Steroids to gain a temporary boost to strength and speed. Go old-school and one-shot sucker punch enemies. Duke's Ego takes a 25% penalty while under the influence. Consequences and all that.

EDF

Occasionally, civilians and the Earth Defense Force (EDF) will offer to give Duke assistance. EDF soldiers are the new federal police force tasked with defending the earth against alien invasion. Duke needs no sidekicks, but they can be useful every now and again.

ENEMIES

Assault Trooper

Common Cycloid infantrymen. A few punches in the face usually puts them in their place, though they can be a real pain when they wear the jetpacks their mammas packed for them.

Pigcop

The original Pigcops were created from the transformed bodies of earth's policemen. The newest breed of Pigcops are created from EDF soldiers, and they're tougher and meaner than ever. They can wield a number of weapons, including anything the EDF can use, so be prepared.

Octabrain

These disgusting-tentacle monsters are the special ops team of the Cycloid Emperor's army. Grown from the bellies of impregnated earth-chicks and imbued with telekinetic powers, they're best put out of their misery quickly.

Enforcer

This guy is a huge mutated lizard with heavy armor, a shield like a manhole cover, and a really, really big gun.

Bosses

To win the war, Duke has to kill every alien he sees, even the ones built like a house. The big Bosses have their health displayed on the HUD just below Duke's Ego Bar, and can only be damaged by heavy turrets or explosive weapons. Once their health is depleted and they're vulnerable, you'll have to finish them by getting close and ripping pieces off or punching them in the squishy bits.

OPTIONS

Game Settings	Aim Assist on/off, Game Hints on/off, Subtitles on/off, Boss Meters on/off.
Controls	Set up the Keyboard and Controller, adjust Mouse Sensitivity and Mouse Precision, Toggle Crouch on/off, Toggle Zoom on/off, Invert Y Axis on/off.
Audio Settings	Adjust volume for Music, Sound, Dialog, VOIP Volume.
Adjust Brightness	Aspect Ratio, Resolution, Full Screen on/off, Vertical Sync on/off, Brightness.
Advanced Options	Adjust advanced video settings such as Texture Detail, Shadow Detail, Shadows, Motion Blur, Antialiasing, Film Grain, and Post Special Effects.

MULTIPLAYER

There are 4 Duke Nukem Forever Multiplayer Game Modes, all for matches of up to 8 players.

- All games feature Point and Game Time options.
- Most Game Modes are available on all maps, though several non-symmetrical maps do not feature Capture the Babe.
- Team play features Red and Blue Teams.

Note: Adjust Multiplayer options before starting a game.

Select Game Type

Select Multiplayer from the Main Menu. From the Multiplayer Menu, select one of the following options:

Quick Match	Get into the action quickly. All options are default. If you don't find a match, you will be taken to a Multiplayer Lobby with a randomly chosen Multiplayer mode and map.
Custom Match	Customize the ass-kicking with special game settings in addition to Game Mode and Map selection.
Game Browser	Look for an online game to join.

Custom Match Options

Game Mode	Select the mode of play: Duke Match, Team Duke Match, Capture the Babe, or Hail to the King.
Map	Choose one of up to 10 maps for the game.

Custom Match Options (cont'd)

Mutator (optional) — Add a Mutator to make things more interesting. Only the Host can change these settings. Take your toys and start your own game if you don't like someone else's! Mutators include changing the default weapon, Knuckle Sandwich (fists and explosives only), Infinite Ammo Mode, and more!

Multiplayer Lobby

Voice — Speaker icon indicates if a player is wired for voice chat.

Level — Player's current level.

Name — Player's screen name.

Ping — Connection quality. A smaller number indicates a better connection.

Ready — Select this when you're out of bubblegum.

Team Color — During team games, players are either Red or Blue and appear in the lobby under their team colors. Any custom Duke features will still appear regardless of team.

Change Team — The chuckleheads on your team dragging you down? Switch teams. IOXP penalty for not being able to save the day all by yourself.

MULTIPLAYER LEVELS / XP

Players begin at Level 1. Earn XP by scoring kills and assists during games. XP and Level information is always saved for future matches. To check your XP until the next level-up, choose Player Progression from the Multiplayer Menu, and then choose Player Statistics.

MULTIPLAYER CHALLENGES

Don't just go into their base and kill their dudes. Do it in style. Completing Challenges during Multiplayer matches earns XP and unlocks rewards accessible in My Digs.

To see available Challenges, select Player Progression from the Multiplayer Menu. You can also select Challenges from the Multiplayer Pause Menu. Pick a Challenge to see what's required, the XP awarded, and any additional rewards. Completed Challenges display a checkmark and are highlighted in white.

MULTIPLAYER GAME MODES

Duke Match

It's every Duke for himself! Win the 2-8 player match by scoring the highest number of kills. One point is awarded for every kill. Match winner is determined by who reaches a kill threshold first or who has the most kills when time runs out.

The kill threshold can be set to No Limit or to a threshold from 10 to 100 kills (in 10-kill increments). The time limit can be a 10, 15, or 20 minute game. In the event of a tie, Overtime kicks in for 1 minute and the player with the highest kills at the end wins.

Team Duke Match

It's Team Red vs Team Blue with up to 4 players per team. Rules and winning conditions are the same as in Duke Match. Score 1 point for your team with every kill.

Capture the Babe

Help your team infiltrate the other team's base to snatch their babe. Toss her over your shoulder and make your way back to your own camp. If she gets too excited while being carried and puts her hand over your face, administer a swat to her rump.

Every babe capture is worth 1 point. The winner is determined by which team has the highest score when the time limit ends or which team reaches the score threshold first.

Score threshold can be set to No Limit or to a number from 5 to 15 points. Time limit for a match can be set to 10, 15, or 20 minutes.

Hail to the King

What's yours is mine, and what's mine is mine. Teams of up to 4 players fight to secure and hold control points in the map. A control point position can be secured by eliminating all enemies within its boundaries and simply standing inside of it. One point is awarded for every second a control point is held.

Only one control point is active at a time, but the control point position will frequently move. When a control point is about to move, a prompt appears on the HUD. A directional icon will indicate the point's new position.

Control the most points for the longest time to score points and win the match. The winner is determined by which team has the highest score when the time limit ends or which team reaches the score threshold first.

Score threshold can be set to No Limit or to a number from 50 to 250 points (in 50 point increments). Time limit for a match can be set to 10, 15, or 20 minutes.

MULTIPLAYER PICKUPS

Jetpack

Lay down the law of Duke from above. Watch the Fuel Gauge to avoid falling to your death.

Whiskey

Instantaneous invincibility. HUD meter shows time remaining.

Duke Statue

Deal double damage. HUD meter shows time remaining.

Steroids

One-shot sucker punch enemies. Also increases movement speed.

MY DIGS

Enter My Digs from the Multiplayer Menu. As Duke moves up in level, cool features in his apartment are unlocked. Press Y or the Y key to display the Penthouse Customization Screen. Use L / L / arrow keys to select an item and press A / Space, or click on an item, to show or hide items in the penthouse. You can also press X / E to oggle the babes.

CHANGE ROOM

Select Change Room on the Multiplayer Menu to reach this area. You can customize Duke's eyewear, hats, and shirts. More features are unlocked as you level up.

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