

The image is a promotional cover for the video game Duke Nukem Forever. It features the character Duke Nukem in a three-quarter profile view, looking towards the right. He is a muscular man with short blonde hair, wearing dark sunglasses, a red tank top, and blue denim jeans. He has a tactical harness with pouches and a silver radiation symbol on his belt. In his right hand, he holds a gold-colored handgun. In his left hand, he holds a severed, bloody head of a mutant creature with sharp teeth and a red tongue. The background is a simple gradient from black on the left to white on the right. The title 'DUKE NUKEM' is written in large, bold, yellow 3D block letters, and 'FOREVER' is written below it in smaller, silver 3D block letters.

DUKE NUKEM FOREVER

MATURE 17+

®
M

CONTENT RATED BY
ESRB



⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement or convulsion.
- altered vision
- loss of awareness
- seizures

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

<http://www.manualplanet.com/duke-nukem-forever-manuals/>

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NOTICES:

Video output in HD requires cables and an HD-compatible display, both sold separately. Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Duke Nukem Forever disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the  button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint

To remove a disc, touch the eject button after quitting the game.



Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

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.

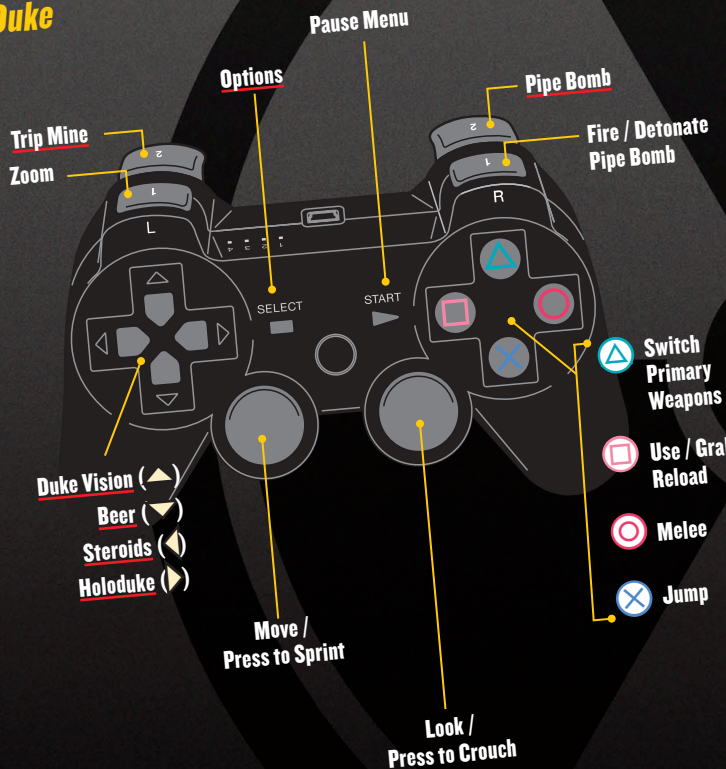
Rising from the ashes of a war-torn earth, Duke single-handedly vanquished the invaders not once, but three times. Proving himself to be the ultimate alien ass-kicker, Duke was catapulted into fame. Now semi-retired and running his own casino in Las Vegas, Nevada, Duke is enjoying the good life. Between 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

Duke



Vehicles

- Enter / Exit Vehicle** button
- Forward / Reverse** R1 button / L1 button
- Turn** left stick
- Look** right stick
- Turbo** X button
- Flip Overturned Vehicle** button
- 4-Wheel Steering** button

Multiplayer

- Scoreboard** SELECT button
- Taunt (limit 1 taunt per 15 sec.)** directional buttons ▲
- Jetpack** X button, X button

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
- Chapter Select Menu

Continue playing from your last saved Checkpoint.

Once you've completed Campaign Chapters, you can select and replay any of them from here.



HUD



Special Items

Pipe Bombs

Trip Mines


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 the  button to reload earth-based weapons manually.

Trip Mines

Trip Mines remaining.

Pipe Bombs

Pipe Bombs remaining.

HUD (cont'd)

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.

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: Shrunken Duke delivers 25% damage with weapons and melee attacks.

MI911 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

Button Layout, Vertical Sensitivity, Horizontal Sensitivity, Vibration on/off, Swap Left and Right Sticks on/off, Toggle Crouch on/off, Toggle Zoom on/off, Invert Aim on/off.

Audio Settings

Adjust volume for Music, Sound and Dialog.

Adjust Brightness

Adjust Brightness.

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.

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.

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.

Online Name

Player's PlayStation® Network ID.

Ping

Connection quality. A smaller number indicates a better connection.

Ready

Select this when you're out of hubblegum.

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 I. 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. Select 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 most 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 the  button to display the Penthouse Customization Screen. Select an item and press the  button to show or hide items in the penthouse.



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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Performed by
"Say Hello to the Angels"
Dustin Shroud: Guitar/Vocals
Raymond Benitez - Guitar
Benjamin Benitez Drums
Kevin Sparks - Bass Guitar
& Arrangement

Produced and Engineered by
Aaron Kemaran

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Duke Nukem - Jon St. John
Little Jimmy - Chloe Clark-
Soles

Duke Cave Computer -
Jennifer Ibarra
Guy on Throne - Jon St. John

Voice Talent Supplied by the
Mary Collins Agency, Dallas
(English)

General Graves - Bruce
DeBoise

The President - Julio Cedillo
Captain Dylan - Cameron
Cobb

The Twins - Jennifer Green
EDF Voices: Ian Sinclair,
Cameron Cobb, Chris Sabat

Talk Show Host - Chris Sabat
Crusty Old Dude - Chris Sabat
Generic Males - Cameron

Cobb, Jason Douglas, Todd
Upchurch, Ric Speigal
Females - Lydia Mackay,
Farah White

News Reporters - Chris
Sabat, Ric Speigal

Voice Talent (Spanish)

Jose Ángel Fuentes
Guillermo López
Inés Blazquez

Arantxa Franco de Sarabia
Gemma Carballado
Antonio Abenójar

Luis Bajo
Inma Gallego
Iñaki Alonso

Oscar Castellanos
David Blanco
Salvador Serrano

Arturo López
Rosa Vivas
Fran Jiménez
Carlos Lopez

Sergio Goicoetxea
Celia de Diego
Luis Fernando Ríos

Voice Talent (French)

BAUDRIER Patrice
BERETTA Daniel
BIENAIME Nathalie
BORG Patrick

CATOIRE Philippe
CHEVALOT Marie
DESMADRYL Véronique

DUMOND Cédric
DUMOND Philippe
HOMS Nathalie

KAZAZIAN Thierry
LE MINOUX Martial
LESSER Mark

MAGNE Bruno
PETER Eric
PREJEAN Laura

TESSIER Pierre
THRIET Serge
VOLPE Isabelle

ZIDI Marie

Voice Talent (German)

Kai Taschner
Christian Jungwirth
Claudia Schmidt

Simone Brahmann
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Mark Kuhn
Thomas Killinger
Dirk Meyer
Gerd Jilka

Beate Pfeiffer
Sven von Strauch
Cornelius Frommann

Sabine Gurberlet
Claus-Peter Damitz

Voice Talent (Italian)

Cappellini Oliviero
Zanotti Matteo
Massironi Cinzia

De Luca Lorella
Matera Lucy
Corbetta Oliviero

Orlando Francesco
Balzarotti Marco
Bortolotti Greta

Gessi Roberto
De Santis Paolo
Merluzzo Maurizio

Balbi Marco
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Di Pisa Loretta

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