



DUKE NUKEM FOREVER

MATURE 17+
M
CONTENT RATED BY
ESRB

⚠ WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

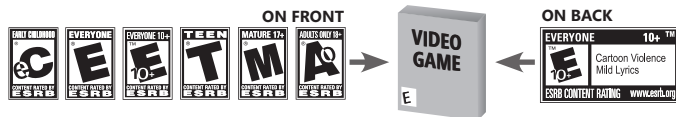
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

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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.

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

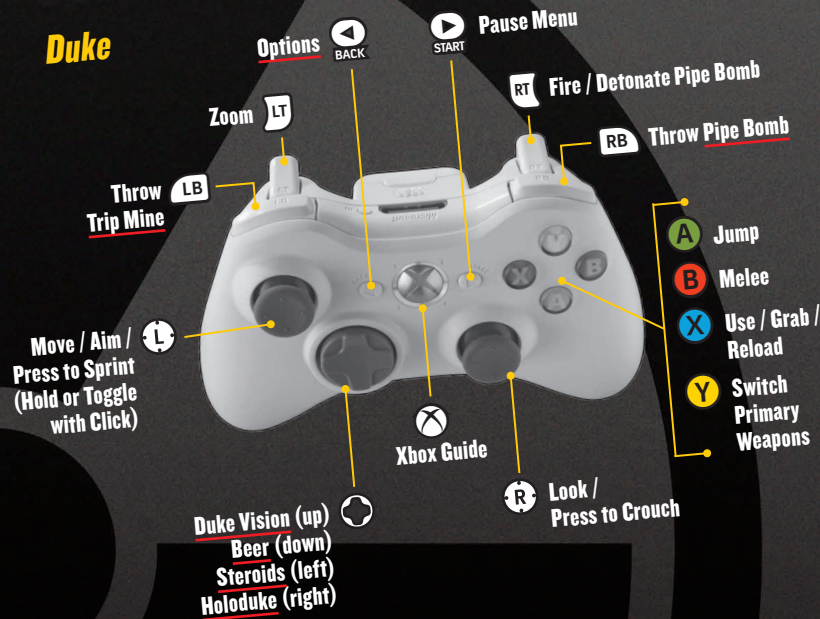
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

CONTROLS

Duke



Vehicles

- Enter / Exit Vehicle X
- Forward / Reverse RT / LT
- Turn L
- Look R
- Turbo A
- Flip Overturned Vehicle X
- 4-Wheel Steering B

Multiplayer

- Scoreboard BACK
- Taunt (limit 1 taunt per 15 sec.) ⬆
- Jetpack A, A

SINGLE PLAYER CAMPAIGN

HUD



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.



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** 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.

Reticule

Use this to aim the current weapon. The Reticule 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: Shrunken Duke delivers 25% 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.

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.

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.

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



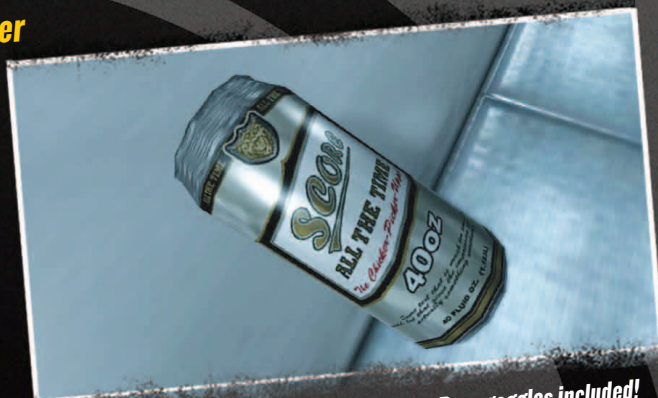
Navigate dark environments by turning on Duke Vision. Duke never gropes aimlessly in the dark...

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 Xbox LIVE from the Main Menu. From the Xbox LIVE 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.

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 gamertag.

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. 10XP 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. 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** to display the Penthouse Customization Screen. Select an item and press **A** 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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Gearbox Software would like to make a special acknowledgment for the following intrepid developers who spent up to 10 years on the project at 3D Realms before joining Gearbox Software.

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Special Thanks
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