ATOMIC
EDITION

USER GUIDE

DUKE NUKEM
3D

for Macintosh

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Need a hint?

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(95¢ per minute. $1.95 for fax back maps.)
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SYSTEM REQUIREMENTS

Minimum: Macintosh® 68040, 33-MHz or better with 8MB of RAM, running system 7.0 or later. 256-color monitor and CD-ROM Drive.

Recommended: Macintosh PowerPC, 75-MHz or better with 16MB of RAM, running system 7.0 or later, 256-color monitor and CD-ROM drive.

INSTALLATION

To play **Duke Nukem 3D**, you must first install the game. The installation program will place all of the necessary files onto your hard drive. To install the game:

1. Close all open windows on your computer screen.
2. Place the Duke Nukem 3D CD into the CD-ROM drive; double-click the "Duke Nukem 3D" CD icon to open the CD window.
3. Double-click on the "Installer" Icon.
4. Follow the instructions on your screen.
5. After installation is complete, you may need to restart your computer.
6. Find and double-click on the "Duke Nukem 3D" folder.
7. Double-click on the "Duke Nukem 3D" icon to start the program

ABOUT OPTIMIZING PERFORMANCE

Duke should work well with any 68040 or faster Macintosh. If the game is not performing well for you, please look over this section or the section on page 20 of this manual. This is especially important if you have a 68040 machine or a machine with 8MB of RAM.

1. If your computer has only 8MB of RAM, adding more memory is the single best way to make the game run faster. Memory is extremely inexpensive at the time of this writing and increasing your available RAM will make all of your programs run better. If purchasing RAM is impractical for you, you may use Virtual Memory to increase the memory available to the program. Cconsult your Macintosh owner's manual for Virtual Memory instructions.

2. If the game seems to run slowly or the motion is jerky, you may adjust various graphics and sound parameters from the **Options** menu within the game. **Graphics Options** allow you to change the resolution, detail level, view size, and brightness of the game display.

You may also decrease the number of **Voices** and the **Quality** of the sound from the **Sound Options** menu to improve performance. See page 20 of this manual for more detailed information on optimizing performance.

GETTING STARTED

Once at the Main Menu, select "New Game" to start a game. If you want to start a multi-player game, please see the section of this manual titled "DukeMatch Choices" (on page 14).

DUKE'S MISSION

Murderous aliens have landed in Los Angeles, and the human race suddenly finds itself atop the endangered species list. Now, it's up to Duke Nukem to stop the onslaught against Earth, by doing what he does best — KICKING ALIEN ASS!

MAIN MENU

After setting up the game and launching **Duke Nukem 3D**, the Main Menu will appear. From the Main Menu, you can play a new game, restore a previously saved game, and configure the game to the way you prefer. To access each selection, use the arrow keys or your input device to move the Nuke Symbol by the desired option and press the ENTER key. At any time, you may press the ESC key to move back to the previous menu.

Options Screen

Main Menu

NEW GAME

Once you've selected "New Game", you will be prompted for the name of the episode you wish to play:

SELECT AN EPISODE - Choose from four different episodes:

"L.A. MELTDOWN"	EPISODE 1
"LUNAR APOCALYPSE"	EPISODE 2
"SHRAPNEL CITY"	EPISODE 3
"THE BIRTH"	EPISODE 4

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 -** For experienced players.
"DAMN I'M GOOD"	**EXPERTS -** Lots of enemies, plus they respawn!

Note: At anytime while playing the game, press the F1 key for a list of hot keys and their use and the game's story.

SAVE GAME (Press F2 during game play)

You can save your game anywhere in a level. If you have not started a game, this option will be unavailable. Your saved game is stored on your hard drive. Choose a folder for your saved game location, type in a name or description of the game to be saved, and press the ENTER key.

OPTIONS

Under **Options** in the **Main Menu**, there are three selections.

GRAPHICS: Here you can set the following options

    SCREEN SIZE: Adjust for your monitor's resolution. 640x400 is standard.
    DETAIL LEVEL: The lower the detail, the faster the game's performance.
    VIEW SIZE: How much of your screen is taken up by the game.
    BRIGHTNESS: Adjusts brightness!
    SHADOWS: On\Off
    SCREEN TILTING: On\Off (On feels more "realistic")

SOUNDS: Here you can adjust the following options.

    Sound: On\Off (checkbox) and volume
    Music: On\Off and volume
    Duke Talk: On\Off (Duke's commentary)
    Ambience: On\Off ("Background noise")
    Flip Stereo: On\Off (reverses right and left channels)

CONTROLS: Here you can change the game controls.

RECORDGAME/PLAY RECORDING: Located in the Menu bar at the top of your
    screen, these options allow you to record and replay films of your games.

PARENTAL LOCK: Located in the Menu bar at the top of your screen.
    This option is strongly advised for the parents of younger gamers. By placing a
    Parental Lock on Duke, the strong violence and adult themes are for the most
    part not displayed in the game. Once a password is entered, you cannot select
    "Adult Mode" without entering that password.

LOAD GAME (Press F3 during game play)

You can resume a previously saved game with this option. When loading a saved game,
select the game you wish to continue, and then press the ENTER key.

RECORDING DEMOS

It's cool to record and playback your Duke Nukem play sessions, and pass them around to your friends. From **Options** in the menu bar, select **Record Game** before starting a game and choose a name and save location for the recording. You may then start your game normally. When you quit or die, the recording will end.
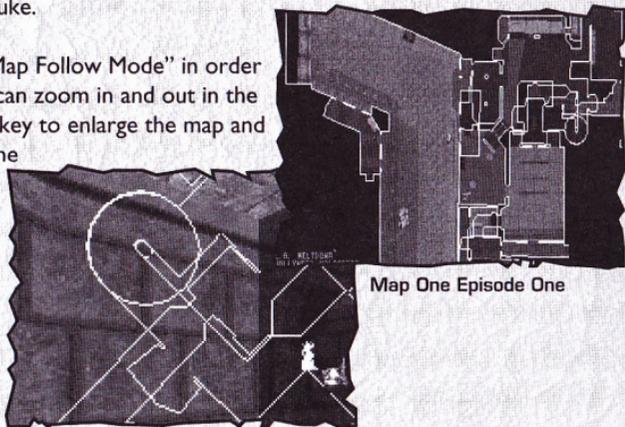
2D AUTOMAP (Press the **TAB** key during game play)

The 2D Automap can be used to help Duke find his way. By pressing the TAB key, a top-down view of the areas where Duke has been will be displayed. Also displayed is a top-down picture of Duke.

Press the **TAB** key <u>once</u> to display a top-down outline view of the automap over the game screen. In this mode, you can use the automap while still viewing the 3D action around Duke.

Press the **TAB** key <u>again</u> to display a top-down textured view. In this mode, the map is textured and sometimes more helpful for navigating your surroundings. In this mode, you cannot view the 3D action around Duke.

Press the F key to activate "Map Follow Mode" in order to view the entire map. You can zoom in and out in the automap by pressing the "**+**" key to enlarge the map and press the "**-**" key to reduce the map.

Map One Episode One

2D Automap

WEAPONS AND AMMO

There are many weapons Duke Nukem can have in his arsenal. Pressing the number of the weapon (using the top row of your keyboard) during game play will activate that weapon, unless you don't have it or have run out of ammo for it. Each weapon has its own type of ammo.

MIGHTY FOOT - (Press "1" to select.) Use this when Duke needs to do a little ass kicking.

PISTOL - (Press "2" to select.) This is an automatic pistol which does normal damage.
Ammo: Packs found in the game have 12 rounds and you can carry a maximum of 200 rounds.

SHOTGUN - (Press "3" to select.) This shotgun packs a far more powerful blast than the pistol.
Ammo: Packs found in the game have 10 shells and you can carry a maximum of 50 shells.

RIPPER - (Press "4" to select.) This rapid fire chaingun is a good weapon for dispersing several enemies at once.
Ammo: Packs found in the game have 50 rounds and you can carry a maximum of 200 rounds.

ROCKET PROPELLED GRENADE - (Press "5" to select.) The rocket launched weapon is great for dealing with enemies from a distance. When the rocket hits, it explodes with enough force to affect anything right around it, Duke included, so beware.
Ammo: Packs found in the game have 5 rockets and you can carry a maximum of 50 rockets.

PIPE BOMBS - (Press "6" to select.) To toss a bomb, press FIRE. The longer the FIRE button is held, the farther the bomb will go. After tossing the bomb, the thumb-activated detonator will appear. To blow up the bomb, just press FIRE again. To detonate more than one pipe bomb at once, throw the first one, press "6" again, then throw another.
Ammo: Packs found in the game have 5 bombs and you can carry a maximum of 50 pipe bombs.

SHRINKER - (Press "7" to select.) This slick weapon will shrink your enemies to pint-sized for several seconds. During that time, Duke can stomp and squish the shrunken foes by walking on top of them.
Ammo: Crystals found in the game have 5 shots and you can carry a maximum of 50 shots.

MICROWAVE EXPANDER - (Press "7" to select/alternate between the Shrinker and the Microwave Expander.) By emitting microwaves, this weapon will superheat any enemy and cause it to expand until it finally "pops" into a bloody mess.
Ammo: Small microwave hardware upgrades with battery pack that give you 20 shots per pack up to a maximum of 50.

DEVASTATOR - (Press "8" to select.) Straight out of the Pentagon's top secret labs comes this double barreled brute of a weapon which lets loose swarms of miniature stinger missiles in the direction of your enemies.
Ammo: Packs found in the game have 50 rockets and you can carry a maximum of 99 rockets.

TRIPBOMB - (Press "9" to select.) Another strategic weapon which you place on flat walled surfaces. After a 2 second delay, a bright red laser beam is emitted across to the opposite wall. Crossing the beam sets off a powerful directional blast. Perfect for setting devious traps and barriers.
Ammo: Found in single units only and you can carry a maximum of 10 units.

FREEZER - (Press "0" to select.) Streams of freezing nitrogen discharge through the environment as this weapon chills its victim down to the point of death and ultimate crystallization. Once an enemy is frozen, you'll have only a few seconds to shatter him beyond the point of recovery.
Note: If an enemy is frozen and you can get next to him, Duke will auto-kick to shatter him.
Ammo: Each box of ammo contains 50 shots, and you can carry a maximum of 99 shots.

POWERUPS, ITEMS AND KEYS

The world of **Duke Nukem 3D** is littered with an array of items that help Duke accomplish his mission. Some items are utilized the instant they are touched, other items are put in Duke's inventory for later use. Inventory items may be used by either pressing their hotkey or by using the inventory selection interface which involves using the bracket keys ([ ]) and status panel to scroll through the available list.

HEALTH ITEMS

SMALL MEDKIT - This item gives Duke an instant boost of 10 health points. It will not take Duke's health over 100 points.

LARGE MEDKIT - This item gives Duke an instant boost of 30 health points. It will not take Duke's health over 100 points.

ATOMIC HEALTH - This prized health item will instantly boost Duke's health by 50 health points, and may take Duke's health as high as 200 points.

ARMOR - When this item is worn, Duke will suffer less damage from attacks. Armor eventually wears out and needs replacing.

INVENTORY ITEMS

PORTABLE MEDKIT - (Press "M" to activate.) Take health with you and use it as needed. The medkit holds 100 health points which can be applied to Duke's health at anytime. It will not take Duke's health over 100 points.

JETPACK - (Press "J" to turn on\off.) Duke's government-issue jetpack is one of his greatest tools, whether in mortal conflict against raging aliens or in personal grudge matches in DukeMatch. Turn it on, then use the jump and crouch keys to raise and lower yourself.

NIGHT VISION GOGGLES - (Press "N" to turn on\off.) Flip `em on and your view takes on a bright greenish hue — and your opponents will glow like neon bull's-eyes. Battery life is limited on this item, so use only when needed.

STEROIDS - (Press "R" to activate.) This performance booster pumps up Duke's adrenaline glands, making him move with blinding speed and enables him to deliver strong kicks. Like most medications, once ingested 'roids must play-out until finished — you cannot turn them off. So use them only when you're ready, and hang on tight.

PROTECTIVE BOOTS - Once worn, this high tech footwear will automatically protect Duke when he's standing on toxic, hot, or otherwise harmful surfaces. They have only a limited wear cycle before they burn up, so always keep your eyes open for replacements.

SCUBA GEAR - Duke can hold his breath a long time, but not long enough to fully explore some underwater areas he will encounter. Scuba gear will automatically feed Duke with life-sustaining air while he is swimming in the murky depths. Especially useful in prolonged multiplay DukeMatches, scuba gear should be grabbed whenever possible.

HOLODUKE - (Press "H" to turn on\off.) It took the tech labs 8 years to perfect this clever device, but now Duke can fool his enemies by projecting a holographic duplicate of himself which they'll fall for over and over again. In DukeMatch, the HoloDuke is the source of great deception and trap setting. The HoloDuke can be turned off and placed elsewhere as long as its battery life holds out.

KEYCARDS - Doors into certain areas of the world will be protected by color-coded Keycard Security Locks, requiring Duke to present the appropriately colored matching key card at time of entry. Press the SPACEBAR when standing in front of the lock, and the appropriate keycard will be utilized.

ENEMIES AND CHARACTERS

Here are some of the enemies that Duke Nukem will encounter during the game:

ASSAULT TROOPER - The green suited Assault Trooper is the basic alien ground assault trooper sent by the ruthless alien leaders to serve as the first offensive wave against Earth's defenses. They attack using a laser pistol, and can attack from the air by using jetpacks. When these characters are killed, they will sometimes drop pistol ammunition that you can take and use.

ASSAULT CAPTAIN - The red suited Assault Captains have a wrist-mounted Phase Induced Teleporter Device (PITD) capable of physically translocating its user to any destination within the device's range. Used as a tactical assault instrument, the PITD enables the Assault Captain to launch surprise attacks against his intended human targets at will. They will also sometimes drop pistol ammunition that you can take and use.

PIG COP - The Pig Cops come from mutated Earth police forces and are positioned to suppress residual human opposition and to police the new alien power on Earth. These characters exhibit an extremely high intolerance to the presence of humans, and are filled with rage when they detect human scent. When killed, this character may drop either their shotgun or body armor.

PIG COP TANK - These heavily armored riot tanks can take a lot of damage before they finally explode. And when they do, expect to find an angered Pig Cop behind a shotgun, aiming right at your face.

PROTECTOR DRONE - These new aliens are evil in every sense of the word, taking nearly twice the damage of a Pig Cop. So don't expect a single rocket to do the trick. On top of that, they move very fast, jump high, can claw you at close range, and have the nasty ability to emit shrink rays. Their main purpose is to protect their newborn alien Queen, so be very afraid when you meet one.

RECON PATROL VEHICLE - This sleek and deadly anti-gravity powered reconnaissance vehicle is operated by specially trained Pig Cops for the purpose of maintaining alien control in areas of human resistance. The attack mode of this craft is aerial strafing by side mounted laser cannons. The pilots of these craft are protected by an automatic pilot ejection mechanism that activates milliseconds before impact during a crash.

OCTABRAIN - This character's abundant brain mass and specialized trifocal vision combine to make the Octabrain a formidable alien weapon against all sentient life on Earth. Their method of attack is a powerful blast of mental energy released against its prey, thus weakening and confusing its intended victim. If the victim doesn't die from the mind blast, the Octabrain's powerful razor sharp teeth are ready to finish the job.

PROTOZOID SLIMER - It emerges from its egg pod with a simple nervous system and only one mission in life — to suck your brains out through your nose and leave you a lifeless heap on the floor. The Protozoid Slimer is evasive as it stretches its elastic body from ceiling to floor, and then creeps up your pant leg for the coup de gras. Get them before they get you.

SENTRY DRONE - Mechanized death — there's no better way to describe these airborne alien watchdogs. By the time you hear their high pitched whine as they engage their anti-grav propulsion units, it's probably too late. The Drone will swiftly collide with its target and explode with great force.

ENFORCER - With ripper blazing, the armored Enforcer can make fast business of dispatching any remaining human opposition. Powerful hind legs enable the Enforcer to leap to many places where an unsuspecting Duke may be caught off guard... so beware. The Enforcer may drop either ripper ammo or his armored breastplate when killed.

ASSAULT COMMANDER - The free-floating Assault Commander knows how to throw his weight around as he engages his anti-grav spin-deck in your face. When at greater distances, he fires deadly rockets from his rear port which dangles below his anti-grav spin-deck. The Assault Commander may drop a supply of rockets when killed.

BOSSES - You will encounter four different alien bosses, each determined to rip off you head and shi...well you get the idea. You will have to discover each of their own unique attacks and weaknesses and if you are lucky enough to survive, you get a nifty little cut scene after each.

THE STATUS BAR

During game play, the status bar at the bottom of the screen reveals plenty of info. Here is a description of all the items in the status bar, from left to right:

HEALTH - Shows Duke's health level. If this drops to zero, you're dead.

ARMOR - Shows the percentage of Duke's armor that is left.

WEAPONS - Shows the status of Duke's weapons. (For each weapon, there is a two part number. The first set of numbers are the amount of ammo you have for that weapon, the second set is the maximum amount of ammo possible for that weapon.) If the numbers are brightly lit, it is the currently selected weapon. If it is of medium brightness, it means you have the weapon, but it is not currently selected. If it is dark, it means you have not found that weapon yet.

AMMO - Shows the amount of ammo left for the currently selected weapon.

INVENTORY - Shows the percentage and status (if applicable) of the currently selected inventory item. To change the currently selected item, use either the "[" or "]" keys.
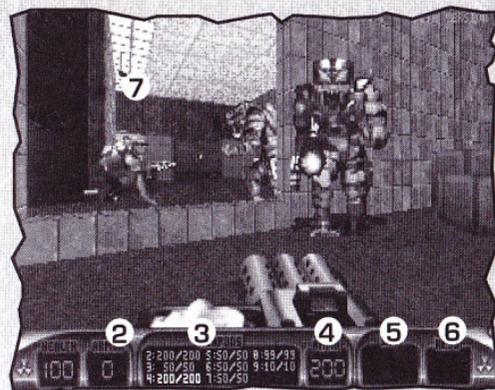
KEYS - Shows the keys currently in your possession. Keys are required to unlock certain doors in the game. Once you have used a key to unlock a door, the key used no longer appears in this window.

1- Health
2- Armor
3- Weapons
4- Ammo
5- Inventory
6- Keys
7- Cool! Duke's reflection

Status Bar

HINTS

Here are some hints regarding useful objects that Duke Nukem will encounter during the game:

EXIT SYMBOL - (Press SPACEBAR near the symbol to exit.) Find this symbol to exit the level and then, nuke the mother.

CANISTERS - Exploding barrels and canisters are located in strategic areas within the game. Shoot them and watch-out!

TELEPORTERS - Just walk through these state-of-the-art doorways and then find yourself in a different part of the level.

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

MONITORS AND CAMERAS - (Press SPACEBAR to use.) Cameras are placed throughout the level. Walk up to a monitor and press the SPACEBAR to scroll through the views of each camera available to that monitor.

VENTS - You can crawl through vents where you will often find powerups and other helpful items. Just blast a hole through it and jump into the vent.

CRACKS IN WALLS - Look for secret areas that are sometimes hidden behind cracked walls. Use an explosive weapon to open a hole in the wall.

THE BABES - If for some sick reason you shoot these hot vixens, look out! This causes some really PO'ed aliens to spawn around you.

DUKEMATCH CHOICES

You have not really experienced **Duke Nukem 3D** in its fullest until you play a DukeMatch game. There is nothing more challenging than playing against another human character, and the thrill of hunting them down like dogs cannot be overstated. This section will get you started with playing DukeMatch games over your network or modem. This manual does not provide us with space enough to do anything more than cover the high points, so please read the file "Duke Net Play Read Me" for more detailed information.

"FAKE" MULTI-PLAY

You can play DukeMatch against one to seven computer-controlled Dukes. Hold down the Command key (the key with the apple on it) and double-click on the "Duke Nukem 3D" icon. The game will begin to launch and you will be presented with the **Startup Options** menu. Choose **Fake Multiplayer** and the number of "players" you will face. If you want a particularly challenging game, choose **Use Player AI** to use a particularly advanced form of artificial intelligence for the computer "players."

NETWORK GAMES

1. Double-click the "DUKE NET STARTUP" icon. Select **IPX**, **Appletalk**, or **TCP/IP** from the **Duke Nukem 3D Network Setup** menu. If you do not know whether your network is IPX, Appltalk (ethernet), or TCP/IP, consult with your system administrator.
2. Select the number of players (2-8) and select a "Player Name" if you like.
3. Click on the **Start** button.
4. The game will "look" for all the players and start.

MODEM GAMES

1. Double-click the "DUKE NET STARTUP" icon. Select **Modem** from the **Duke Nukem 3D Network Setup** menu.
2. Click on the **Modem Options** button and select whether you will "Wait for Call" or "Dial up opponent". Choose a player name and click **Start**.
3. When the **Connection Settings** menu is displayed, choose the correct settings for your modem. Click **OK**.

SERIAL GAMES

1. Double-click the "DUKE NET STARTUP" icon. Select either **Appletalk** or **Serial** from the Duke Nukem 3D Network Setup menu, depending on which kind of connection you are using.
2. Under "Player Name", select a name for yourself if you like.
3. Select the **Start** button.
4. The serial initialization will begin, followed by Duke Nukem 3D.

REMOTERIDICULE™

RemoteRidicule is used to "taunt" your opponent(s) during DukeMatch. By pressing Option and F1-F10 during play, your opponents will hear your taunts.

Note: If parental lock is on remote ridicule will not work.

SENDING MESSAGES

You will need to "chat" with your opponents while playing DukeMatch. You can do so by pressing "T" during play, then typing a message to them. It's a good way to laugh at their pitiful play, or suggest a new level to try. Say what you want, we're not the FCC.

Kill Count Screen

1- List of DukeMatch players.

2- Total number of kills each player scored.

3- Total number of times each player was killed.

4- Record of individual kills by each player, including how many times each player killed himself.

CONTROLLING THE ACTION

You can play **Duke Nukem 3D** by using a joystick, mouse, GamePad™, or the keyboard. The following outlines the default player input actions and the functions they control:
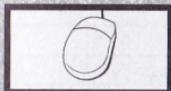
MOUSE

| Button	Fires the selected weapon

JOYSTICK

Movement	Direction
Button 1	Fires the selected weapon
Button 2	Walk forward
Button 3	Strafe

GAMEPAD

Movement	Direction
Button 1	Fires the selected weapon
Button 2	Walk forward
Button 3	Use items or open doors
Button 4	Strafe

KEYBOARD

Arrows	Movement
Spacebar	Use items or open doors
Tab	2D map modes
Shift + Arrow	Run in direction of arrow key
Caps Lock	Auto run
Cmmd + Arrow	Strafe in direction of arrow key
Ctrl	Fire current weapon
A	Jump
Z	Crouch
Backspace	180° Turn
[or]	Select inventory item
Return	Use current inventory item
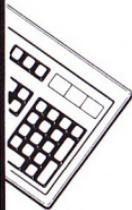
KEYBOARD

H	Use HoloDuke (if owned)
J	Use Jetpack (if owned)
N	Use Night Vision (if owned)
M	Use Medkit (if owned)
R	Use Steroids (if owned)
#'s 1-0	Weapons selection
; or '	Previous weapon or next weapon
Scroll Lock	Holster weapon
Keypad 5	Center view
Home\End	Aim up\Aim down
PgUp\PgDn	Look up\Look down
Ins\Del	Peek left\Peek right
Pause	Pause game (hold **Shift** to avoid message)
ESC	Escape back to Main Menu
F1	Help and game story
F2	Save game
F3	Load game
F4	Sound\Music settings
F5	Jukebox
F6	Quick save
F7	Chase view
F8	Toggle messages On\Off
F9	Quick load
F10	Quit
F11	Brightness
F12	Take a screen shot

Comm-bat Options for DukeMatch play

Option + F1-F10	RemoteRidicule using preset sounds
Shift + F1-F10	Send pre-defined Macro Messages
T	Type a message to everyone
W	Show opponent's weapon
K	See Co-Op view

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DUKE NUKEM ATOMIC EDITION TEAM
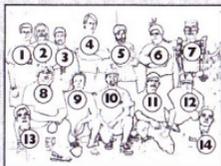
Standing Row: Brian Martel, Stephen Hornback, Chuck Jones, Keith Schuler, Randy Pitchford, George Broussard, Duke Nukem; *Kneeling Row:* Lee Jackson, Todd Replogle, Allen Blum, Dirk Jones, Doug Wood; *Staked Row:* Ken Silverman, James Storey

Project Leader/Director
George "Frame rate sucks" Broussard

Assistant Director
Allen H. "Done. Next?" Blum III

Game Programming
Todd "How's the game running?" Replogle

3D Build Engine/Tools/Network
Ken Silverman

Map Design
Allen H. "Nice Hat!" Blum III
George "Keyboarder" Broussard
Randall S. "DuvalMagic" Pitchford II
Keith "Duke maps are easy" Schuler

3D Modeling
Chuck "The animation is cookin" Jones

Additional 3D Modeling
Douglas R. "Hiccup. . .Kill me!!" Wood

Artwork
Stephen "Chillin" Hornback
Dirk "Don't touch my toys" Jones
Brian "Left MP in time" Martel
James "Fish and Chips" Storey
Douglas R. "Slippers" Wood

Music and Sound Effects
Lee "Make it louder" Jackson

Voice Talent
Lani Minella-ProMotions Prod. Co.
Jon St. John as "Duke Nukem"

Special Thanks to:
Steven Blackburn, Scott Miller,
Joe Siegler, Terry Nagy,
Colleen Compton, Kevin Green,
Bryan Turner, Dennis DeSmeth, Brett
Young, all the 3D Realms beta testers

CHEAT CODES

If you are really getting your butt kicked and need some help, type the following during a game:

DNKROZ / DNCORNHOLIO - GOD mode.
DNSTUFF - All weapons, keys and extra ammo.
DNSCOTTY *Episode # Level ##* - Warp.
(example: DNSCOTTY105 - goes to episode 1, level 5)

TROUBLESHOOTING

For troubleshooting information, please refer to the file "Duke Mac Read Me" in the Duke Nukem 3D folder.

TECHNICAL ASSISTANCE (United States and Canada)

If you experience problems running or playing this product, you can use any of the following avenues to obtain assistance:

Assistance Via World Wide Web

Get up-to-the-minute technical information at the MacSoft web-site, at http://www.wizworks.com/macsoft, 24 hours a day, seven days a week. You'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest troubleshooting information. You can also visit an E-Mail area where you can leave us your tech support problems and questions, and other areas where you can get valuable information on MacSoft and GT Interactive Software products.

Help Via Telephone

For phone assistance, call MacSoft's Tech Support at 612-559-5301. We are available Monday through Friday, 9 AM until 5PM (CST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians including: system make and model, RAM, and any screen or error messages you've encountered; it will expedite your handling significantly.

Help Via Mail

In the event our technicians determine that you will need to forward materials directly to us, please include a brief letter explaining your problem. Please also include your telephone number in case we need to call you. Your mail should be sent to the following address:

MacSoft
Attn: Technical Support
2300 Berkshire Lane N
Minneapolis, MN 55441

OPTIMIZING PERFORMANCE

Duke Nukem 3D is designed to get the most out of your computer, but sometimes it needs a little help. There are several parameters you can adjust to improve the performance of Duke Nukem 3D on your computer.

Memory: The performance of Duke Nukem 3D can be greatly improved by increasing the amount of memory available to the program. If you have only 8MB of RAM installed in your computer, please consider that purchasing more RAM is the single best way to improve the performance of Duke Nukem 3D and many other programs. RAM may be purchased via mail-order catalogs, over the internet, or directly from your retailer and is now cheaper than ever. Alternatively, you may also make more memory available to Duke Nukem 3D by turning off extensions in your Extensions Manager control panel. Duke Nukem requires your CD-ROM extension, the Object Support Lib extension, the QuickTime Extensions, and the Sound Manager extension to be turned on. If this still does not free enough RAM, you will need to turn on Virtual Memory in your Memory control panel. For more information on the Extensions Manager, Virtual Memory, and your Memory control panel, please consult the Macintosh User's Guide which came with your computer.

Graphics Options: The **Graphics Options** menu in Duke Nukem 3D adjusts various graphics settings from within the game. To access this menu, choose **Options** from the **Main Menu** in Duke Nukem 3D, then choose **Graphics** from the next menu which appears. The first option, **Screen Size**, adjusts the game display to mach your monitor's resolution. If a choice is not available (grayed out) that screen size will not work on your monitor. The larger the screen size you choose, the better the game will look on your monitor, the smaller the screen size the better the game will run. Find the setting which works best for you. The **Detail Level** option increases or decreases the resolution of each individual graphic on your screen. The **High** setting provides extremely crisp graphics, but makes the game perform slowly on any but the fastest machines, **Medium** is the standard setting, with good detail and good performance. **Low** is the poorest visually, but *greatly* enhances the speed of the game. **Skip Odd Lines** makes the computer draw only half the horizontal lines on your monitor than it would otherwise. Test this setting to see the difference; colors are less intense, but the game performs quite a bit faster with this option chosen. **View Size**

adjusts the size of the gameplay window, as opposed to the size of the whole display (see **Screen Size** above). The smaller the view size, the faster the game will run. **Brightness** adjusts the amount of light and darkness in the display, making the colors more "intense" or look more washed out. This can be set to your personal preference. **Shadows** lets you decide whether Duke and the aliens cast shadows on the ground. Turning this off improves game speed somewhat. **Screen Tilting** makes the screen tilt and "rock" as you run around corners, get hit by projectiles, blow up, etc. "On" looks more realistic, but turning tilting off can improve performance on a slower machine. **Auto Play Demos On Startup** plays the demos before you begin playing the game. Turn this option off for faster load times upon first starting Duke Nukem 3D.

Sound Options: The **Sound Options** menu adjusts the volumes and quality of your sounds and music. **Sound** allows you to turn off the sound effects completely (with the checkbox) and adjust the volume with the slider bar. The farther you drag the slider to the right, the louder the sound effects will be. Turning sound effects off is a last-ditch option for improving performance. The **Music** setting works in much the same way. **Duke Talk** turns Duke Nukem's running commentary on and off. "On" is more humorous, but off can improve performance. **Ambience** turns on and off the various background noises heard in the game (machines humming, waterfalls crashing, airplanes rushing overhead, etc.) Again, turning **Ambience** off can improve game performance. **Flip Stereo** reverses the left and right channels of the sound effects. Choose this checkbox if it seems that sounds which *should* be coming from the left are coming from the right and *vice versa*. (Whether you need to do this depends on the kind of speakers you are using.)

With some experimentation you will find the right balance of adjustments to make Duke Nukem run well on your machine. You may wish to examine the file "Duke Mac Read Me" in the "Duke Nukem 3D" folder for any additional information about optimizing performance. This file contains all the latest information you may need about your copy of Duke Nukem 3D.

DUKE NUKEM 3D

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