

After yet another hard day of beating the aliens Duke settles down for some much needed R&R. However, the aliens are hatching another plan to annihilate Earth using the power of time travel. Unfortunatly for them, Duke receives a message from himself from the past and his adventure thus begins.

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v. Controller Settings

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vi. Weapons

M-80 Pulse Blaster- Duke starts the game off with this one. It can hold 280 shots and is best used on Lizards and Broodlings. If Duke runs out of ammo, it will take a few seconds to regenerate one shot. So it's best to not waste ammo. Finding a second gun causes Duke to use two guns at once.

Ammunition: Blaster cells

CLAW-12 Shotgun- (Close Assault Weapon) This is one of the better shotguns. It can take out a Lizard with one shot(usually two for an armored Captain) and is best used against Lizards, Pigs, and Parapsyches.

Ammunition: Shotgun shells

Special: CLAW-12 Autoloader. This item will cause your shotgun loading time to decrease. You can continue to fire as fast as you can press the button, basically.

Sawed-off Shotgun- At close range it does quite well but the farther back you get, the wider the ammo spread, rendering this gun practically useless. It's best used on Lizards and Pigs.

Ammunition: Shotgun shells

Peacekeeper .45- A fairly strong gun. It needs to be reloaded after every six shots. Best used on Lizards, Pigs, and Broodling.

Ammunition: .45 slugs

Special: Magnum rounds. These rounds are incredibly powerful and can kill most enemies with one shot.

Lever-action .30-.30 Rifle- A mildly slow-loading weapon, the .30-.30 does quite a good bit of damage at even the longest of ranges.

Ammunition: Rifle bullets

MP-10 SMG: A machine gun that runs out of ammo fast but can kill most enemies quickly. Best used on Venom ships.

Ammunition: SMG clips

Power-ups: If Duke finds a second MP-10 SMG, he can fire with two guns.

Gatling Gun: Slow fire rate is more than made up by its ability to do serious damage in a short time.

Ammunition: Gatling Gun bullets

AGL-9 Grenade and Radium Cyanide Launcher: The grenade launcher is best used for blowing up enemies that are from a distance to you. It's best not to fire in close quarters (der..) but for those who do well in figuring out ricochets, it can be easily your best weapon.

The Cyanide Launcher is best used on Broodling for its quick kill rate. Everything else, such as Lizards and Pigs, will take several rounds and too much time.

Ammunition: Grenades and Radium Cyanide Grenades

Pipebombs: A very useful weapon for when you know an enemy will show up at the location you drop a bomb at, but later on in the level. If you return to the area and the enemy is still there, press the Activate Button to blow him up. Easy as that. Best used on levels like Nuclear Winter near the first subway. Best used on places where you know a Grenade-Throwing pig will be. You can also set it some place, lure an enemy into its area, then set it off to save life.

Dynamite: A stick of dynamite. It has a short fuse time so it's best used on long distances.

Bomb: A small, round bomb...kind of cartoonish in appearance. It has a short time delay fuse. Just light it and throw.

Alien Freeze-Thrower: A bizarre alien weapon which freezes anything it hits. Once frozen, the intense cold causes the target to shatter into icy shards.

Ammunition: Cryogenic crystals

Alien Gamma Cannon: This bulky laser weapon utilizes strange alien crystalline technology to deliver searing laser blasts. Pulling the trigger on this weapon results in a barrage of reflectice laser bolts, spraying fire over a wide area. Even the high-capacity, power patch fitted cannot sustain this rate of fire for long, but while working it is a fearsome weapon.

Ammunition: Gamma crystals

Volt Cannon: Inspired by the work of several Victorian scientists, and eager to

fight the bizarre creature now stalking the streets of London, a brilliant inventor has produced the Volt Cannon. A bulky and noisy weapon, it harnesses a large number of Voltaic Cells to create large voltages which can be discharged at enemies, frying them in a barrage of raw electrical power.

Ammunition: Volt boxes

Havoc Multi-Launcher: A cluster of mini-missile tubes fitted with the latest in smart targeting technology and a convenient carrying handle. The Multi-Launcher fires small missiles with armor-piercing explosive warheads, each one capable of destroying all but the toughest opponents. Each trigger pull unleashes three mini-missiles, and the targeting system automatically guides these for optimum results. Faced with a number of enemies, the mini-missiles spread out to hit as many targets as possible, while all three projectiles will be targeted as one against a single opponent.

Ammunition: Multi-Launcher Rockets

Power-ups: Heat-seeking missiles. These are fired in preference to normal missiles, and actively change course to follow moving targets. Those with high heat profiles such as vehicles and large enemies will be especially vulnerable.

CTX-2000 Tripbomb: A powerful anti-personnel charge Duke deploys on walls. The CTX-2000 creates a laser tripwire directly in front of itself, and detonates when anything breaks the laser beam.

Power-ups: Magnavolt Tripbomb. This larger tripbomb uses a beam of electricity as the tripwire. Any target crossing this beam is zapped by a high voltage charge before the explosive detonates.

BMF Thunderstike: Designed by the Earth Defense Force to combat the alien menace, this is another weapon utilizing alien technology. The BMF is a phased particle pulse cannon which fires blasts of transmagnetic forces capable of obliterating whole crowds of enemies.

Ammunition: BMF coils

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vii. Items

POWER-UPS

These items are used immediately when picked up, and cannot be stored for later use.

Small MedKit- Gives an instant boost of 10 health units, but will not raise your health over 100.

Large Medkit- Gives an instant boost of 30 health units, but will not raise your health over 100.

Atomic Health- Gives an instant boost of 50 health units.

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viii. Allies

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ix. Enemies

Lizard Enforcers- The basic shock troopers of the alien armies, these amphibious lizard-like Enforcers make up in numbers what they lack in strength. While the standard soldier is equipped only with a Blaster and light body armor, there are other classes of Enforcer that Duke must watch out for. All Enforcers have locator devices implanted in their skulls--this allows their alien masters to track their progress, and also act as beacons for the teleportation devices carried on board their spaceships. Enforcers can therefore be teleported directly into the heart of battlefields or to the sites of surprise attacks.

Enforcer Captains- Particularly tough and smart Enforcers are promoted to the rank of Captain. Identified by their golden armor and the twin Blasters they carry, the Captains present more of a threat than the basic soldier.

Battle Enforcers- Enforcers who excel in combat are recruited to the elite Battle Legions. Here they undergo extensive weapons training while alien scientists use genetic engineering to toughen and strengthen their bodies. The resulting Battle Enforcers are much more resilient to damage. The genetic treatments which toughen their scales into the equivalent of armor give them a distinctive yellowish color, and the Battle Enforcers can also be recognized by the twin SMGs they carry.

Enforcer Snipers- Selected from the Battle Legions for their shooting skills, these soldiers are equipped with powerful sniper rifles and sent on assassination missions. Fortunately for Duke, these Snipers use visible laser sights to target their prey, and the red beam can give a few seconds warning before the fatal shot.

GRUNTS:
Not content with merely killing humans, the alien overlords delight in taking innocent victims and mutating them into bloodthirsty monsters - the Grunts. With their powerful bodies and hideous warthog-like appearance, these once-human freaks are then used to strike terror into the hearts of any remaining human opposition. The aliens usually prefer to pick police officers or soldiers as the raw material for these terror troops, since they are already familiar with weapons or explosives. As Duke travels back through time, he will discover that the aliens have recruited the local human

population to their evil schemes. The Grunts that Duke will meet will therefore vary from Time Zone to Time Zone.

Pig Cops- Formerly proud officers of the NYPD, these are now dangerous opponents to any human resistance. They still wear their ragged uniforms and protective body armor, and carry pump-action shotguns.

Riot Pigs- Grunts equipped with police anti-riot gear, these brutes wear heavy armor and helmets over their uniforms. The grenade launchers they carry once fired tear gas, but the Riot Pigs now load them with lethal nerve gas instead.

Road Hogs- Gangs of bikers and road warriors, these Grunts are bloodthirsty and vicious. Their bodies are toughened by exposure to the harsh environment, and their favorite weapons are sawed-off double-barreled shotguns.

War Pigs- The warlord leaders of the scavenger gangs are the biggest and meanest of the Apocalypse Grunts. They steal their weapons and body armor from the soldiers they kill, and like to load their grenade launchers with explosive anti-personnel rounds.

Savage Grunts- The aliens took peaceful tribes of Native Americans and transformed them into savage warriors. They carry powerful lever-action rifles looted from the U.S. Cavalry.

Cowboy Grunts- Once hard-working cowboys and gold-miners, these inhuman monsters now delight in terrorizing innocent townsfolk and raising hell. They like nothing better than throwing sticks of dynamite at innocent passers-by and watching the chunks come raining down.

Soldier Grunt- The formerly loyal soldiers of the British Crown have become pawns of the aliens. They still wear their bright uniforms, but have armed themselves with sawed-off shotguns to terrorize the civilian population of London.

Capitalist Pig- One-time respected businessmen and pillars of society, these Grunts now delight in bomb-throwing and wanton destruction.

Apocalypse zombies- The mutant flesh-hungry survivors of the Apocalypse, these roam the shattered cities and desert wastelands of the first episode. Once human, they have devolved into sub-humans eating any living thing they can find. They are now slow-moving and not too intelligent, although they are persistent and can absorb a lot of damage from light weapons.

Plague zombies- Corpses reanimated by an alien virus, these hideous undead now stalk the streets of Victorian London. They need fresh human tissue to keep the virus working in their decomposing bodies, and so they prey on the living. Lumbering and clumsy, they are nevertheless dangerous in packs. The virus that infects them is also damaging to any living human who is exposed to it.

Parapsyche- These swollen multi-limbed monsters feed on the mental energies of other sentient races. They prefer to taste the emotions of fear and pain, and so spend their time around war-zones and other sites of suffering. If they can find no one in the emotional state that they savor, a Parapsyche will find a victim and attack them with blasts of concentrated psychic force. The pain and confusion this causes are - quite literally - food and drink to the evil monster. Unfortunately, Parapsychoes are capable of surviving in the most hostile environments and so can be found anywhere the aliens have invaded. Fortunately, their fleshy bodies offer little resistance to Duke's shotgun blasts.

Broodling- Scientists classify these as Arachnomorphs for their spider-like appearance, but the human soldiers who have to fight the scuttling little horrors call them Broodlings. These alien creatures may be small, but they cluster together in dark corners and attack in swarms. Their pincers carry painful venom, and even when killed they can be dangerous as their poison-sacs rupture.

Brood Mother- These ugly mothers are easy to recognize: the multiple limbs cradling the bloated egg sacs are not an easy sight to forget. Worse is the way they constantly spawn new Broodlings. A Brood Mother has no defenses of its own and has only one purpose: to produce more of its children. They in return will devour anyone who disturbs her birthing chamber.

Spore Eggs- No one is sure whether these are some kind of alien plant or in fact eggs laid by some mutant breed. What is known is that their leathery outer skin contains billions of tiny spores, each one toxic to humans. When disturbed or ruptured, the egg spews out these spores in a choking cloud.

Chimera- Genetically engineered killers, these ferocious beasts were created to serve a single purpose: to destroy the enemies of their alien masters. Capable of surviving in the most hostile environments, Chimeras can absorb huge amounts of damage without and loss in efficiency. The Chimera's strength and speed make them dangerous foes, yearning apart the bodies of their prey with razor-sharp claws and fangs. Worse, Chimeras can synthesize noxious toxins in gene-fixed throat glands; spewing out clouds of this poisonous gas allow them to subdue even the toughest opponent.

Venom Gunship- Equipped with twin rapid-fire particle pulse cannon in a belly mount, the Venom is designed to engage and neutralize several targets in quick succession. It is adept at performing deadly strafing runs.

Fang Bomber- The Fang has a multi-tube rocket launcher slung beneath each wing, and a belly-mounted unguided munitions dispenser. Designed to deal with fortified positions or clusters of enemy soldiers, the Fang will either engage in targets at long range with rocket fire, or simply fly over the target in a bombing run.

Sentry Drones- Kept afloat by anti-gravity propulsion units and equipped with a wide range of sensors, these robot

wathdogs were originally designed to guard high-security alien installations. As the invasion progresses, the aliens put the drones to use as hunter-killers, patrolling the streets in an endless search for targets. Sentry Drones are fitted with rapid-fire machine guns capable of chopping a human into pieces in seconds.

Aqua Drones- Designed to defend underwater alien bases on aquatic world, these drones are slow moving but fire high-speed homing torpedoes. The presence of an Aqua Drone is usually announced by the sound of its sonar sweeps.

Extermination Drones- Powered by anti-grav engines, these drones consist of little more than an explosive charge with a sensor suite attached. They are used as guards in alien penal colonies, and as a last-ditch line of defense in the most important bases. Their method of attack is simple: detect an enemy, fly at high speed towards the target, and explode.

Sentry Guns- A portable sentry unit, this is often carried into battle by Enforcers and set up to provide covering fire for attacks or defense for staging areas and supply dumps. They are also found as more prominent fixtures in alien bases. Capable of 360-degree tracking, and sporting a belt-fed minigun as standard fitting, the Sentry Gun is well suited to all such duties.

Cerberus Turrets- Massive turrets bristling with weaponry, these defense systems are flown in with a detachable vectored-thrust engines for rapid front-line deployment. Once set up, a turret will scan for and intercept incoming ground or airborne assaults: its twin multiple barreled assault cannon and quad missile launchers make it capable of dealing with most threats.

Gorgon Turrets- Designed to destroy enemy tanks and other heavily armored vehicles, the Gorgon is a semi-mobile turret armed with a massive phased particle pulse cannon. Not surprisingly, this plasma blast is also capable of destroying whole crowds of human-sized targets.

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x. Cheats

There are three ways to get cheats in this game. One is to just use some kind of device like a Game Shark or PAR. The others are to either find a code and press a certain keypad combination to get some, or:
To get the cheats throughout the game you must beat a level and collect all of a certain thing. Whether it is to get all of the babes in a level, kill all enemies, or find all secrets in that level. Anyway, here's the entire section of this.
Enjoy.

>a. Gameshark and PAR codes<

(Note: Accordingly, you need to have the Expansion Pak and a Gameshark of a 3.0 or higher version. Also, I played this game before without the Expansion Pak but not all of the codes work. Anyway, if you don't have the Pak try these cheats out anyway, just in case.

North American Game Systems--

Dynamite:

8111A770 0001

Extra weapon:

8111A798 0001

Grenade Launcher:

8111A720 0001

Laser:

8111A810 0001

Machine Gun:

8111A6F8 0001

Machine Shotgun:

8111A7C0 0001

Pipe Bomb:

8111A748 0001

Pistol:

8111A6A8 0001

Plasma Gun:

8111A7E8 0001

Shotgun:

8111A6D0 0001

Unlimited Ammo Extra Weapon:

8111A79A 0063

8111A7A0 0000

Unlimited Ammo Laser:

8111A812 0063

8111A818 0000

Unlimited Ammo Machine Gun:

8111A6FA 0063

8111A700 0000

Unlimited Ammo Machine Shotgun:

8111A7C2 0063

8111A7C8 0000

Unlimited Ammo Pistol:

8111A6AA 0063

8111A6B0 0000

Unlimited Ammo Plasma Gun:

8111A7EA 0063

8111A7F0 0000

Unlimited Dynamite:

8111A772 0063

8111A778 0000

Unlimited Grenades:

8111A722 0063

8111A728 0000

Unlimited Pipe Bombs:

8111A74A 0063

8111A750 0000

Unlimited Shotgun Shells:

8111A6D2 0063

8111A6D8 0000

Press L for super jump:

D0117DF4 0008

81117EEC FFFF

D0117DF4 0008

81117EEE FC00

Never rearm Dynamite:

8111A77A 0000

Never rearm Pipe Bombs:

8111A752 0000

Never reload Extra Weapon:

8111A7A2 0000

Never reload Grenade Launcher:

8111A72A 0000

Never reload Laser:

8111A81A 0000

Never reload Machine Shotgun:

8111A7CA 0000

Never reload Machinegun:

8111A702 0000

Never reload Pistol:

8111A6B2 0000

Never reload Plasma Gun:

8111A7F2 0000

Never reload Shotgun:

8111A6DA 0000

Unlimited health - Mean Streets:

80117F1F 0980

8019F061 0980

Unlimited health - Liberty or Death:

80117F1F 0980

8019E955 0980

Unlimited health - Nuclear winter:

80117F1F 0980

8019E4D9 0980

Unlimited health - Wetworld *SECRET LEVEL*:

80117F1F 0980

8119DA99 0980

Unlimited health - Fallout:

80117F1F 0980

8019D61D 0980

Unlimited health - Under Siege:

80117F1F 0980

8019E4D9 0980

Unlimited health - Boss Hog:

80117F1F 0980

8019BF0D 0980

Unlimited health - Dry Town:

80117F1F 0980

8019FB45 0980

Unlimited health - Jailbreak:

80117F1F 0980

8019E1A5 0980

Unlimited health - Up Ship Creek:

80117F1F 0980

8019E391 0980

Unlimited health - Fort Roswell:

80117F1F 0980

8019F395 0980

Unlimited health - Probing The Depths:

80117F1F 0980

8019E05D 0980

Unlimited health - Cyborg Scorpion:

80117F1F 0980

8019C055 0980

Unlimited health - The Whitechapel Killings:

80117F1F 0980

8019F1A9 0980

Unlimited health - Brainstorm:

80117F1F 0980

8019C94D 0980

Unlimited health - Brothers Nukem:

80117F1F 0980

8019D579 0980

Unlimited health - Dawn of the Duke:

80117F1F 0980

8019F625 0980

Unlimited health - Hydrogen Bomb:

80117F1F 0980

8019E2ED 0980

Unlimited health - The Rack:

80117F1F 0980

8019DB3D 0980

Unlimited health - Going Down *SECRET LEVEL*:

80117F1F 0980

8019ED2D 0980

Unlimited health - Zero Hour:

80117F1F 0980

8019BC7D 0980

European and Australian (PAL) versions

2 Blasters and unlimited ammo:

8111AA48 0003

8111AA4A 00FF

8111AA52 0000

2 CLAW-12 Shotguns and unlimited ammo:

8111AA70 0003

8111AA72 00FF

2 MP-10 SMGs and unlimited ammo:

8111AA98 0003

8111AA9A 00FF

2 AGL-9 Grenade Launchers and unlimited ammo:

8111AAC0 0003

8111AAC2 00FF

2 Pipe Bombs and unlimited ammo:

8111AAE8 0003

8111AAEA 00FF

2 Dynamite and unlimited ammo:

8111AB10 0003

8111AB12 00FF

2 CTX-2000 Tripbombs and unlimited ammo:

8111AB38 0003

8111AB3A 00FF

2 Gatling Guns and unlimited ammo:

8111AB60 0003

8111AB62 00FF

2 Havoc Multi Launchers and unlimited ammo:

8111AB88 0003

8111AB8A 00FF

2 Volt Cannons and unlimited ammo:

8111ABB0 0003

8111ABB2 00FF

2 Peacekeeper Revolvers and unlimited ammo:

8111ABD8 0003

8111ABDA 00FF

2 Alien Freeze-throwers and unlimited ammo:

8111AB4C 0003

8111AB4E 00FF

2 Bombs and unlimited ammo:

8111AB24 0003

8111AB26 00FF

2 Radium Cyanide Launchers and unlimited ammo:

8111AAD4 0003

8111AAD6 00FF

2 Lever Action Rifles and unlimited ammo:

8111AAAC 0003

8111AAAE 00FF

2 Sawed off Shotguns and unlimited ammo:

8111AA84 0003

8111AA86 00FF

2 Alien Gamma Cannons and unlimited ammo:

8111AB74 0003

8111AB76 00FF

2 BMF Thunderstrikes and unlimited ammo:

8111ABC4 0003

8111ABC6 00FF

2 Sniper Rifles and unlimited ammo:

8111ABEC 0003

8111ABEE 00FF

Unlimited Gas masks:

8110ACF6 0708

Unlimited Night Vision Goggles:

8110ACF4 0A90

Unlimited Medical Kit:

8110ACF2 0064

Unlimited Protective Boots:

8110ACF0 03F0

Unlimited Vitamin X:

8110ACEE 0385

Unlimited Scuba Gear:

8110ACEC 0708

Unlimited health - Training Level:

8119CC48 0064

Unlimited health - Mean Streets:

8119F401 0064

Unlimited health - Liberty or Death:

8119ECF5 0064

Unlimited health - Nuclear Winter:

8119E879 0064

Unlimited health - Fallout:

8119D9BD 0064

Unlimited health - Under-siege:

8119D9BD 0064

Unlimited health - Boss Hog:

8119C2AD 0064

Unlimited health - Dry Town:

8119FEE5 0064

Unlimited health - Jail Break:

8119E545 0064

Unlimited health - Up Ship Creek:

8119E731 0064

Unlimited health - Fort Roswell:

8119F735 0064

Unlimited health - Probing the Depths:

8119E3FD 0064

Unlimited health - Cyborg Scorpion:

8119C3F5 0064

Unlimited health - The White Chapel Killings:

8119F549 0064

Unlimited health - Dawn of the Duke:

8119F9C5 0064

Unlimited health - Hydrogen Bomb:

8119E68D 0064

Unlimited health - The Rack:

8119DEDD 0064

Unlimited health - Brainstorm:

8119CCED 0064

Unlimited health - The Brothers Nukem:

8119D919 0064

Unlimited health - Alien Mother:

8119F735 0064

Unlimited health - Zero Hour:

8119C01D 0064

>b. Controller Pad Cheats<

#The Basics#

The Cheat system in the game is simple. You can either earn your cheats by obtaining all secrets, babes, or killing all enemies in a level, or you can use the controller to press a combination of keys to unlock a cheat.

The following are codes that are done using the controller pad. There are a lot of these out there but not many of them seem to work. So I will only post the ones I have found to work like they should. Also, all of these are for the START menu. It works like this: At the screen where the Duke Nukem: Zero Hour flies out and smacks into the background then a "Press Start" message appears; that is where you must enter these cheats. When you enter one correctly a horse will neigh thus being the signal that that code is valid. Also, after entering your cheat you can still enter a second one without having to press START. Anyway, after entering a certain cheat and pressing start you may notice that a "Cheat" option has appeared on the Menu Select screen. Enter into there, find the section your cheat is in and press left or right to turn it on.

(Note: All codes in this section were donated by Whargoul.
Thanks, Whargoul! Yay!)

Debug Mode: C-Up, Up, C-Left, Right, C-Down, Down, C-Right, R, A, B

After entering this code on the title screen a horse will neigh. Press Start to enter the Menu screen. Load your game or start a new one. Select your level and start playing. When the level starts up you may notice that a small menu has opened at the top left of your screen. Use controller 2 to cycle through the options by pressing START. If you don't have a second controller just plug the first controller into the second outlet. Also, note that DEBUG mode does not save on the Memory Pak. Anyway, there's MORE!:

SFX

L or R: FX down/up

Left or Right: FX down/up by 10

B: First person view

A: Third person view

Z: Play SFX

Level Warp

L or R: Level down/up

B: Skip level

Z: Advance to selected level

Midi

L or R: Song down/up

A: Play song

B: Stop song

Global Palette

B or A: Red down/up

C-Left or C-Down: Green down/up

C-Up or C-Right: Blue down/up

Cheat

Z: All weapons

L: All items

R: All keys

A: Invincibility

AI Debug Values

B or A: GVAR 1 down/up

C-Left or C-Down: GVAR 2 down/up

C-Up or C-Right: GVAR 3 down/up

Fog*

B or A: Red down/up

C-Left or C-Down: Green down/up

C-Up or C-Right: Blue down/up

Left or Right: NR down/up

L or R: FR down/up

Sky Top*

B or A: Red down/up

C-Left or C-Down: Green down/up

C-Up or C-Right: Blue down/up

Sky Bottom*

B or A: Red down/up

C-Left or C-Down: Green down/up

C-Up or C-Right: Blue down/up

Clouds 1*

B or A: Red down/up

C-Left or C-Down: Green down/up

C-Up or C-Right: Blue down/up

L or R: HT down/up

Down or Up: AN down/up

Left or Right: SP down/up

Clouds 2*

B or A: Red down/up

C-Left or C-Down: Green down/up

C-Up or C-Right: Blue down/up

L or R: HT down/up

Down or Up: AN down/up

Left or Right: SP down/up

Player

L or R: DN Down/Up (changes player's character)

GFX

(Values cannot be changed)

AI

A: AI 0/1 (set to 1 to stop enemies)

L: Difficulty 0/1/2

R: Auto aim 0/1

Alpha Palette

B or A: R0 down/up

C-Left or C-Down: G0 down/up

C-Up or C-Right: B0 down/up

L or R: R1 down/up

Left or Right: G1 down/up

Down or Up: B1 down/up

Weather Cheat works the same way but only has the options noted with an *

First Person View:

Down, Up, L, B, Z, Left, C-Up, C-Right, C-Left, Z

All Weapons:

Down, A, Up, L, Z, R, C-Up, C-Down, B, C-Left

Freeze Thrower w/ Unlimited Ammo:

Down, Up, A, L, R, Z

Rifle w/ Unlimited Ammo:

C-Up, C-Down, C-Left, C-Right, L, R

Multi-player Character Set 1:

A, L, R, Left, B, Down, Up

Multi-player Character set 2:

B, A, A, R, L

Multi-player Character set 3:

L, L, Up, Down, R, B, A

Multi-player Character Set 4:

B, B, B, R, Left, A

Multi-player Character Set 5:

Right, B, Left, L, A, Z

Multi-player Character Set 6:

Up, Down, B, A, A, Left

Fast Zombies:

A, A, Z, A, R, C-Down, B

Skin Select:

C-Left, R, Left, Up, Down, B, A, Z

Action Nukem Mode:

Down, Down, A, Z, Z, Left, A

Big Head Mode:

B, Up, Down, Down, A, Z, A, Right

Big Gun Mode:

C-Up, C-Left, Z, B, L, Z, A

Flat Shade Map:
Down, Up, Left, Left, A, Right, Down

Ice Skin:
B, Z, Up, L, A, C-Right, A

Weather:
Z, A, L, B, Down, Up, R

>c. Level Cheats<

The following are cheats you get after completing a level and obtaining all of something in a certain category.

Mean Streets	None
Liberty or Death	Big Head Mode (Other section)
All babes	
Nuclear Winter	Big Gun Mode (Other section)
All kills	
Wetworld	Flat Shade Map (Other section)
All secrets	
Fallout	Ice Skin (Other section)
All babes	
Under Siege	Weather (Other section)
All secrets	
Boss Hog	None
Dry Town	Fast Zombies (Other section)
All babes	
Jail Break	Blaster w/ Unlimited Ammo (Weapon section)
Kill all enemies	
Up Ship Creek	Claw-12 Shotgun w/Unlimited Ammo (Weapon section)
All secrets	
Fort Roswell	.30-.30 Rifle w/Unlimited Ammo (Weapon section)
All babes	
Probing the Depths	Revolver w/Unlimited Ammo (Weapon section)
All babes, all secrets	
Cyborg Scorpion	None
The Whitechapel Killings	Sawed-off Shotgun w/Unlimited Ammo (Weapon section)
Kill all enemies	
Dawn of the Duke	Machine Gun w/Unlimited Ammo (Weapon section)
All secrets	
Hydrogen Bomb	Gatling Gun w/Unlimited Ammo (Weapon section)
Kill all enemies	
The Rack	Volt Cannon w/Unlimited Ammo (Weapon section)
All secrets	
Going Down	Sniper Rifle w/Unlimited Ammo (Weapon section)
All babes	
Brainstorm	None
The Brothers Nukem	Alien Freezethrower w/Unlimited Ammo (Weapon section)
Kill all enemies	
Alien Mother	Gamma Cannon w/Unlimited Ammo (Weapon section)
All babes	
Zero Hour	First Person, Action Nukem (Game Type section)
Beat the level	

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xi. Multiplayer

Unfortunately, my second controller broke so now I am unable to get into the Multiplayer levels. However, when I do I will get some information on the levels and the different areas in them. However, for some of the sections (like Team Dukematch) I need FOUR controllers. So until I get them I'll give you what I DO know. In the beginning of the game, you only get four Multi-player characters: Duke Nukem, Apocolypse Duke, Victorian Duke, and Cowboy Duke. To get more characters either use the multi-player set codes 1-6 in the Controller Pad Cheats section, or beat a level to obtain a character. The following is a chart of the characters, their attributes, and where you can find them.

Duke Nukem	Health: 100 Weapon: Blaster Special: None
Apocolypse Duke	Health: 100 Weapon: Blaster Special: None
Victorian Duke	Health: 100 Weapon: Blaster Special: None
Cowboy Duke	Health: 100 Weapon: Blaster Special: None
Posh Duke	Health: 100 Weapon: Sawed-off shotgun Special: None
Dogtag Duke	Health: 100 Weapon: CLAW-12 shotgun Special: None
Battledress Duke	Health: 100 Weapon: CLAW-12 shotgun Special: None
Evil Duke	Health: 100 Weapon: Sniper Rifle Special: None
Marine	Health: 75 Weapon: CLAW-12 shotgun Special: None
Sergeant	Health: 75 Weapon: CLAW-12 shotgun Special: None
Custer	Health: 75 Weapon: 2 Peacekeepers

	Special: None
Ripper	Health: 100 Weapon: Knives Special: Strong Punching (approx. 50-75 HP worth of damage)
X-Terminator	Health: 150 Weapon: SMG-10 Special: Night Vision Goggles
Survivor	Health: 75 Weapon: SMG-10 Special: None
Pig Cop	Health: 125 Weapon: CLAW-12 shotgun Special: Cannot breathe underwater
Riot Pig	Health: 125 Weapon: Radium Cyanide Grenade Launcher Special: Cannot breathe underwater
War Pig	Health: 125 Weapon: Sawed-off shotgun Special: Cannot breathe underwater
Road Hog	Health: 125 Weapon: Sawed-off shotgun Special: Cannot breathe underwater
Savage Grunt	Health: 125 Weapon: Revolver Special: Cannot breathe underwater
Capitalist Pig	Health: 125 Weapon: Bombs Special: Cannot breathe underwater
Enforcer	Health: 75 Weapon: 2 Blasters Special: Can breathe underwater longer
Enforcer Captain	Health: 75 Weapon: 2 Blasters Special: Can breathe underwater longer
Battle Enforcer	Health: 75 Weapon: 2 Blasters Special: Can breathe underwater longer
Kimberly Strokes	Health: 75 Weapon: Blaster Special: None
Marshal	Health: 75 Weapon: Revolver Special: None
Sheriff	Health: 75

Weapon: Revolver
Special: None

Squaw Health: 75
 Weapon: Revolver
 Special: None

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xii. Glitches

These are just some minor things in the game that you should be aware of. Such as areas of the game that really freak up. Anyway, here's a list of those things. And when I find more of them I'll be sure to add them!

* Enter Debug mode and start a new game. In Mean Streets, use Level skip to go straight to the Zero Hour level. Defeat the Alien Boss and wait a bit. After you kill him, he'll explode but it won't go to a cut scene. Instead it will still focus on Duke like it normally does in a level. The screen will then fade out and go to the Save screen. It will say it's usual stuff, except it won't say Cheat Awarded. Continue the game and rather than ending it like it should it will take you to the rooftop scene of the ending where Duke SHOULD be standing on top of with the fireworks going off. However, you will actually find yourself on a different rooftop right next to it, inside this little trench thing. You can still fire your guns and do whatever but you won't be able to get out. But wait there's more! If you let Duke stand where he is, after a while his entire body will start flipping out. All of his parts except for one leg will start to spin around and go nuts. It's fun to watch but when you get bored with it press the Reset button. Also, it's best not to save the Zero Hour level because if you try playing that game you won't be able to get any cheats from the other levels.

* This one isn't all that important but you may happen upon it and get confused. Anyway, it's about opening doors from other areas. For instance, in "The Rack", the area where you fired the large boulder from the catapult, go to the right where that door is. It's the one under the wooden plank bridge. Above it are two doors. Stand right under one of them and press the Activate button. It will open the door. Yeah, I know it's a lame thing but this isn't a secrets section it's the GLITCHES section and technically that's a Glitch. If a door opens when it shouldn't yeah, it's a glitch. Also, it can be pretty useful if the room above you is full of enemies and you don't want to have to go in there and waste ammo. Just open the door and toss in a bomb!

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xiii. Dialogue

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xiv. Miscellaneous Things

Ok, this section is here to point things out to you that you may not have noticed or jokes you may have missed. Or even just little details such as what signs say and stuff like that. Anyway, here it is! I'll keep adding to this the more stuff I find.

"Duke Nukem Clocks" - In Mean Streets, check out the large clock on the building to the left of the hotel sign(the one you have to enter). It will say Duke Nukem Clocks on it. So not only does Duke have his own chain of food restaurants, movies, and other quality products; he also endorses clocks.

"Monkfish is Bolok Dinosaur Hunter" - This is a movie poster seen around the New York City area. Check the parking garage exits for it. Anyway, Bolok is a mix of the name Turok and the word bullock(like the phrase "dog's bullocks"). Bullock is a reference to the testes I believe. I say that because I don't know much about the English slang. Anyway, from what I heard "Zero Hour" was made in England so I guess that's why that joke was in there.

"Elementary Canal" - In the "Dawn of the Duke" level you enter into a canal area called the Elementary Canal. Here, Duke comments on "Phew, no wonder they don't bathe." Well, I believe this is a reference to the alimentary canal in the human body's digestive tract. Ya know, where the pooty goes! G'faw!

"meat tastic" - If you've been to the Duke Burger in the "Liberty or Death" stage you may have seen this sign around. Well, as everyone knows "tastic" can follow ANY form of noun! So can: tacular, licious, and icle

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xv. Game Credits

This game belongs to GT Interactive and Eurocom. They're great, I swear!

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xvi. F.A.Q. Credits

Thanks to Whargoul for the permission of his codes and stuff(though he says he got them from some other guy, but that's still cool. Thanks other guy!).

TheGreatElBobo! - - I wrote this all up!

*-- Email: thegreatelbobo@hotmail.com

A lot of the game info. was borrowed from the DN:ZH game instruction manual.
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xvii. Copyright Stuff

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