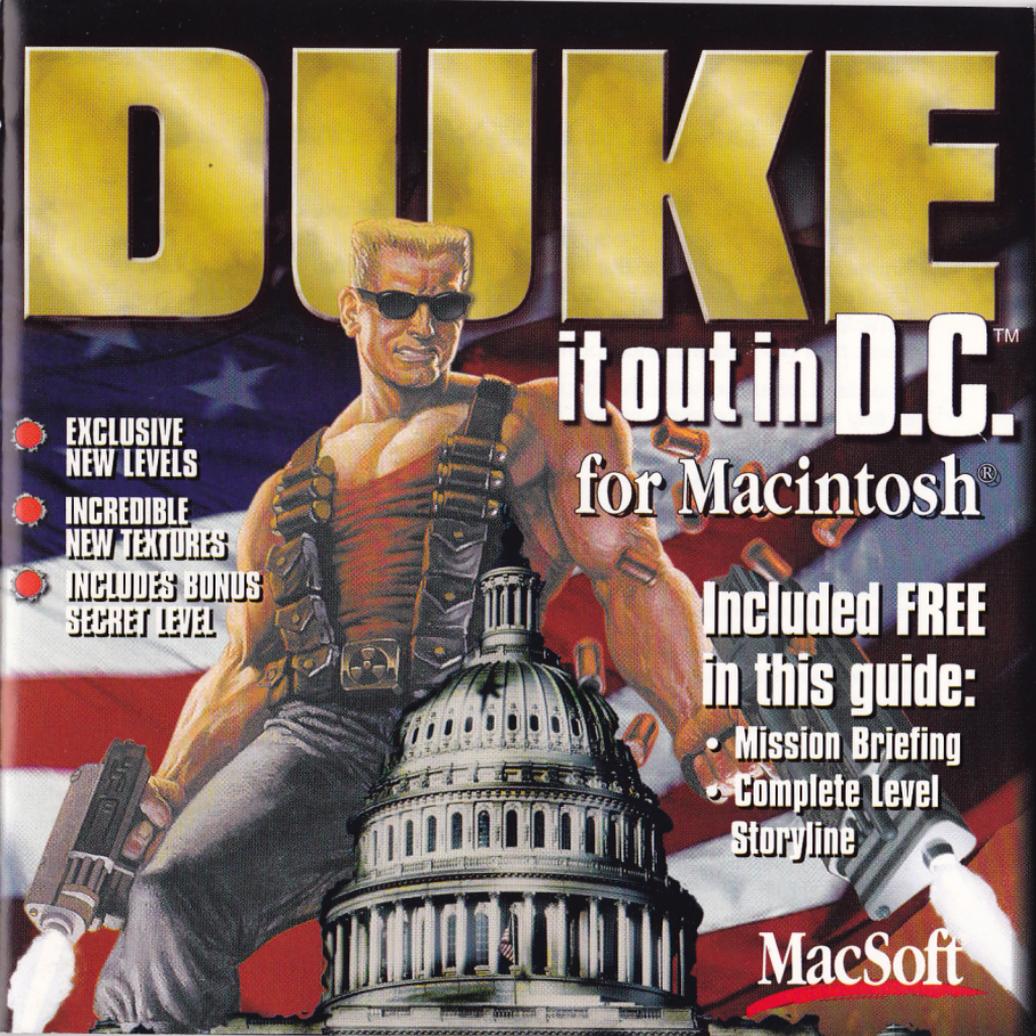


DUKE

The background of the entire page is a stylized illustration of Duke, a character from the Duke in Hell series. He is a muscular man with short, light-colored hair, wearing dark sunglasses and a tactical vest with multiple pouches. He is holding a submachine gun in his right hand, which is firing a bullet. He is standing over a detailed illustration of the United States Capitol building. The background behind Duke is a stylized American flag with stars and stripes.

it out in D.C.TM
for Macintosh[®]

● EXCLUSIVE
NEW LEVELS

● INCREDIBLE
NEW TEXTURES

● INCLUDES BONUS
SECRET LEVEL

Included FREE
in this guide:

- Mission Briefing
- Complete Level
Storyline

MacSoft

Duke It Out In D.C. for Macintosh

Published by MacSoft®

Copyright 1997 by 3D Realms, Incorporated.™ All worldwide rights reserved by 3D Realms, Incorporated. Marketed and distributed in North America under license by the WizardWorks Group, Inc.® No part of this documentation may be reproduced, transmitted, transcribed, stored in any retrieval system, or translated into any language without the written permission of 3D Realms, Incorporated and WizardWorks Group, Inc.

The disks provided with this product may not be reproduced or duplicated in any form whatsoever, except to supply a single backup copy for the personal use of the purchaser.

Macintosh is a registered trademark of Apple Computer, Inc. All other trademarks are property of their respective owners.

Limited Warranty

WizardWorks warrants that the media on which this software is distributed, as well as the accompanying documentation, are free from defects in materials and workmanship. WizardWorks will replace defective media or documentation free of charge if you return the defective media or documentation with proof of purchase to WizardWorks within 90 days after you purchased the product.

WizardWorks Group, Inc. makes no warranty or representation, either express or implied, with respect to the software, its quality, performance, merchantability, or fitness for any particular purpose. As a result, this software is sold "as is" and the purchaser assumes the entire risk as to its quality and performance. In no event will WizardWorks be liable for direct, indirect, special, incidental, or consequential damages resulting from any defect in the software or its documentation, even if advised of the possibility of such damages. WizardWorks also reserves the right to alter or delete any product specification stated or implied.

The warranty described above is the exclusive warranty for this product. No other warranty, express or implied, is offered for this product.

Table of Contents

Introduction	4
System Requirements.....	4
How to Upgrade Duke Nukem 3D	5
How to Install Duke It Out In D.C.	6
How to Start Duke It Out In D.C.	7
How to Play Duke Nukem 3D Normally	7
Multiplayer Gaming In D.C.	8
Duke's Story in D.C. - Mission Briefing.....	9
Level Guide.....	10 - 13
Contacting Technical Support	14
Credits	15

Duke It Out In D.C.

Thank you for purchasing Duke It Out In D.C. for Duke Nukem™ 3D for Macintosh. This is just the thing to get you started in politics! This manual will guide you through installing and running Duke It Out In D.C. and upgrading Duke Nukem 3D to the latest version. When you have installed Duke It Out In D.C. successfully, you will be able to replace the third episode of Duke Nukem 3D with Duke It Out In D.C. any time you wish. This makes no permanent change to Duke Nukem 3D and you will be able to play Duke normally at any time.

System Requirements

- Registered Version of Duke Nukem 3D for Macintosh.
- Macintosh® or compatible computer capable of running Duke Nukem 3D for Macintosh.
- 9MB free hard drive space.

How to Upgrade Duke Nukem 3D

1. Close all open windows on your computer.
2. Insert the “Duke It Out In D.C.” CD-ROM into your computer’s CD-ROM drive.
3. Double-click on the “Duke It Out In D.C.” CD-ROM to open the CD-ROM window.
4. Double-click on the folder named “Duke Nukem 3D Update” to open the folder window.
5. If you have a PowerPC Macintosh or compatible, double-click on the “Duke (PPC) 1.2” Update icon. If you have a 68040 Macintosh, double-click on the “Duke (68K) 1.2 Update” icon.
6. The Updater will automatically find Duke Nukem 3D on your hard drive. Click on the **Update** button to update Duke Nukem 3D to version 1.2. When finished, click on the **Quit** button.
7. You may wish to copy the “Duke Net Startup” icon into your “Duke Nukem 3D” folder after finishing.

Duke It Out In D.C.

8. You *MUST* empty the Trash (by selecting **Empty Trash...** from the **Special** menu) before you install “Duke It Out In D.C.” onto your computer.

How to Install Duke It Out In D.C.

1. Close all open windows on your computer.
2. Insert the “Duke It Out In D.C.” CD-ROM into your computer’s CD-ROM drive.
3. Double-click on the “Duke It Out In D.C.” CD-ROM to open the CD-ROM window.
4. Double-click on the “Installer” icon to run the installation program.
5. Click on the **Install** button in the “Installer” window.
6. The Installer will automatically find Duke Nukem on your Computer’s hard drive. Click on the **Open** button to begin installing Duke It Out In D.C.
7. After installation is finished, Click on the **Quit** Button. Now you are ready to Duke It Out In D.C.!

How to Start Duke It Out In D.C.

1. Insert the “Duke Nukem 3D” CD-ROM into your Computer’s CD-ROM drive.
2. Open the “Duke Nukem 3D” folder on your computer’s hard drive.
3. Double-click on the “Play Duke in DC” icon. Duke Nukem 3D will start up.
Duke It Out In D.C. will make a few temporary changes to your version of “Duke Nukem 3D.”
4. Start a new game, choosing episode 3, which is now labeled “Duke It Out In D.C.”
5. Waste those aliens!



Play Duke in DC

How to Play Duke Nukem 3D Normally

1. Quit Duke Nukem 3D.
2. Double-click on the “Duke Nukem 3D icon.
3. Duke Nukem 3D will now play normally.

Multiplayer gaming in D.C.

The entire Duke It Out In D.C. episode is both Cooperative play and DukeMatch ready. But a word of caution: many of the maps are very large and memory intensive! If you plan on playing multi-player, you will need a relatively fast computer!

Go through the normal Duke Net Startup program to get to your Duke It Out In D.C. levels. The maps are in the Duke In DC folder in your Duke Nukem 3D folder, and are named DUKEDC1.MAP - DUKEDC9.MAP. Each player must have Duke It Out In D.C. installed on their computer.

Duke's Story in D.C. - Mission Briefing

After an alien ship crash-landed at the Capitol Building, aliens began a vicious assault destroying critical government buildings, invading national monuments and taking over key military installations. The Aliens even managed to destroy our secret government tunnel system - bringing our government to a standstill.

Arriving in D.C., Duke is dropped off on the front lawn of the White House to begin his search for the President.

Quick note: We have included an ending animation which will play when you complete the entire Duke It Out In D.C. episode. When this new animation starts, don't press any keys or you will skip right past the exciting conclusion!

Level 1 - Hell to the Chief

This level puts you smack dab in our nation's center of power - the White House. Here's your chance to see the Oval Office up close. However, you may be distracted by some unwanted tour groups.

Level 2 - Memorial Service

Honest Abe never had it so bad... The Aliens have shown up in force at the Lincoln Memorial, but Duke arrives with his own brand of protest!

Level 3 - Nuked Files

If the truth is out there, there is no better place to find it than at the FBI building. Duke begins his own investigation into the aliens, with pipebomb in hand.

Level 4 - Smithsonian Terror

Duke arrives at the Smithsonian and begins his search of this massive museum. Duke wants to turn the aliens into a permanent exhibit on endangered species.

Level 5 - Capitol Punishment

An alien ship has crash landed into the Capitol Building where aliens have taken over both the House and Senate. Duke decides to impose his own form of term limits - at the end of a shotgun!

Level 6 - Metro Mayhem

The DC Metro System, once a showcase of safe and efficient travel, is now a deathtrap where the aliens entertain themselves by running over hapless commuters. It's time for Duke to send them to their final destination!

Level 7 - Brown Water

Duke finds that the D.C. sewer system is a common hang-out for alien scum. The sewage system may soon overflow from all the alien waste Duke is about to flush through it.

Level 8 - Dread October

The most advanced nuclear submarine in the U.S. Navy has a new alien admiral. Duke shows up to institute a change in command.

Level 9 - Nuke Proof

Our nation's most secure command bunker now serves as the central command center for the worldwide alien invasion force. It is impenetrable to any kind of Nuke attack, unless your name's Duke Nukem!

Secret Level - TOP SECRET

It's time for Duke to expose the top secret items our government's been hiding all these years, before the aliens get their slimy hands on them.

Contacting Technical Support

If you encounter a problem while using Duke It Out In D.C., contact MacSoft Technical Support by dialing:

(612) 559-5301

Please call between the hours of 9AM-5PM Central Time. You may also contact us via E-Mail at:

support@wizworks.com

or check our website at

<http://www.wizworks.com/macsoft/>

You may also contact us by mail by writing to the following address.

MacSoft
2300 Berkshire Lane North
Plymouth, MN 55441

Please be prepared to describe in detail both your computer and the problem you have encountered.

Credits

Duke It Out In D.C. developed by Sunstorm Interactive

Anthony Campiti.....Executive Producer

Robert TravisAssociate Producer /
Senior Level Design

Shawn SwiftArtwork / Level Design

Charlie WiederholdInterface Programming /
Level Design / Testing

Mac Conversion by Mark Adams, Maverick Software

Mac Version Published by MacSoft

Peter TamteExecutive Producer

Cindy Swanson.....Marketing Manager

Al SchillingProduct Manager

Robert J BusseyPackaging

Chris Odegard.....Graphics

Nate BirkholzMac Documentation

Original Documentation by Chris Boxmeyer

