



*"Hokey religions and ancient weapons are no match for a good blaster at your side, kid."*

## DUKE FORCES: GUIDE TO WEAPONS

WEAPON NAME	ICON	REGULAR FIRE	ALT-FIRE	WEAPON SLOT
LIGHT SABER		Various swings	Dash attack	1
BRYAR PISTOL		Weak blaster shot	Hold for charged shot	2
DL-44 BLASTER		Strong blaster shot	Use scope to zoom	2
E-11 BLASTER RIFLE		Auto-blaster shots	Use scope, then fire for 2.5X damage	3
CLASSIC SHOTGUN		Standard hitscan shotgun spread	-	3
PLASMA REPEATER		Auto-hitscan plasma rounds	Extended burstfire mode (overheats)	4
MORTAR GUN		Fires bouncing, explosive shells	Fires a cluster of smaller shells	5
THERMAL DETONATOR		Hand grenade that can ignite humanoids	Toggles contact and timed modes	6
ASSAULT CANNON		Armor piercing flak burst	High explosive rocket	7
PLASMA SPREADER		4 plasma shots	-	7
STOUKER CONCUSSION RIFLE		Concussion sphere	High-impact particle beam	8
I.M. MINE		Deploy proximity mine	Crouch + interact to retrieve	9
BOWCASTER		Bouncing, high impact blaster shot	Charge for triple shot	0

*"I suggest you try it again, Duke."*

## DUKE FORCES: GUIDE TO DIFFICULTY LEVELS

	NERF HERDER	REBEL SCUM	BRING IT ON	SO BE IT, JEDI
ENEMY HEALTH	50%	75%	100%	125%
ENEMY AGGRESSION	LOW	MODERATE	HIGH	VERY HIGH
FIGHTING CHANCE TIME	VERY HIGH	HIGH	MODERATE	LOW
ENEMY LASER SPEED	66% NORMAL	75% NORMAL	NORMAL	NORMAL
ENEMY SPRINT SEARCH	NO	NO	NO	YES!
RANDOM TROOP SPAWN	100-seconds	80-seconds	60-seconds	40-seconds



*"You'll find I'm full of surprises."*

## DUKE FORCES: GUIDE TO INVENTORY ITEMS

ITEM	ITEM DESCRIPTION
BACTA TANK	Single use portable healing tank. Works quickly, but not instantly.
BOOTS	Protects against environmental hazards and torture droid needles.
JETPACK	Double-jump to boost upward, hold jump key to sustain lift.
LIGHT AMP GOGGLES	Increases the player's view distance and highlights enemies.
PORTABLE BARRIER	Deploys a one-way energy shield that stops enemy shots and harms enemies on contact.
REMOTE DRONE	Deploys a training drone programmed to attack and distract enemies.
SELF-SHRINKER	Shrinks / unshrinks player when used. Needed for some Duke 3D puzzles.

# DARTH NUKEM

*"You must learn the ways of the force, Duke"*

## DUKE FORCES: GUIDE TO ABILITIES AND UPGRADES

ABILITY	DESCRIPTION	HOW TO USE	HOW TO OBTAIN	UPGRADEABLE?
FORCE HEAL	slowly regenerate lost health	Crouch while holding interact key	Obtained at start	Complete episode 1
IMPROVED REVIVE	Player retains more health on revive	Kill enemy to revive when downed	Complete episode 2	NO
FORCE PULL	Levitate objects towards the player	Hold interact while aiming at object	Obtained at start	Complete episode 3 (improves speed)
FORCE THROW	hurl a force-held object. Auto-targets	Press fire while force-pulling object	Obtained at start	NO
FORCE CHOKE	Choke and levitate biological enemies	Hold interact while aiming at enemy	Obtained at start	Complete episode 3 (improves damage)
FORCE PUSH	Violently push non-biological enemies	Press interact while aiming at enemy	Obtained at start	NO
FORCE STEALTH	invisible to enemies while not firing	Crouch for a second without firing	Obtained at start	Complete episode 5
SLOW TIME	Time seems to pass at ½ rate for 10 sec	Triple-tap interact key	Complete episode 6	NO
MORE FORCE ENERGY	Increase maximum force energy	N/A	Complete episode 4	NO
INCREASED MAX HEALTH	Player's maximum health +20	N/A	Defeat Sith lords	YES
INCREASED MAX SHIELDS	Maximum shield strength +40	N/A	Defeat Sith lords	YES
DETECT SECRETS	Indicates when secret is near	Aim at general location of secret	Defeat Sith lords	NO
SHIELD RECHARGE	Shield partially recharges	N/A	Defeat Sith lords	YES
IMPROVED LIGHTSABER DASH	Saber dash attack longer and > power	Press alt-fire while holding lightsaber	Defeat Sith lords	YES
DOUBLED REMOTE DAMAGE	Doubled Damage for drone ally	Use remote inventory item	Defeat Sith lords	NO