

Duke Nukem: Time To Kill FAQ/Walkthrough

by Seth Paul

Updated to v0.99 on May 31, 2002

Duke Nukem: Time to Kill FAQ and Walkthrough

Version 0.99

c1998 Seth Paul (V0.4-0.7 c1999, 0.75 c2000, 0.9 Onwards c2002)

IMPORTANT NOTE: This game was played on a U.S. version of Duke Nukem set at 'Death Wish' difficulty, non-Greatest Hits edition. Slight differences in game features and enemy placement may vary on your particular difficulty and version.

DISCLAIMER:

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Unless otherwise noted due to the help of many fine people (listed in the credits below), the following walkthrough is based on my own experience with the game. You may save it, read it, pass it out to friends and what not, even post it on your game-related website. The only thing I ask is that you do not change the guide in any way without consulting me first. Don't be afraid to ask, either...I won't bite your head off. I'm just hoping somewhere out there somebody isn't taking my years of work and claiming it as his or her own. You gotta have standards, you know?

IMPORTANT! IMPORTANT! READ THIS!

It's over. After nearly years of hard work, I have finally completed this walkthrough as much as I'd like to. Why not version 1.0, then? Because this guide is not FINISHED finished, as in all secrets found or all codes discovered. I have my pride, you know, and I could never call a walkthrough the final version if there was still more to do. However, if you do have more codes, more jokes, or more two-player level secrets (or wish to make corrections to the secrets I have, for that matter), you may still e-mail me at greypatch3@wideopenwest.com. <--New

*The most recent versions of this FAQ can be found at: *
*http://www.gamefaqs.com *

Also, because he asked me nicely, Dave from <http://www.cheatcc.com> asked me to post his site on my FAQ, so I am. I've been there and it's a neat little site. Might want to check it out. However, I am a bit upset that he did change my walkthrough a bit. Just to note: I'm not going to be a jerk about it, though. The site's perfectly fine. Just ask first is all I'm asking for.

I originally posted DukeWorld as one of the sites this FAQ can be found, but unfortunately they are no longer at the address I originally listed them. I don't whether they moved or went under. If they did disappear, it's a real shame...it was a pretty good resource for Duke-related stuff.

Another site that might warrant a visit is <http://www.gamewinners.com>. It's got loads of stuff on games there as well. Still, the most recent versions can still be found at the site above.

My FAQ is also available to view on <http://www.redcoupe.co.uk>. I have never visited this site, but the owner is respectable enough.

There is also <http://www.absoluteplaystation.com>. It's a decent site as well, especially with the Thank You note feature. Sometimes it's nice to get feedback.

Very soon I hope to have my own website, where I will post this FAQ once it's up and running. Once it is, I will post the address here.

IMPORTANT NOTE: As far as I know, these are the only sites that have my FAQ on them. If you see it anywhere else, let me know! This isn't a warning or anything, I just want to make sure various sites that have my FAQ (reputable ones, that is) have the latest versions.

- I. Credits
- II. Current and Earlier Versions
- III. Duke's Enemies
- IV. Duke's Arsenal
- V. The Levels (Done!)
- VI. The Secrets in Each Level (Done?)
- VII. The Challenge Levels
- VIII. Cheat Codes (Most likely complete)
- IX. Jokes and Fun Stuff (More, maybe?)
- X. Final Words

I. Credits

I'd like to give thanks to:

3D Realms: For making such a great series of games (and such a cool character to have star in them).

n-Space: The real creative edge behind Time to Kill. Great job with the Duke license, guys!

GT Interactive: The company that manages to put Duke Nukem and other fine products on the shelves. Thanks for bringing the work to the public!

J Young : Provided me with the last secret to level 1 and was the first to send me info on the current state of the FAQ. Thanks!

Rodrigo Silva : Not only gave me the last secret I hadn't found for level 2, but gave me all 6 secrets for level 3!

The following, unfortunately, weren't the first to provide me with the last secret to level 1 (of course, no one really knew I already found it!), but they were nice enough to send the information along to me, and I'm really very grateful for that:

Simon Tompkins
Julo
Greg Foltz

Thanks to Phil Robbins, who sent me corrections on the mistakes I

made in the Jokes section.

Thanks to "Lorrie" who sent in some jokes about the Mighty Foot and strip bar.

Thanks also to "Phunkyjoey" for the movie reference about Arch Stanton's grave.

Many of you might be thankful to J. Bruce Cook, who may have found a way to deal with that pesky arena problem.

Thanks to Cheetah596, who sent me in information regarding two-player Secrets.

Thanks to Tom B., who sent me the information about Family Jewels that will probably make a lot of people sleep easier at night!!

Thanks to the following people, who sent in cheat codes:

Marcus Kaesemann

Skyler Sutton

David Flesch (also provided me with the descriptions of the Super Weapons!)

Randy L. Jack (who also sent me some Gameshark Codes; Thanks!)

Unfortunately, I cannot remember who sent me the e-mail that talked about the actual status of the Adult Code. I would still like to thank that individual, since I don't have a European copy of the game I would have never found it out.

Thanks to Aaron Gillott and Joe, who both sent in about Lara Croft's suit in level 1.

Thanks to Bill McDonald, who gave information on the mysterious Supershield item. I'll get around to testing it someday!

Thanks to Bjorn Buecker, for joke #19.

Thanks also to Valerie Byrnes, who helped me find the last Challenge Icon and proved to me that I need to get my eyes checked...I still can't believe I didn't see that gigantic hole in the ceiling.

Speaking of the above secret, well, it's been a (very) long time since I began this guide, and unfortunately many sent in the information on this secret long after I found out about it. Sorry I never wrote to you guys, I was very busy and never really got around to completing this guide on the schedule I wanted (I originally wanted this thing done a week after the last version, not 10 months or so). But, I never want anyone to feel cheated if they contributed to this guide and didn't get the mention they deserved. So without further ado, here are the list of people who gave me the secret, starting from March (wow, has it been that long? Eesh.):

Kevin Griffin

Alan (Totally Knutz)

Nathaniel Morgan

"GamemasterN"

MRKLANG186 (Assume name is Mark Lang, please correct me if I am wrong)

Joe M. Pace

If I have missed anybody, please let me know.

Finally, I would like to thank Mister Aaron Percival, who refuted my claim that no one owns this game anymore, in a short e-mail that got me motivated again.

II. Current Version and Earlier Versions

Version 0.99

- Corrected secret information for Let the Games Begin
- Did secrets and walkthrough for Blood Baths
- Completed strategy for beating Moloch
- Added section "Final Words"
- The End?

Version 0.9

- Completed secrets to the best of my knowledge on Pig Factory
- Added more jokes
- Completed walkthrough for Hog Heaven
- Completed walkthrough for Pig Factory
- Completed walkthrough for Let the Games Begin
- Completed secrets for Hog Heaven and Let the Games Begin
- Made note that cheat codes area is most likely completed

Version 0.8

- Not "officially" released; number in corner of FAQ was incorrect, as most recent was 0.75.

Version 0.75

- Added more to the jokes section
- Added info on strange, untested item in level 4 secrets.
- Added Pig Factory secrets (4 of 5)

Version 0.7

- Corrected Family Jewels secrets (4 out of [4]!)
- Added Holy Terror Level and secrets
- Completed Arsenal Section (yay!)

Version 0.6

- Added Family Jewels level and secrets (only 4 out of 5)
- Added Resistance is Feudal with all secrets
- Added some long-awaited Gameshark Codes!
- Added some new jokes and fun stuff
- Added more information to the "Let the Games Begin" problem.

Version 0.5

- Not released; 0.6 would have been 0.5, but I've added too much for this to only be a single number increase.

Version 0.4

- Completed Enemies section (yay!)
- Completed Challenge Levels
- Nearly completed Duke's Arsenal section (if you have info on the Freezer weapon, please e-mail me!)
- Added blurb on possible solution to Arena problem in Let the Games Begin level (See the Levels section if this is where you're stuck.
- Also added Wing'ed Death walkthrough
- This FAQ was posted April 30, 1999.

Version 0.3

- Added some more cheat codes
- Added three more levels (Gold and Guns, The Reaper, & Obey or Die)
- Added secrets for the two levels that have secrets
- Began work on monster section.
- Added another new section: Jokes and Fun Stuff!

Version 0.25

- Added cheat codes
- Added apologies and more credits
- Made a correction for Challenge Stage 1: 18 enemies, not 20!

-This version was posted December 17, 1998.

Version 0.2

- Clarified and completed entire Level 1 Section
- Began work on Duke's Arsenal
- Added new section: Challenge Levels
- Added secrets for Level 2 and 3
- Added walkthroughs for Levels 2 and 3
- This FAQ should be available December 1, 1998.

Version 0.1

- Finished the level 1 walkthrough
- Found 6 of 7 secret areas of level 1
- That's about it. Pretty crappy to start, isn't it?
- This FAQ was posted November 25, 1998.

If you have any information on secret areas, please e-mail me at greypatch3@wideopenwest.com. Anyone submitting information WILL be included in the credits, as I probably would not have found them without you.

III. Duke's Enemies

NOTE: The bosses of each area have their own separate levels. Therefore, their strengths and weaknesses and battle strategies are discussed in the level walkthrough below.

1. DRAK - The lesser, weaker grunts of the invading alien forces. Not particularly bright, but persistent. They are armed with small sidearms, and tend to drop pistol clips when killed. They sometimes drop small health packages.
STRENGTHS - Numbers. When you see one Drak, most likely there at least few more around. If they decide to join their comrade, you could be easily outnumbered.
WEAKNESSES - Can be easily killed with pretty much any weapon. Even a few quick shots from your Desert Eagle should be enough to put them down.
2. PIG COP - For some reason, aliens species like taking L.A.'s police forces and mutating them into single-minded, loyal followers. They are armed with shotguns rather than small guns, and can do some pretty heavy damage to the unwary Duke. Sometimes they drop shotgun shells, shotguns, or somewhat used armor.
STRENGTHS - Again, pig cops have numbers on their side. They also can be found in a multitude of forms. For example, in the Old West, they disguise themselves as cowboys. Some even go so far as to strap bombs to their chests and run at Duke, hoping to blow him up (and they usually succeed). Their weapons do more damage than Draks.
WEAKNESSES - Using their own weapon against them (i.e. the shotguns) is probably the weakest non-super weapon you should use on them. Anything above it should mow them down. Strafing while shooting helps, too.
3. NECROS - A Necro is similar to the Octobrain found in an earlier Duke Nukem encounter. They float around and shoot fast-moving mental blasts at Duke.
STRENGTHS - Necros tend to move pretty quickly when spooked. The mental blasts they shoot take a considerable chunk out of Duke's health. The fact that they can fly makes them harder to hit. Don't go at them with anything less than the Gatling Gun.
WEAKNESSES - Unlike bullets, you can see the blasts early enough to dodge out of their way. Necros are really at a disadvantage underwater, though. Not only is their

maneuverability reduced, their mental blasts travel slower than a molasses covered turtle. They also don't appear in really large groups most of the time.

4. BATS - A bat is, well, a bat. Just your basic flying rodent that flies around and generally makes a nuisance of itself.
STRENGTHS - Small, but other than that they're pushovers.
WEAKNESSES - Go down in a few hits.
5. HELLWINGS - Larger, more dangerous bats. These suckers shoot flaming balls at you and make an annoying screeching sound as they do so.
STRENGTHS - Hard to hit, even when standing still. Fast-firing weapons work best.
WEAKNESSES - Tend to be loners, can't withstand much damage, and they can't hit you if you're underwater.
6. HEAVY DRAKS - You'll know them when you see them. They're purple, bigger than their green cousins, and carry Gatling Guns.
STRENGTHS - Definitely the gun. It's far more powerful than the guns the regular Draks carry. This creates the added tendency to avoid more than one at a time.
WEAKNESSES - Guns aside, these are Draks you're dealing with. Some well-placed shots should take them down easily.
7. ROBOTS - Pretty nasty. Tank guns roam around and fire at you with a high-speed gun. Tripod guns don't move, but they have long range.
STRENGTHS - Rapid-fire weapons means constant wear on your armor and health. Stay out of their gunfire if you can.
WEAKNESSES - Sniping at a distance with your Desert Eagle is great for tripod guns. A well-placed RPG blast does well with everything else. Also, they might not see you sneak up behind them...
8. LARVAL NECRO - THE most annoying enemy in the entire game. From far away they're not so bad, but if they see you, they will jump on you and suck your life away. Evil, evil, evil!
STRENGTHS - There are lots of them, and they won't let go once they find a nice hovering spot around you.
WEAKNESSES - Use the limited seeking capabilities of the Energy Weapon to deal with these monstrosities. Not much else works well enough (or fast enough).

IV. Duke's Arsenal

WEAPONS

Weapons are provided in the order that you are most likely to find them in the course of the game. This includes weapons found in secret areas.

1. Mighty Foot

Not much of a weapon, really. Duke basically sticks his foot out and hopes it hits something. Mainly useful if you want to break open boxes or weak grates without wasting important ammo.

AMMO USAGE: None (It's Duke's foot, all right?)

AMMO CAPACITY: N/A (Duke has as many feet as needs.)

2. Desert Eagle

Duke's trusty sidearm. A good, reliable piece when no other weapon is available. It's high accuracy, high rate of fire, and very little loss of damage over distance makes this a good sniping weapon.

AMMO USAGE: Pistol clips.

AMMO CAPACITY: Duke picks up 20 bullets per clip up to a maximum of 200 bullets.

SUPER VERSION: The Super Eagle (Same as Desert Eagle, but fires

even faster than the normal version).

3. Combat Shotgun

A powerful gun (it can blow limbs off!) that has an acceptable rate of fire. However, the bullets spread out, so the further away the target is, the less damage it will take. This gun is probably the commonly chosen for wandering around the levels.

AMMO USAGE: Shotgun shells.

AMMO CAPACITY: Boxes of shells give Duke 10 rounds up to a maximum of 50. Used shotguns give Duke 24 shells.

SUPER VERSION: The Super Shotgun (Can fire four quick blasts in a row before reloading).

4. Gatling Gun

Another good gun to roam levels with. Has an EXTREMELY high firing rate, but has low accuracy, especially at far distances. It also consumes ammo quite rapidly, but Duke can hold enough ammo for this gun that this really isn't a drawback.

AMMO USAGE: Boxes of bullets.

AMMO CAPACITY: Duke can hold a maximum of 400 bullets, with boxes adding 100 bullets to his arsenal. Picking up Gatling Guns adds 150 to the total amount.

SUPER VERSION: The Laser Gatling Gun (Fires lasers instead of bullets which are more accurate and do more damage than before. Unfortunately, it only holds 250 rounds instead of 400.)

5. Pipe Bomb

One of Duke's more useful indirect weapons. Duke can throw one a fair distance, depending on how long you hold down the action button. Duke can then either pull out another one (useful for setting up big explosions or multiple small explosions at once) or detonate them with a remote switch. There is no time limit, so Duke can wait until he's good and ready to set them off. Good for setting traps for the unwary. Be careful of the explosion, though. If you're too close Duke can get hurt or even blow himself up.

AMMO USAGE: Pipe Bombs

AMMO CAPACITY: Picking up Pipe Bombs gives you 5 bombs to toss, up to a maximum of 15.

6. RPG (Rocket Propelled Grenade)

One of the most powerful weapons Duke can use. Basically, it's a rocket launcher. One shot can reduce most enemies to mere piles of steaming meat. Unfortunately, Duke can only hold a very limited amount of ammo.

AMMO USAGE: Box of grenades

AMMO CAPACITY: A box of grenades gives 4 rounds, up to a total of 8. Picking up an RPG also gives you 4 rounds.

SUPER VERSION: The Incendiary RPG (How this weapon can be more powerful surprises me, but apparently it is. It also catches enemies on fire.)

7. Dynamite

A weapon similar to the pipe bomb, but lights immediately and should be thrown quickly. Be careful you don't bounce it back into yourself!

AMMO USAGE: Dynamite sticks

AMMO CAPACITY: Comes in packages of 10, and Duke can hold 20 sticks.

8. Throwing Knife

A weak looking weapon, but a well thrown knife can take out an enemy in one or two hits. But, Duke can't find many of them at once, can't hold too many, and they don't have fantastic range.
AMMO USAGE: Throwing Knives
AMMO CAPACITY: Duke can only grab one knife on a pickup, but can hold a total of 10.

9. Buffalo Rifle

A gun found in the Old West, this baby can do some fairly good damage for long range firing. Reload time on it is pretty bad.
AMMO USAGE: Buffalo Shot
AMMO CAPACITY: Duke can pick up a rifle for 8 bullets, but picking up shot gives him 10. The maximum he can hold is 20.

10. Flame Thrower

At short range, this weapon can roast any adversary, but pig cops are probably the most susceptible. It has two problems: You have to hold the weapon for a fairly long time on the target or they won't heat, and it burns ammo very quickly.
AMMO USAGE: Bottle of fuel
AMMO CAPACITY: A Flame thrower offers 60 bursts of flame, but a bottle completely refills your ammo at 200.
SUPER WEAPON: The Hi-Temp Flame Thrower (Cooks enemies faster than normal. Has a blue flame.)

11. Throwing Axe

This weapon can be fairly powerful in the right hands. Don't rely on them too much, though, because the amount you can hold is painfully small.
AMMO USAGE: Axes
AMMO CAPACITY: They come in groups of 2, but Duke can manage to grab one at a time. The most axes Duke can hold are 5.

12. Crossbow

A long range firing weapon, this is basically the medieval version of the Buffalo Rifle. I find that it works much better, though. It has a wider range due to its ability to fire three bolts at a time (only consuming one unit of ammo, though).
AMMO USAGE: Crossbow bolts
AMMO CAPACITY: Duke can pick up crossbows with 6 bolts in them. The most he can hold is 200.

13. Holy Hand Grenade

1, 2, 5! (Three, sir!) 3! Straight out of Monty Python and the Holy Grail, these explosives are far more useful than dynamite and pipe bombs for one good reason: the grenade will 'seek' out the nearest enemy and explode. If there's no enemies around, though, the grenade will bounce aimlessly and explode after awhile on its own. That's when you should watch out.
AMMO USAGE: Holy Hand Grenades
AMMO CAPACITY: Duke finds these in bundles of three, and can hold 10 of them at one time.

14. Energy Weapon

A pretty neat addition to Duke's arsenal. This weapon fires a short range 'claw' which can 'seek' out a nearby enemy, latch on, and holds them until they burn up. Great for Larval Necros.
AMMO USAGE: Energy Cells
AMMO CAPACITY: Duke can pick up the weapon and get 50 seconds of

firing power. An energy cell gives 200 seconds. Duke's maximum is 200.

SUPER WEAPON: The Super Zapper (Shoots a much longer beam and has better seeking abilities. Eats ammo very quickly, though.)

15. Freezer

Works exactly like the Freezethrower from Duke 3D. Point it at an enemy and shoot them until they turn into a frozen block. Shoot again (or run up to them if you want to save ammo) and they shatter. Best used for crowd control, where you can freeze some enemies, kill others with other weapons, then shatter the ice cubes. WARNING: Enemies will thaw after a few seconds. Also, beware of hitting yourself! Duke can also be frozen by his own bullets.

AMMO USAGE: Freezer Crystals

AMMO CAPACITY: Freezers come pre-packaged with 50 shots, but can hold a total of 200.

PICKUPS

1. Medkits - Duke can run into these items and heal himself for some minor damage. Most medkits repair for 10 points of damage.
2. Ammo - Each weapon has various ammo types. The amount and types of ammo can be found above in the Weapons section.
3. Steroids - Picking these up allows Duke to speed up immensely for a short time. Duke goes back to normal after they run out.
4. Double Duke - Duke will turn red and transparent with this powerup. While it is active, Duke will deal out 2x the amount of damage he normally does. It will eventually run out and Duke will return to normal.
5. Invisibility - Duke goes transparent upon pickup. Duke will be invisible to enemies until the powerup wears off. Shooting at enemies, though, draws their attention to Duke.
6. Invincibility - Duke turns a bright white and cannot be hurt until the effects wear off. Get as many kills in as you can before it does!
7. Atomic Health - This boosts Duke's health 50%. Unlike medkits, Atomic Health can push Duke's health over 100%(Up to 200).
8. Armor - Upon pickup, armor reduces damage done to Duke until it wears out(indicated by a number scale next to the ammo indicator). It is sometimes dropped by dead Pigcops.

INVENTORY

Inventory is any pickup that you can start and stop the use of at anytime. All of these items start with 100 points that go down with time (except for the Portable Medkit; see it for details).

1. NVG (Night Vision Goggles) - These will allow you to see dark areas of levels (with a green tint) until you remove them or they run out.
2. Jetpack - Probably the most useful item in the entire game. The jetpack allows Duke to fly to places he could not reach merely by jumping (or it can just be a useful shortcut device). As a bonus, the flame underneath can cook your opponents (if you hang there long enough)! Just don't run out while high in the air.
3. Bio Mask - Been breathing noxious fumes lately? This item filters out nasty chemicals in the air that do Duke some serious harm. When you see clouds of gas, be prepared to put this item on soon.
4. Portable Medkit - This item is probably the second most useful in the game. Like a medkit, this will restore Duke's health. Unlike a regular medkit, the unused portion is stored for later

use. It starts with 100 points that go down with usage, not time of usage(ex. Duke has 53 health and a full Portable Medkit. Using the kit brings Duke's health back to 100, while the medkit now has 53 points for later use). If Duke tries to restore more than the amount left in the medkit, it will only restore the medkit's max(Duke has 23, his medkit has 53, the highest he can go is 76 before the medkit is used up and is gone).

5. Keys/Crystals/Jewels/etc. - During levels, Duke will pick up various items that will help him solve puzzles in the level. They will stay with Duke until he decides to use them somewhere. The biggest examples of this are the crystals that Duke uses to go through time.

V. The Levels

A. Level 1 - Time to Kill

Above Ground

You start out in a small park. Shoot however many pig cops show up unexpectedly. Run towards the wrecked police car (NOT the regular gray car) and turn left. Shoot some more pig cops and run into the subway. One pig should drop a blue ID card. If you don't find one, then run to the locked door at the end of the end of the subway hall. Shoot the cop standing in front of it and take the keycard. Swipe it in the slot and the door will open.

The Subway

You are now in the subway station. Run onto the tracks and turn into the opening not blocked by the train. Kill some enemies and climb up to the doorway. Kick the door open and prepare to face some pig cops. Disposing of them, run to the farthest wall of the room from the door. There will be a switch there that activates the subway's power. Run back to the station and into the ticket booth, where a Pig Cop is waiting. Kill him and, if you want to, take a peek with the security cameras. A console will be just under the window of the booth. Activate the switch and the train will start. Don't get on it, though. It will crash shortly after you start it up. But, the way behind it is now clear. Kill the pig cops and shoot the explosive canisters as you head down the now clear tunnel. Jump up into the cavern created by the explosion and kill some Draks. One Drak in this passageway will drop an ID card for the locked room in this hallway. Open the door and you will find the time machine that started this whole business. It doesn't work yet, though. You will need three crystals scattered through this level.

Crystal #1

Turn around and head through the hallway directly across from the transporter room. As you move through this tunnel you should see a tunnel branching off to the right (it has purple lighting). Go down this new pathway and you will reach a set of platforms suspended from chains. You will also hit a couple of Draks. Kill them, then jump off of the nearest platform and into the water below. There should be only one platform you can reach from here. (Well, there are more, but it's the only one with chains) Climb up onto the platform and grab one of the chains holding it up. Climb up the chain, making sure to turn Duke enough so he can grab onto the ledge above. Turn and jump up into the inset of the wall. Here you should see a large gray statue-looking thing. In it is a crystal. Take it. Duke will comment and you can leave this room with a small series of jumps. Return to the original hallway that you entered this area from.

Crystal #2

Follow the green hallway until you reach a large room with a broken bridge. Making sure no one can hurt you, run across the first half of the bridge and jump to the second. Follow the rest of the corridor (careful, there's an area where the water bogs you down considerably. A robot is seated on the ceiling at the other end. Try taking it out with the handgun as soon as it comes into your view (You can see it, but it can't see you unless you get too close). The crystal is just a swim across an empty pool.

Crystal #3

Return to the area just outside the transporter room. Facing the room, turn right and head up the passage. It will open up into a large chamber holding a bunch of boxes and enemies. Jump down, taking out everyone necessary. Take the only (clear) exit out of the room and go until you come to the very end of the road. There should be a platform with a robot and valve in the middle of a pool of water. Shoot the robot and jump onto the platform. Turn the valve. The water should drain out. Backtrack to another room with a valve and turn it. The room will fill up with water. Jump into the water and swim down halfway to an underwater tunnel. Swim into the tunnel and follow it (taking a breath at a midway point if you need to). At the end, surface. Kill any Draks and get out of the water. Move in and take the crystal.

Now, with all three crystals, go to the transporter room. Place the three crystals and watch as the time warp opens. Jump in and get ready to go to the Old West!

B. Level 2 - Duke Hill

Duke now wonders what the aliens are up to in the Old West. But, to find out, he needs to get inside the bank vault. Then, once he knows, he can grab a key and storm the nearby garrison, where a mine shaft has been excavated. That shaft brings him to level 3. The important thing now, though, is to find the three pieces of paper scattered through the level that hold the combination to the bank vault.

Note #1

Duke begins by an old church and a hangman. Further along is a street. Run down the street, dodging and shooting at Western pig cops. On your left as you run down the street is a building with the sign BANK above it. Kick in the door and shoot some pigs. Run behind the counter. Right in front of the vault door is a piece of paper. This is the first number of the combination.

Note #2

Leave the Bank and proceed around the street corner, opening up upon a dusty walk with a saloon and pig cops. Shoot the pig cops and run down the street, turning LEFT when you reach the end. There should be a well here. Climb down the inside of the well and go into the water. Be very careful of the Necros down here! Swim around, making sure to stay to the left. Eventually you'll arrive at a surfacing point. Jump out to collect some ammo and the second combination note.

Note #3

Exit the well the same way you came. The final note is around the corner, in a cell in the garrison. Problem is, two sentry guns

block any access to the garrison. The easiest way to deal with them is to pull out the RPG (if you have it, but if you don't check The Secrets to find one in this level!) and blast them from a nice, safe distance. A cellar door will open. Proceed with caution until a pig cop or two jumps out. Deal with them and go in the cellar. You will come to a seemingly dead end. A wall in the back is movable, though (it's VERY differently colored than the other ones), so just push it. Grab the NVGs if you don't have them already and enter. The dark corridor leads to a ladder (and a box of grenades hidden in the dark). Climb the ladder and enter the cell. If a pig gives you trouble, shoot him. The note should be right in plain sight.

The Bank

You can now put the combination in at the bank. Run all the way back there and open the safe. Duke will find that bars of gold have been mysteriously changed to lead. What are the aliens up to? Anyway, grab the skeleton key from the back wall and be ready for a nasty surprise! Get safely out of the bank.

The Garrison

Now you can finally go in the front door of the garrison. Run all the way back (thankfully Duke's in pretty good shape!) and use the key in the door. Waste some enemies and run to the left. You will come to some stairs. Go up them and run straight through to the next room. Turn and run past the cells with the Necros. Turn right again, and follow the corridor to the end. Turn left and you will come to a mine shaft elevator. Pull the switch and you descend into Level 3, Miner 69er! (NOTE: There is a lot of stuff you can collect here, but for the sake of those who want to blaze through I have not mentioned them. A few tips, though: Next to a cell on the second floor is a gray switch with four settings. Put it on the fourth setting to collect some good stuff. The other settings open up cells with Necros inside! Also, should you go in the cell with the atomic health, the door will shut behind you. Don't worry: the wall on one side can be blown open. Just don't stand too close!)

C. Level 3 - Miner 69er

The Key: Long Way

When you start this level, there are two ways of going through: one quick, obvious way and another, more cautious, but longer road. The long one involves going to the pool of water down the path behind Duke's starting location. A ledge with a pig cop on it holds a switch. Push it and go back to where you began the level. Go left and kill the opposing Draks. Turn left and kill more Draks. You will be in a room with another switch. Push it, then return down to Duke's starting point. Go into the new opening and kill some pigs. At the end of this route is a key and another switch. DON'T PUSH THE SWITCH! Take the key and run back to the Drak area. Run up the other pathway and take a right. You'll be in a room with a few levels of grating floors. If you want to, grab some ammo and items, then unlock the big door.

The Key: Short Way

Run straight ahead into the room with the weird gas and the Necros. Before going into the pit, though, make a right and snag the bio mask off the wall. Kill any Necros you can see, put on the mask, and run into the fumes. Kill more Necros on your way to the area with the grating floors. When safely out

of the gas, take off your mask to conserve it. Go into the only other available pathway, killing Draks. Make a right at the dead end and push the switch. The dead end will open, letting you go through a path with pig cops in it. Kill them and grab the key. DON'T PUSH THE SWITCH! If you do, you'll have to run through the gas again. Instead, backtrack back to the grating room and unlock the big door.

The Drill

Both paths converge from now on. Follow the hallway until you get to a room with Necros and pillars sticking out of water. Kill the Necros and get ready to jump. The best path across goes around to the left. You can safely ignore the ledge with the bullets on it; it's really not worth the hassle in case you miss and fall in the water. Jump into the next tunnel and be cautious of pig cops and pig bombers. There are two ways to go here, but they don't really branch off, so pick one and you'll eventually get to a room with a mine cart and a ramp going down a ways. Kill any Draks that are here, and go down the ramp. There will be some more Draks here too, so kill them and follow the path until you reach a place with a pretty nasty looking device with several drilling heads on it. DON'T JUMP IN! Instead, jump up to the underside of the grating. To do this, press the jump button and hold the action button while standing directly underneath it. Duke will hold on and you can swing him safely past the drill. On the other side is a hole that the drills periodically sweep over. Wait for a safe time and fall into it while hanging directly over it. The drop won't hurt Duke, and you'll be safely past this obstacle.

The Chasm and Exiting the Level

At the other end of this tunnel is a large chasm. Most of the bottom is consumed by an underground stream, but most areas are rock that can hurt if you fall too far. There are far too many jumps here for Duke to navigate it easily, but there is a jetpack up in the far right corner (as seen from Duke's POV when entering this area) that will make life much easier. To get there, jump to a ledge across from the entrance where a Drak is found. If you haven't already, shoot him. To Duke's left is another ledge. Jump up here. This ledge should allow Duke to jump and reach a bridge-like rock structure. Run along this bridge and turn left. There is a small hole in the wall. Do a run jump into it. Turn around and you should see a ledge with a jetpack on it. Run jump (and, if necessary, grab) to this ledge and take the jetpack. Turn it on and face across the length of the chasm. Fly across (be careful of any enemies that might show up!) and a tunnel should appear. Land and run through it. DO NOT UNEQUIP THE JETPACK! Some parts of this tunnel will collapse under you unexpectedly. If they do, immediately jetpack out of the hole, land on safer ground, and keep moving. Unless you're low on health, ignore the atomic health at the end of this tunnel; it calls three pig cops in to take you out. Fall down the hole at the end and you'll end up on a railroad track. Follow the track all the way to the end. You will be in a room with a door in it. Push the button to the left of the door and prepare for the next level!

D. Level 4 - Gold and Guns

Gun #1

Duke starts out in a tunnel facing a broken version of the guns you will have to take out during the course of the level. Follow

the tunnel to an area with an elevator, 2 hallways (one blocked by rock) and some pig cops. Kill the pig cops and pull out any explosive weapon you have and blow up the rock blocking the one hallway. Follow this hallway (be careful in the room with the pool of water; those bats can be hard to hit) until you can just see the gun ahead of you. Duck and roll behind the mine cart. Then, turn Duke and start rolling around the gun in a circle. The idea is to keep the gun turning so it can't sight in on you (you don't want to get hit. Trust me.). When the gun is facing the other direction and still turning to sight you, stand up. If you have a gun out, put it away. On the wall behind the gun is a green switch with a gun symbol next to it. Quickly push the switch. The gun will turn off. One down, two to go.

Gun #2

From the gun switch, turn right and run down the hallway. At the end will be a large grate with a switch next to it. Push the switch and the grate will open. You will be in a room with two ledges on either side of a lava pool running down the middle. Run down the ledge you are on until you reach a wooden bridge, and be cautious of several Draks in the area. Cross the bridge and make a left. There will be two hallways leading off of this ledge. Go to the second one and jump over the pool of water. The room you should be in now is a large cavern with a rocky ledge on the left side of the room, a doorway across the cavern from where you are, some more water on the right side at the bottom, and a conveyor device above you. After picking off the enemies in here, get across the cavern via the conveyor device or the jetpack. To use the strange device, have Duke jump up and grab the underside of it. Then, pull out your Desert Eagle and aim for a rectangular panel next to the doorway on the other side. Shoot it, and the conveyor will carry you across. Follow the hallway until you reach a chamber with pig cops inside. Be cautious - Gun #2 is in here and can see you if you stand in the doorway. But, to the left is a series of columns that you can hide behind. Do the duck & roll maneuver to get the gun swerving. On the column closest to Gun #2 (on the gun's side of the column) is the switch to turn it off.

Gun #3

Return across the cavern and dive into the small pool of water you jumped over earlier. There will be two branches leading off in opposite directions in the water; if you come to a room with pig cops and crates, you went the wrong way, but you can still pick up some useful ammo here. If you went the right way, a more open room with a Drak and barrels awaits you. Shoot him, collect some stuff, and take the only other exit out of the room. You should come to an area with two exits: take the leftmost exit into a small chamber with plenty of columns and plenty of Draks. In one wall is a hole where you can jump up and collect an Atomic Health. Leave via the other exit in this room and enter a maze-like (but easily navigable) system of hallways. They will eventually all lead up to a room full of lava, pig cops, and ledges. Make sure you have a jetpack; if you don't, one is available up at the top of the screen to your right when you enter. Jet up to the highest ledge in the middle of the room. From up here, you can see Gun #3 (and most likely he can see you). Wait until it faces you, then jet over it, landing right behind it. You should be right in front of the switch. That will take care of the last gun in this level.

The Exit

Return to the beginning of the level any way you'd like. There are numerous shortcuts you can take to get there. When you get to the room with the sunlight streaming down from the ceiling and the elevator, walk up to the elevator button and push it. Go in and move the lever to leave the level. Congratulations! You only need to take out the boss of this world before you go back to L.A.!

E. Level 5 - The Reaper

The Reaper is rather easily beaten. In fact, you never even have to enter the main arena (you can, if you want to collect stuff, but it's not recommended)! At each entrance to the main arena is a series of nine barrels: 5 along the outer wall, 2 on your side of the entrance, and 2 on the Reaper's side of the entrance. First, destroy the 7 barrels on your side of the wall. Then, stand behind the wall on either side of the entrance and wait for the Reaper to stop near your entrance. Carefully peek out, aim for one of the two barrels on his side, and fire. The blast should take out about 1/8 of his health! Quickly run to the other side of the entrance, peek out, aim for the other barrel, and fire. The Reaper will have lost at least 25% of his health! Repeat this procedure at the other three entrances and the Reaper should be a scrap heap in no time!

F. Level 6 - Obey or Die

Welcome back, Duke. Unfortunately, instead of a hero's welcome, things are even worse than when you left. Like level 1, the idea here to collect the crystals and warp back to another time. Unlike level 1, this time you enter an area you never saw before: the warehouse.

Getting into the warehouse

First off, watch out for the robots patrolling the area. Looking around, notice that the subway tunnel has been pulverized and submerged, so there's no going back (you can swim down there and retrieve an atomic health, though). Go down the alley and climb into the apartment. Inside is a cabinet, which opens to reveal the warehouse key. Jump out of the apartment and head for the warehouse (if you don't know where it is, go out near the area that started level 1; it's the building with the partially opened door and key slot next to it). Insert the keycard and be ready to take on some Draks on the other side.

The Green Crystal

The easiest crystal to find in the whole level. Take a left from the entrance to the warehouse to find a hallway with employee break rooms and offices. In the room at the far end on the right is the crystal.

The Red Crystal

Go back into the large entrance room. Follow the red hallway. You will come to a room with a stopped conveyor belt and a panel next to it. Above you are some ledges. Jetpack up to them (if you don't have a jetpack, follow the conveyor the other direction. You will get to the same place). On two sides of the wall, near the ceiling, are exits into other areas. One leads to a secret (see "The Secrets" for details),

the other leads to a deep pit. Being cautious of Draks, slowly descend to reach the red crystal at the bottom. A jetpack down here will help you get back up.

The Blue Crystal

Return to the conveyor belt. Walk up to the panel and use it. Duke will put the red crystal into it. Don't worry; he'll get it back later. Enter the newly opened door. In the room with the large water tanks, turn left and head for the other conveyor belt across the way. Follow it until you reach three holes in the floor. Consider each hole numbered, from left to right, 1, 2, and 3. Go in 1 to continue the level (2 takes you nowhere, but dropping into 3, then dropping into the hole with the blue hue will allow you to collect the challenge icon for this level). In 1, take the red-hued drop-off and follow it to a pool of water. The hall will continue further on past the pool, so follow it to a ladder. Climb the ladder, then climb the crates in the next room so you end up outside. While outside, check along the wall of the warehouse for a green dumpster. Push the dumpster (using the action button) and a hole will be revealed. Go into the hole and down to retrieve the blue crystal.

Getting The Red Crystal Back

Climb back out into the junkyard. Turn right upon exiting and go to the hole located alongside the warehouse. Fall in onto a conveyor belt. Follow the belt until you are over a pool of water with a large door across it. Jetpack over to the door and push the switch right next to it. The door will open, revealing a path and several Draks. Shoot enemies and follow this new path until you return to the room with the large water tanks. Turn left and face the now dormant conveyor belt. Get on it, and follow it out until you get to the panel the red crystal is in. Since there's no power anymore, you can take the crystal without the door shutting.

Going Back In Time

Go back to the conveyor belt over the water. Carefully navigate through the flames shooting across the tunnel and you'll be in the time warp chamber. Insert the crystals, jump in the middle, and you'll be sent to the Middle Ages!

G. Level 7 - The Family Jewels

Getting into the Castle (and Jewel #1)

Duke starts this level standing across a moat from a castle owned by his long-gone relative Baron Von Nukem. Turn around and jetpack up a gravelly hill and pick up a Double Duke icon. Go back and blow away the Necros hanging around the front of the moat. Jump into the moat and swim to the right. The moat will turn left. Follow it and destroy as many Necros as you can before your Double Duke wears off. Continue on through the moat and dive under the water when you reach the castle wall. The moat continues on under the castle, so swim until you reach a large room with a bridge over the water (if you need air before this, a small air pocket is located under the castle on the way here). Shoot the pig knights and climb out on the left side. Cross the bridge and pull the switch. You will hear Duke talk and something being lowered. That's the drawbridge, so Duke can now enter the castle. Before you do, however, you can get the first Family Jewel. Turn around

from the switch, jump into the moat, and swim to the right. The moat will turn left and take you down a long tunnel where some Necros are hanging out. Shoot them and get air as necessary. The tunnel will eventually turn left again and come out into another large room. Shoot the pigs here and climb out to the left. You should be on the side that has a few ledges to climb up on (the other side has a wraparound corridor that leads to a portable medkit). Go into the doorway that exits straight across from the moat. You'll end up in a room with a few boats stacked in it. To Duke's left is a skeleton key. Take it and go into the other corridor. Go up the staircase and kill a few pigs. You will now be in a room with Holy Hand Grenades. Grab those and turn right. Across the room should be a niche with a hole in the floor. On the other side of the hole is the first Family Jewel. Kill the pig near it, jump, and grab the jewel. Fall into the hole and you will return to the moat.

Family Jewel #2 (and opening the second door)

Swim around in the moat until you get back to the front of the castle. If you pulled the switch earlier, the drawbridge should now be lowered. Climb up to the bridge and run inside the castle. You will now be in a small courtyard with pigs in front of you. Kill them and look up. On either side of the Duke Crest (aka the Atomic Symbol) are small ledges. Jump up onto either one and jump up to the ledge that goes behind the crest. Kill the pig and take the second jewel that's hidden here. Jump back down and walk up to the lock next to the locked wooden door. Use the key you got in the moat to open the door and go inside. (NOTE: If you want to get some other goodies, or you managed to get in through a secret entrance, explore the wider courtyards just inside the castle walls. There are quite a few Draks, so be careful.)

Family Jewel #3

Once inside the castle itself, take out the pigs standing guard just inside the doorway (this castle just can't stop with doorways, does it?). You'll eventually reach a wooden door that cannot be opened. When you do, turn left and head down towards a fireplace flanked by two busts. Turn left again and look up. You'll see a high tower with ledges and gratings to hang from, and you'll need to climb almost all the way to the top to continue. Run up the first steps and jump to reach the first ledge. Climb the chain here to reach another ledge. Jump and grab the monkey bars to swing your way to a room to the right (from looking towards the center of the tower). In here is Von Nukem's bedroom, complete with .er, chambermaid. Sitting on the bed is the third and final jewel. Take it.

Escape from the Castle

Run out from the bedroom. Straight across from it is another ledge with a chain on it. Take a running jump and grab the chain. Pull yourself up to the next ledge and face right. There will be a sizeable room with boxes in it, with yet another chain ledge in front of it. Jump to the ledge (and if you'd like, get the items out of the boxes) and climb this chain all the way to the top. This will lead you out of the tower. If you have a jetpack, you can jet across to a small niche that has a portable medkit a little ways up from here (of course, if you have a jetpack, you don't need to do all

the jumping around I just talked about). Head out of the chamber and you'll enter a room with some chairs. In one corner is a hole that leads down into the throne room. Before jumping down, though, pull out a Holy Hand Grenade and toss it down the hole. It should connect with a pig waiting just below you. Carefully make your way down (it's a fairly long drop!) to the wooden beam. Shoot any pig cops that give you trouble and make your way to the other end of the beam. There is another set of beams below you, but before you go down, throw a few grenades (if you run out, try to aim your pipe bombs into the room below) and they'll destroy the five or so pig cops below you. Hop down to the next set of beams where it's safe to jump down. Underneath the large middle one you were just on are some chains. Take these down to the throne room.

You're almost there now! In the center of the room is a wheel in the shape of the atomic symbol. Place the family jewels on the wheel and a door to the right will open. You'll end up in a library. Turn left and head for the closed door. Next to the door is an open book. Use the book and the door will open up. Go in and down the stairs to Resistance is Feudal!

H. Level 8 - Resistance is Feudal

Into (and out of) the Gas Tunnel

At the beginning, turn Duke around and pick up the Double Duke. Run down the tunnel and kill the pigs in the larger room ahead. Make your way across the small lava pit (via either jetpack or by a simple running jump) and follow the tunnel until you reach a junction. The door to the left leads to a room filled with ammo, weapons, and armor. If you decide to enter this room, though, shoot all the green cans surrounding the boxes before you go in. They are explosive and highly dangerous. After this detour, continue down the tunnel until you reach two much larger lava pits separated by stone ledges and a pool of water. You can also see a doorway across the pits that continue the tunnel. You can go either way; both lead you to the same place. To go via the pool of water, jump straight up and grab the grating that's on the ceiling. Swing over until you're above the water and release. Go through the water until you surface. Be cautious, as you will be coming up right into some noxious gas. As for the other exit, simply grab the grating and swing across until you reach the other side of the lava pits. Drop, kill some pigs, and ready your biomask. Continue down the path until you see the gas. Put on your mask and run into the big room where the huge pipe is. This is also where the water tunnel ended, so both paths recombine. Go over to the valve in the pipe and turn it. The gas will drain out of the room and the blocked passage will open up. Quickly go through the tunnel, BUT WATCH OUT FOR HEAVY DRAKS! Their guns will tear through you faster than Duke goes through women?! You have to hurry, though, because eventually the gas will fill the tunnel back up again. At the end, turn left and jump, grabbing the ladder that's hanging just barely in reach. Climb up and out to escape the tunnel.

The Jail and another Drawbridge

There's only one way to go for awhile after you escape the gas, and it shouldn't be much of a problem until you reach a locked door with a four-way switch to its right side. Push the switch until Duke says, "You're all free!..." Carefully move in and shoot

the Heavy Draks that are patrolling or are locked in the prison. Keep blazing through and eventually you will be in a large chamber with a narrow walkway spanning a lava pool. About halfway across, Heavy Draks will materialize on both sides of the bridge. Shoot the ones in front first, then turn and shoot the ones behind you. After this, continue along and your progress will be halted by a raised drawbridge (why there's so many closed drawbridges, I don't know). First, shoot any Hellwings that are flying around, as this will make your next task a little easier. Look to the left and right. On both sides are switches. When both switches are pushed, the drawbridge will lower. You can easily jetpack over to either switch, but if you don't have one or are low on gas, you'll have to rely on jumping from platform to platform over the lava. None of the jumps are particularly difficult, but be careful of where you land. When you have both switches pulled, the bridge will lower and you can enter the next area.

Draining the Toxin

After crossing yet another bridge and weaving through a tunnel, you will come to the base of a very large pumping system. Clear the floor of pigs and walk over to one of the support pillars. You can climb up these, so have Duke grab on and start climbing. Watch out for pigs, because there's more up above and Duke climbs slowly. Kill more pigs when you get up the first pillar and climb another one. You should now be on a ledge with two ladders hanging on either side of a door requiring a keycard. Forget about the door and keep climbing and killing. At the top, one pig will drop a keycard (He's at the very, very highest ledge). Get it and carefully worm your way back down to the locked door. Open it and follow the new tunnel until you reach an area with a walkway above a large supply of dead bodies (there's gas down below and a valve to permanently get rid of it, but there's not much down there save for a Portable Medkit). Kill the pigs patrolling the ledge and one will drop a keycard. Take this keycard and exit this area. Run from the doorway to the large pumping system. There will be a keycard slot (and possibly a jetpack). Use the keycard to open the drainage tanks. The valve that appears should be turned. The toxin is now drained.

Exiting the Level

Above the tanks a door will open. Jet or climb up to the door and take the tunnel. Some pigs will get in your way, but they should be easily dealt with at this point. You'll eventually reach a circular room with some statues in it and Duke will comment. Take the stairs to the next level, Holy Terror!

I. Level 9 - Holy Terror

The Library and Sewers

This level is actually very short if you don't go searching for secrets. Run up into the chapel and begin taking out pig cops. Go either left or right (it doesn't matter unless you want one secret in particular) and follow the paths until they join together at the back. At this point, run to the middle of the connecting hallway and you'll see a library with some pigs waiting inside. Finish them off and begin searching the bookcases on the bottom floor closely. On one side you'll see a strange bookcase with a candle sticking out of it. Push the candle and the case will slide over, revealing a secret passage! Run down, greet some Draks with open fire, and commence swimming. Follow the passage (making sure you stop at the breathing point, as you WILL need it) until it emerges into a sewer system. Kill the Draks

hanging around and take a left. Follow the sewer line until it opens up into a room with a pool in it (there are actually two rooms like this; the one you want has a walkway completely encircling it and a switch above it). Ignore the switch and dive in, eventually emerging into a small area below the church. Aim up and shoot the grating with whatever weapon is at hand and climb. After exiting, shoot the patrolling pigs and face the interior of the church. There is a thin ledge between two columns (right next to the grating after exiting). Jump onto the ledge and find the nearby ladder. Climb up it into the bell tower.

The Church and Exiting the Level

Go along the rooftop and shoot at any pigs lying in wait. You'll eventually reach a stained-glass window. Shoot it and you'll have access to a chamber with purple light streaming in through the windows. Follow along one side of this chamber to another large stained-glass window. Pig cops will blow it open. Kill them all, then jump into the time portal and be prepared to deal with the second boss of the game and the end of the medieval period!

J. Level 10 - Wing'ed Death

You begin this level in a large arena, with ammo strewn around, two pools of water, and ladders up to a walkway above the ground floor. If you don't have enough ammo or health, I suggest getting it now. Otherwise, drop into one of the two pools on either side of the arena. Dragon will attempt to dive bomb and shoot flames at you, but in the water you're completely safe! In fact, he'll be nice enough to hover right over the pool, leaving him completely vulnerable! Use any weapons that work underwater to soften him up a bit, until he flies away. Jump out, run to the other pool to get his attention, and repeat. This process should eventually destroy him. However, should he decide not to fly over the pools anymore, or you run out of ammo, whip out your most powerful explosives. Jump out, dodge his flames and hit him with all you've got!

K. Level 11 - Pig Factory

Still Not Quite Right

As always upon return to the present, you are in the small park right outside the bar (now called Danglers). Obviously things are still not right, and you must go and fix it. Firstly, be extremely cautious, as two missile launching robots are patrolling the streets. They are both guarding the one final warehouse you have not visited yet, on the opposite side of the map from where you begin. Take them and the various pig cops out, then run in the open door. Weave through the hallways until you come to a wide open area filled with boxes and relics from the Roman era (a clue to where you will be going shortly) as well as some resistance in the form of Heavy Draks. Take them out and go down the darkened hallway which will lead to a large, "really, really, really deep room."

Repairing the Time Device: Re-orienting the Beam

Although you cannot see it from here, the time portal has a few problems...the crystals are in the machine and ready to go, but a piece above the device is not oriented properly and the area is flooded. From where you entered, get safely down to the next level below (either via the ladder situated at the edge or by careful jetpacking). On this level you will see a small room with ledges and a robot gun. Take out the gun and enter the room, being careful not to fall into the room below. (You may notice a valve here.

I managed to beat the level without using this valve at all, so I have no idea what it does). Instead, head for the flooded chamber to your left and dive in. Go to the far right corner of the room and grab the keycard. Swim back out and re-enter the main room again. Run around the edge until you reach a locked door with a keycard reader. Open the door and be prepared to deal with some Draks lurking inside. You'll see a bunch of pig cops being formed inside giant tanks. Turn around and by the door that you came in is a small switch. Click the switch and the beam will fix itself.

Repairing the Time Device: Draining the Floor

Go back into the main chamber and carefully make your way down to the very bottom. You will eventually arrive at the time travel machine. Take the red crystal and climb all the way to the top once more. Across from where you entered this place initially is an extremely dark room containing some cameras and a few pig cops. Dispatch them quickly. To your left as you enter you should see a small red circle on the wall. Go over and click on it and Duke will insert the red crystal. A small panel will open, revealing another card key. Take it, then remove the red crystal. Go down one floor and enter the one tunnel there you have not yet taken. Dispose of the pig cops, then turn left and enter the sewer tunnels. Take out a robot turret in a small tunnel to your right before turning left and following the tunnel that way. You should come to a large door. Insert your new keycard in it and the door will open, revealing a shallow pool and a valve. Go to the valve and turn it. This spells some trouble for you, though, since the room will suddenly begin to flood. At the top of the room, which you will reach as the water fills it up, are several gratings which can be broken. One contains an atomic health, the other leads into a twisty tunnel that will allow you to escape. Be quick about it, as the tunnel is fairly long and yet another grating must be broken before you surface back in the room full of Roman artifacts.

Going Back in Time

Carefully make your way back down to the time portal. Reinsert the red crystal and jump in. That's it. Now it's time to cleanse the Roman era of the Draks and their fiddling around.

L. Level 12 - Hog Heaven

Getting the Key

Duke is now sporting a toga as he enters the Roman Era. He starts out in a small hallway overlooking a Roman bath holding some very fine looking Roman women (or perhaps not so fine, if you have Duke introduce himself to them). Leave the bathhouse by its only exit and prepare to do battle with some rather unpleasantly dressed Pig Cops and some Draks. Head forward and make a left around the structure in front of you until you hit a marketplace. Follow it to your left until you come to another bathhouse. Enter and follow it until you can either go forward or make a right. Continue forward, killing enemies, until you reach a segment full of shooting flames. Wait until the one right in front of you disappears, then step forward. This continues for a bit down a twisty corridor until you reach a room with a big lava pit. To your right across the room is a skeleton key. Grab it and return, avoiding the flames.

Taking a Few Baths

Back at the junction, take the way you didn't before. You'll arrive in a room with some enemies, two baths, and a few women. Go behind the pool to your left (as you enter) and you should find a keyhole in the

back wall. Use it, and a grate in the bath will open. Swim down and around until you find an exit. Shoot the Draks and exit the water. Turn left and you'll find yourself on a bridge with heads on either side breathing flame. Just run on the side of the bridge that the flames are not shooting from at that moment and you'll be perfectly safe. Grab the key on the other side and backtrack. Use the keyhole on the side with the other bath this time and go through that grating. Swim down and make a right turn, going straight until you resurface. Jump into the deep pool below and climb out. A maze of sorts is coming up, but nothing where you can get too lost. I suggest exploring it for the stuff you can find, but the fastest route is as follows (turns indicate where choices can be made, as in going left or right; simple turns require no choices):

Left or Right: Go right

Right or Straight: Straight

Left or Right: Left

Left or Right: Right

At this point, you should be able to easily see a long hallway in front of you. Follow this hallway to exit the maze. Hopefully the Draks in here won't give you too much trouble. At the end, climb up the ladder and take care of any baddies you see.

Exiting the Level

Run and vault up onto the ledge leading into the next area. You'll fall into a pool of water. Swim forward and then turn right. There will be a passage under the water leading right, so follow it into a room. Go to the other side of the room and surface, pulling yourself onto the only ledge you can reach. Take out the Draks here, then pull yourself onto the ledge with the red door. Use it to have Duke kick it open, run forward, and finish the level. Now onto the arena!

M. Level 13 - Let the Games Begin

Prepping for the Big Battle

You start out in a corridor which leads to a small courtyard. Run through this courtyard (and if wanted, get the ammo in the alcoves on either side) and emerge into another courtyard. Destroy the two Hellwings and head for the big locked gate. You'll see a passageway to the left, leading to an ancient Roman bar. Go behind the bar to the right and take the skeleton key from the corner. Go back and use this key to unlock the gate. Head up the stairs until you reach a hallway to the right. Take it, and prepare to enter the arena.

Let the Games Begin

Quite possibly one of the most dangerous (and problematic) areas of the game. First off, right off the bat: KILL EVERYTHING. Every last Hellwing and Heavy Drak must die before you can continue. If even one is left alive, the gates to the next area will not open. That said, in order to survive the arena, here's the best course of action: Find a Heavy Drak and kill it. Run into the empty holding pen it was in. Run to the very back of this pen and wait for the enemies to show up. Since your weaponry is more versatile (and probably more accurate) than the Draks' firepower, you will not be overwhelmed as they appear one at a time in front of you. The Hellwings are no problem after the Draks are gone, especially if you use the Energy Weapon.

It has been brought to my attention that there may be a bug in the game which keeps the gates from opening even after everything is dead. If this should happen, I really have no answer for you.

I have never had this problem myself, and it is probably something for GT Interactive to handle, not me. As it is, your best bet is to make sure you've killed every last Hellwing, since they are extremely hard to hit on occasion and fly too quickly to be noticed sometimes.

After the Arena: The "Maze" and the Palace

Once the arena doors open, head in and be extremely wary of many Heavy Draks...the corridors are small and hard to hide from them in. This "maze" isn't too difficult to get through, as eventually every path leads to the exit, so take the time to explore around and pick up some useful items. At the end, you'll find something very nice: a supply of jetpack fuel that never runs out! Problem is, you'll need that fuel to help you get through the next section. Looking out from here, you'll see a wide ring of lava surrounding a palace with a raised drawbridge. With the jetpack, fly under the arch to the left, killing any Draks you find. Continue under another arch to the right and look left. You should be directly to the left of the palace, and should see a switch on a ledge. Fly up to this switch and pull it. Fly back to the jetpacks and get more fuel. Jet again, but this time go to the right. There will be another switch, in the same place as the other one except on this side. IGNORE THIS ONE. Continue flying until you reach the back-right corner of the palace. You'll see a switch on the upper wall of the palace, near a ledge. Kill the Drak on this ledge and pull the switch. Fly back and get more jetpack fuel (you never know when you'll need it), and head into the palace. From here, the path is fairly straight-forward: kill the Heavy Draks within and move up and to the left. You'll find some nasty looking evidence of alien activity, all surrounding a teleporter. Jump in the teleporter and prepare to enter Blood Baths!

N. Level 14 - Blood Baths

Marking the Way

First thing you should notice is that this is a very unconventional level for Duke Nukem. Not only is it completely non-linear, but the level's design does not fit the almost real-world settings of the other levels. It is instead an extremely weird and oddly designed level that has nothing to do with Romans save for the architecture. Around each of the teleports you'll notice an urn. Before you jump into any portal, shoot the pot directly next to it. When you return from that given area, you'll know which ones you've been in (pots destroyed) and which ones you haven't (pots intact). You'll need to enter all four to exit Blood Baths. But since your chances of following my walkthrough exactly are 25%, just find the Warp you are looking for below via the handy dandy titles and descriptions.

Warp #1: Larval Necros and the Fall of Death

This warp begins with you falling down a deep shaft, beset by Larval Necros (about time they showed up, huh? Next to last board, and all) and headed straight down into a pit of lava. Hopefully during your fall you grabbed a jetpack, or otherwise have one. If not, Duke's future is relatively short in this area. Come back when you have one. Otherwise, fly around and gather the powerups, if you need them, then return to the hallway nearest to the top. Go around through it and destroy the enemies, then burn away the alien debris. Some will fall away and reveal a small indentation high up in the wall. Jump up onto here, then turn and climb up some more until you reach a new area. Once you're completely up, it's just another quick run down a hallway and a fall onto the teleporter far below to be done with this area for good.

Warp #2: Small Room and Spiral Descent

You start in a small room with one exit. Before you exit, take care of the Necros in the pit below. Drop down into the room. Now, you have a choice: you can carefully make your way down the spiral staircase at the end of the room, or if you have a jetpack you can lower yourself into the hole in the middle of the room to the very bottom, where a slew of pig cops and Necros await (as well as an invisibility icon.) No matter which way you'll go, you'll end up at the bottom. There, you'll see a small hallway which leads to a platform suspended over lava. If you look down, you'll see a small ledge hidden underneath the one you are standing on. Jet pack down (I don't think it's safe to fall here; Duke probably won't be able to grab the ledge properly) and you'll find the teleporter. Step on it and exit the warp area.

Warp #3: The Waterway

You begin this warp falling a short distance into a pool of water. Swim down and into a water-filled chamber filled with Necros. Deal with them, but make sure that you head to the right from where you entered to find a small entryway into a smaller pool area. Don't worry about the glass covering the top of the pool; merely shoot it and swim up to breathe. Get out of the water and grab the flame thrower and ammo. Go to the other side of the room and burn down the weird alien stuff to uncover a passage and some Necros. Take out the Necros and enter. You'll reach a dead end...or is it? Look up high on the wall to see a suspicious bit of alien crud which is large enough to hide a small doorway. Burn it off and climb up into the room above. The next area is tricky, but easy if you're cautious. Follow the pathway taking out the pig cops and Necros, but be wary; some areas are not pathways at all but mirrors that might throw you off. Don't be fooled and keep going (also, while you're at it, try to destroy as much alien stuff as you can with the flame thrower or Incendiary RPG; some will release power up goodies or reveal rooms. One hides a small chamber with RPG ammo and health.) At the end, you'll find the teleporter which will allow you to exit.

Warp #4: The Most Annoying Portion of the Entire Game

I do not exaggerate the title of this one. You begin by landing in a tank full of water...which is surrounded by a few (but enough) Larval Necros. Climb up onto the small platform, pick up the convenient Energy Weapon (or, hopefully, whip out your Super Zapper) and take the little buggers out. Go into the tunnel heading out of the room until you reach an area full of alien sludge. Turn right and look around the wall for a yellow atomic block. Push it to enter a duplicate room with a water tank, complete with duplicate Larval Necros. Take them out, then head to the other side of the room. On the right side of the wall opposite where you came in there will be a second atomic block. Push it to reveal the teleporter and exit this horrible, horrible warp.

Warp #5: The Blood Pool and Necro Paradise

You won't have much choice entering this area, as you will be forced to after completing the other four warps. Duke will find himself situated on a small platform overlooking a rather distasteful red pool (the heads on spikes don't help either). Dive in, grab the atomic health (you'll need it), and find the passageway underwater leading to the next room. When you do, climb out onto the new walkway and head cautiously down the winding path. Be ready with a good weapon, as a platoon of Necros awaits in a cavernous chamber. Deal with them, then dive into

the pool and collect the atomic health from the bottom. Climb out, and burn away the alien sludge on the wall to the right of where you entered. You'll reveal another chamber with pig cops and Necros running around. Do away with them, then run through the teleporter. You've done it! You've destroyed the last of the alien forces!

Or have you?

O. Level 15 - Moloch the Gatekeeper

Looks like your trip home was diverted, Duke. Now it's time to put down the meanest, toughest, ugliest alien the game has to offer. This lumbering behemoth is the only thing standing between you and victory, so get ready to teach him why you should never, ever mess with the Duke! Now, the best way to beat Moloch is not to face him on even ground. His twin gatling gun lasers will mow you down in a second. Although unlike the other two there is no 'set strategy' way of beating Moloch, there are some things you can do to keep Moloch from doing too much harm. The only thing that works consistently and will help you beat Moloch every time is to take cover. Never stand in the open for too long or Moloch will destroy you.

Detonate the eggs

If you have a few low-level or short-range weapons at hand (the Desert or Super Eagle or flame thrower), try to shoot eggs around Moloch feet whenever safe to do so. They'll pack more punch than a few bullets will.

Teleport often

Moloch hangs out in the general area where you are standing. In the center 'ring' of the arena are many teleport squares that you can use to confuse Moloch for a few seconds and shoot him in the back. This technique is tough to use, but it keeps you in the action. Mostly use this for planting a few RPG rounds into him.

The bomb chute

One of the small passages in the chamber leads up an egg-laden ramp and a lookout post over Moloch. Taking his Duke-seeking abilities into account, as long as you don't stand right at the edge Moloch will stop short but not shoot at you. Use this opportunity to fling a few pipe bombs, dynamite sticks, and Holy Hand Grenades at him. This is quite likely the most effective method, as it takes down a lot of health from him per blast, but be wary: the eggs are highly explosive and a dangerous place to stand, and once Moloch's been hit once, he'll reposition slightly...maybe just enough to put you in his line of sight.

Duck and cover

For when you want to pump him full of shotgun pellets or Gatling gun rounds. Maneuver Duke into one of the small alcoves in the room and move behind a corner. Moloch will come close, but never quite enter the room. In fact, he'll probably stay well outside the boundary. Quickly strafe out, fire, then strafe back behind the wall. You can even be strafe-walking for this to work. It's slow, but it does eventually wear him down.

If you use a combination of all these techniques, Moloch will finally fall. Congratulations! You beat the game! Enjoy the ending... at least, what ending there is. Watch the credits for lots of Dukeisms.

VI. The Secrets

A. Level 1 - Time to Kill (7 secrets)

1. Go into the Club Bootylicious and walk around the bar. Under the cash

register is a switch. Pushing it opens a secret area behind the stage. Go in to register the secret with the game.

FINDS: Atomic Health (in the closet)

2. In the alley close to the Subway entrance, climb the ladder touching the ground. A doorway to your left holds a woman and a few pig cops. DO NOT SHOOT THE WOMAN OR YOU CANNOT GET THE SECRET! When the room is clear, talk to her. She'll move out of the way of a light switch. Turn it off and the bed will slide forward.

FINDS: Pipe Bombs (under the bed: it has to slide up first),
Portable Medkit(in the closet)

3. There's a rather large, green dumpster in the alley. Duke can push it by walking up to it and holding the action button. Then you can push it forward by moving forward. Anyway, the secret is a small niche that can only be gotten to by pushing the dumpster.

FINDS: Gatling Gun

4. Outside, over by the gray car, a sidewalk grating should be a different color than the rest of the sidewalk. Throw a pipe bomb on it and step back. Detonate the pipe bomb to reveal a new exit into the ground. Go in and run down the hall a bit so the game knows you found the secret. Shoot the exploding barrels at the end to get out.
- FINDS: Night Vision Goggles (in a small rack just at the bend in the corridor)

5. On the way to Crystal #2, you will enter a room with a lot of air vents and a pool of water below. There is also two halves of a bridge that extend straight across the room. Near one half is an air vent with four outlets sticking out of the bottom of it. Walk (not run) up to this structure, jump straight up, and grab on. Turn slightly right and jump onto the next outlet. Jump from the end of the 2nd outlet to an air vent straight across from it. Turn right and jump straight up again to grab a thin platform above the second half of the bridge. Walk straight across the platform and do a standing forward jump to another air vent. Turn right and you will see a small chamber with yet another air vent right next to it. Do a running jump- and-grab to this next piece of vent. From here you can easily reach the small room, which is the secret area. The process may sound confusing here, but does make sense when standing in the room.

FINDS: An RPG, Pipe Bombs, and a Portable Medkit.

6. On the way back from Crystal #2, a passageway will open and release some pig cops. This passageway leads to a small area with a couple of good powerups. However, many of the areas are dark. If you have Night Vision Goggles with you, put them on. On one side in the darkened area, you should find a ladder on the wall. Climb it and remove your NVGs. Another quick lift onto a ledge will lead you to the secret area.

FINDS: RPG ammo, Challenge Icon(leads to Challenge Stage 1; It can be found by breaking open the discolored grating on the ledge just before the secret area.)

7. In the room that almost completely fills with water (the one with the valve that leads to Crystal #3), swim down to the bottom. Under the ledge with the ladder is a small room.

FINDS: Atomic Health.

B. Level 2 - Duke Hill (7 secrets)

1. Inside the church at the beginning of the level is a ladder that leads to a secret area. To reach it, stand Duke near the side of the table to the right of the cross. Jump straight up and grab. You will reach the ladder.

FINDS: Pistol clips, Dynamite, and a Medkit

2. Next to the church is a gallows with a guy hanging from it.

Shoot the guy with any weapon and he'll fall through the trap door, allowing you to drop into a secret area.

FINDS: Gatling Gun

3. One of the shelves in the general store is movable. Try pressing against the discolored shelves behind the counter. Another exit from this secret is found by pushing a lantern in the room.

FINDS: Buffalo Gun, Throwing Knife

4. In the large mansion, there is a grating in the center of the ceiling in the foyer. Shoot it and a ladder will be revealed. Climb to find another secret.

FINDS: Shotgun shells, a Double Duke powerup

5. The third stall in the livery stable is empty save for a lantern on the wall. Push the lantern and you'll descend into the secret area. There's a ladder down the hallway leading to goodies, but watch out for the Necro!

FINDS: Flame Thrower, Bottle of Fuel

6. There is an outhouse located somewhere in the level. Shoot from a safe distance to blow it up. Fall in and land softly on..well, let's move on, shall we? Move out into the water and swim forward. The secret area is a cave close to this point.

FINDS: Box of grenades, Pistol clips, Buffalo shot, Boxes of bullets, throwing knife

7. The final secret is near the well where you can enter and exit the underwater area. In the corner of this area is a covered wagon and a green box. Like in Level 1, push the green box against the wall. You can climb on the box and jump to reach the ledge the pig cops were running around on. In the corner is an inset containing the secret.

FINDS: RPG

C. Level 3 - Miner 69er (6 secrets)

1. As soon as you start, turn around and run for the pool of water with the pig cop waiting on top of the ledge. Dive into the pool and look to the left. A niche holds the secret.

FINDS: Atomic Health

2. After you unlock the first door(near the noxious gas area), run down the hall a bit. One part of the hallway has a hole in the ceiling. Jump up, grab the ladder, and find the secret. (If Duke says something looks interesting, you passed it by a few steps. Run back and look up.)

FINDS: Bottle of fuel, pistol ammo

3. When you enter the room with the mine car and the ramp that goes down a ways, run all the way to the bottom. Straight across from the bottom of the ramp is a large rope ladder. Climb it to get to the secret.

FINDS: Box of bullets

4. When you fall into the hole under the drill, go until you end up in darkness. Behind you in the dark is the secret. NVGs make this secret much easier to find.

FINDS: Jetpack

5. In the large chasm area just beyond the drill, jump into the water at the bottom. Swim along until you reach a place to get out. This place is the secret.

FINDS: Medkit

6. The chasm area ends at what a tunnel with a path leading on to the end of the level. Stand right in front of this tunnel and jetpack straight up. There will be a small room right above this point.

FINDS: Challenge Icon (Challenge Stage 2)

D. Level 4 - Gold and Guns (3 secrets)

1. Go to the room where the exit of the level is located. If you haven't already, blow open the tunnel sealed by rock with any explosive weapon. Run down the exposed walkway until you reach a room with a huge pool. Jump off the side. When in the water, you can see two pathways in each side of the wall; one is a small niche with a small health, the other leads to a small chamber containing the secret.

FINDS: Atomic Health

2. After disabling Gun #1 (see above), turn to your right. A path leads down a hallway to a shut gate. On the wall next to it is the switch to open it. Pull it. A very obvious room on your right is just past it. This room is the secret.

FINDS: Buffalo Shot, Buffalo Rifle, Gun box, and Pistol Clips.

3. From secret #2, run into the lava pool room and across one of the two bridges. Turn right after crossing and head down to another hallway. You'll know it by the wood walls and the fact that it drops down a short ways. Jump down and follow the hallway. It will open up into a small room with a Suicide Bomber pig. There will be a door with a key symbol next to it. If the door is closed, go back through the level and disable all the guns. The door will open when every gun is turned off. Inside this door is the secret. Be careful of another bomber!

FINDS: Large health, crates with various ammo.

ADDITIONAL FIND: Supershield? It has come to my attention that there is a very strange bug or item hidden in the game. To access it, Duke must have lots of health and barely any armor (Say about Health>150 and Armor<30). Across the entrance from the start is an explosive barrel. Have Duke run up and kick it. If it works, Duke's health will go down to about ten, but his armor will skyrocket to over 250! I have not tested this particular feature, but if anyone is willing to confirm it, e-mail me!

E. Level 5 - The Reaper (0 secrets)

F. Level 6 - Obey or Die (3 secrets)

1. To the left of the warehouse is an alley with a green dumpster. Climb on the dumpster. Above Duke is a grating. Shoot it, and jump into the hole to get to the secret. (It's also an alternate way to enter the factory! I don't recommend entering the factory this way, though, as you WILL need a jetpack to leave in case you want to collect things back in the earlier part of the level.)

FINDS: Pipe Bombs

2. On your way to the room with the red crystal, you will reach an ascending bridge chained to the ceiling. In the walls on two sides of the room are openings, one leading to the area with the red crystal and the other leading to the secret. You will need a jetpack to reach it. (It can also be reached via the catwalks above the large water tanks just past the red crystal conveyor belt.)

FINDS: None. One of the most useless secrets to find, as it really doesn't help you with the red crystal puzzle.

3. In the water tank closest to secret #2 is a tunnel. Swim down into it to the very end to reach the last secret in this level.

FINDS: Atomic Health

G. Level 7 - Family Jewels (4 secrets...or is it 5?)

1. On the right side of the castle, before the moat enters underneath the wall, there's a ledge right alongside the castle wall. Jetpack onto this ledge and you'll see a wall with an atomic symbol on it. Push this wall to enter a secret.
FINDS: Various power ups and ammo
2. There's another atomic wall you can push on the other side of the castle. Jetpack to the ledge it is on and push it to enter another secret. (You can also reach this secret by pushing on the right bust in the fireplace once you're inside the castle.)
FINDS: Various power ups and ammo
3. On the way to jewel #1, you will come to a staircase. At the foot of the staircase is another atomic wall. Push this wall to enter secret number 3.
FINDS: Steroids
4. At the very end of the level, just after the door that opens via the book, look up. Just above the doorway is a ledge. Climb up this ledge and you should see a small room off to one side. Go in this room and you'll find the secret.
FINDS: Holy Hand Grenades, Medkits
5. 5th Secret? WHAT 5th secret? Searched this level time and again and never found that last, elusive secret for the perfect 5 of 5? Those hours were wasted, I'm afraid. In what seems like a programming goof, there are only 4 secrets, and the 5 at the end screen is merely a typo. Sorry.
FINDS: Nothing! Absolutely nothing! Bwa-ha-ha-ha-ha!

(Actually, after finishing the game, I'm not so sure about this anymore. If you look closely during the credits, you might happen to see a gigantic chessboard with Duke standing on it, across from somebody in a white shirt. Either this secret was cut out of the game, or it is eluding me. Whichever it is, I don't know for certain.)

H. Level 8 - Resistance is Feudal (3 secrets)

1. After you turn the first valve and open the gate, go down the tunnel that opens. It will first turn right, then left. When a second left comes up, stop and look up to the right. There's a room above the gas tunnel. Jump up and climb into it for the first secret.
FINDS: RPG, Bio Mask
2. In the jail area, check the second cell on the right from where you enter. A pushable atomic wall can be found here. Push it to reveal the secret.
FINDS: Invulnerability
3. After you lower the drawbridge, you'll enter a room where a bridge crosses a lava pit and there are a lot of pipes on the ceiling. At the far end of the bridge, underneath, is a ledge that leads directly to the secret.
FINDS: Challenge Icon

I. Level 9 - Holy Terror (4 secrets)

1. At the beginning of the level, take the path to the right around the monastery. In the hallway of stained glass, shoot the third glass window on the right. It will reveal a passage down into the secret.
FINDS: Holy Hand Grenades
2. Before you descend down the water tunnel to the grate under the church, pull the switch on the ledge above the water. Go back into the sewer tunnels and make a left down the tunnel with the

blue light. You'll come back to the locked gate you may have seen earlier. Open it via the nearby switch and follow the corridor left. You'll come to a now open door to your left (at the end of the tunnel) that opens into the secret.

FINDS: Atomic Health, Crossbow Bolts, Throwing Axes

3. In the foyer of the church, run down to the atomic symbol on the floor. To the left and right sides there are doors that lead off to rooms with stained-glass windows. Go into the one on the right and break the large blue one. It reveals a secret room.

FINDS: A very unholy nun! Also, some ammo.

4. In the room of secret #3 and the one across from it are large crosses with kneelers next to them. Press the action button at each kneeler and the crosses will turn. Run back into the foyer. The atomic symbol has been lowered and reveals a secret room under the church.

FINDS: The Freezer! (Yes!)

J. Level 10 - Wing'ed Death (0 secrets)

K. Level 11 - Pig Factory (5 secrets...or is it 4?)

1. As in the earlier L.A. levels, there is a room that can be accessed from behind the bar. Simply push the button under the cash register at 'Danglers' and you'll see the secret room open.

FINDS: Ammo, and a large robot gun. Careful!

2. Go into the subway tunnel. After the bend where you can see the doors closing off further entrance, turn right and face the wall. One should be slightly discolored. Shoot it to reveal the secret.

FINDS: Medkit, ?

3. In 'The Really, Really Deep Room,' look up and shoot the middle of the ceiling. This reveals another secret.

FINDS: Challenge Icon, Other stuff

4. In an early room of the complex is a room with large filing cabinets and an Energy Weapon. One of the filing cabinets is pullable and when removed reveals a secret.

FINDS: Atomic Health

5. As of right now, this secret is being considered kaput, just like the Family Jewels level. If I'm wrong, e-mail me immediately.

L. Level 12 - Hog Heaven (3 secrets)

1. Upon entering the marketplace, turn right and head into the large red building. You should be facing a large statue. Shoot a tile right at the base of the statue, revealing a switch. Pull it. A secret compartment will open behind the statue, but be careful...some Draks are lurking inside.

FINDS: Double Duke, Throwing Axes, Energy Weapon, Freezer

2. In the room just before the one with the two baths, turn right. You should see a yellow atomic block. Pull it to reveal another secret.

FINDS: Invincibility, Steroids

3. After diving into the second bath and surfacing, don't jump into the giant pool of water. Instead, jet across (you DO have a jetpack, don't you?) and pull the switch. Jet back across the pool below, and backtrack a bit. You will find another grate has opened. Climb out of the water for the secret.

FINDS: Throwing Axes, Energy Ammo, RPG Ammo, Steroids, Shotgun Ammo

M. Level 13 - Let the Games Begin (4 secrets)

1. Go into the club Booty Maximus (doesn't that name ring a bell?).

Here, jet or jump and climb to reach a secret ledge hidden above the bar.
FINDS: Invulnerability, Jetpack, Energy Ammo

2. The easiest secret to find in the game. Instead of making the turn on the stairs to enter the arena, head forward on up the stairs to the end. You'll enter a room that contains the secret. To find what's HIDDEN in the secret, you'll need a jetpack, where you'll find what you want.
(Hint: Look up.)

FINDS: Freezer and Portable Medkit (Middle Level) and Challenge Point (Top Level; it's in a corner and hard to see)

3. If you're feeling lucky, fly around to the back of the palace surrounded by the lava. You'll find a secret area set into the wall behind it (it's hard to miss: a big ledge stretches across the area leading into it).

FINDS: Jetpack, Energy Ammo

4. On the right side of the palace, across from the switch, is a secret area high up in the wall.

FINDS: Jetpack, Atomic Health

N. Level 14 - Blood Baths (4 secrets)

1. Upon exiting the water tank in Warp #4, look for a yellow atomic block against the wall right near the exit of the room. Push the block to enter the secret room.

FINDS: Portable Medkit

2. At the end of the tunnel in Warp #4 (the room full of alien crap), burn down the stuff at the far end of the room. You'll reveal a room beyond.

FINDS: RPG Ammo

3. And again in Warp #4, in the same wall as the teleporter-hiding yellow block is yet another yellow block. Push this one to reveal yet another secret.

FINDS: Energy cell, flame thrower fuel

4. In Warp #5, in the first Necro chamber, burn away the crud on the wall opposite where you entered (note there are two hidden objects found when stuff is burned away, a medkit and a room. The room is the secret.)

FINDS: RPG Ammo, flame thrower fuel

O. Level 15 - Moloch the Gatekeeper (0 secrets)

VII. Challenge Stages (and Two-Player Secrets!)

These areas are found by gaining challenge icons located throughout various levels; I mention their locations in The Secrets (above, save for Challenge #3: see the walkthrough for Obey or Die for its location). Challenge stages are arguably more difficult than the regular stages of the game. Of course, if they were too easy, everybody would get the reward each one offers: a super version of a weapon in the game! If you earn the super version, you can keep it for the rest of the game. To beat the level and keep the gun, you must kill all the enemies and escape before time runs out. A good note, though, is that all the Challenge Stages are the two-player deathmatch levels. If you have problems beating the stage, get a good look at it by going in by yourself in the two-player mode (just don't move the other guy).

Two-Player Secrets!

I personally do not play the two-player game very much, and as such do not know about the secrets imbedded in each one. I know some players have sent them in previously, but with all the e-mail address swapping I have unfortunately lost track of them :(. If you have located some of the secret places, please be sure to

e-mail me!

A. Challenge Stage 1 (Level 1 - Time to Kill)

STAGE: The Warehouse

TIME: 2:30

ENEMIES: 18

EXIT: In the basement, right in the middle.

WEAPON: The Super Eagle.

SECRETS:

B. Challenge Stage 2 (Level 3 - Miner 69er)

STAGE: The Mesa

TIME: 2:30

ENEMIES: 22

EXIT: All the way across the stage from where Duke begins. It's in a room, located in plain sight.

WEAPON: The Super Shotgun.

SECRETS:

C. Challenge Stage 3 (Level 6 - Obey or Die)

STAGE: The Castle

TIME: 3:30

ENEMIES: 20

EXIT: The second level, far to the left (Left being the direction to Duke's left when the level begins). It's in a small niche in between where the stairs go up and down.

WEAPON: Laser Gatling Gun.

SECRETS:

D. Challenge Stage 4 (Level 9 - Resistance is Feudal)

STAGE: The Dungeon

TIME: 2:45

ENEMIES: 24

EXIT: All the way across the dungeon, directly across from Duke's entrance.

WEAPON: Incendiary RPG.

SECRETS:

E. Challenge Stage 5 (Level 11 - Pig Factory)

STAGE: The Factory

TIME: 4:00

ENEMIES: 52 (But they're nothing but chickens! Literally!)

EXIT: From the first room, go to the second floor and next room. From there, jump through the only entry on the second floor NOT connected to the stairs. Fall to the floor inside the entryway, run across to a box underneath the ledge, and pull yourself onto that ledge. Turn right and run to the exit.

WEAPON: Hi-Temp Flame Thrower.

SECRETS:

F. Challenge Stage 6 (Level 13 - Let the Games Begin)

STAGE: The Coliseum

TIME: 2:15

ENEMIES: 17

EXIT: Yet again, in the area of the stage straight across from Duke's starting point.

WEAPON: Super Zapper.

SECRETS:

VIII. Cheat Codes

As I haven't gotten any new codes in quite some time, I'm guessing that these are all that Duke Nukem has to offer. It's almost sad, in a way, that this is finally finishing up...

Most codes are entered when the game is paused. Press the buttons

at a fairly medium pace. If you go too fast, it will not register. A sound will let you know a code is entered properly.

ROGUE TRIP DEMO - Hold R1, R2, L1, L2 at the same time when the GT logo appears. Hold all four buttons until the logo fades out (it also works if you press Start while holding down the buttons). A decently long FMV promoting another game from GT. Pretty fun to watch! I don't know about all versions, but I was able to find this code in the left corner on the back page of the Duke Nukem manual I own. It may not be there on all releases.

INTRO MOVIE - Press SELECT, Up 9 times, SELECT, L1. Then quit the current game. If you missed it the first time (or if you just can't get enough of it), this code replays the game's beginning movie.

ENDGAME MOVIE - Press SELECT, Up 9 times, SELECT, L2. Quit to the title screen. Plays the game's ending movie.

CREDITS - Press SELECT, Up 9 times, SELECT, R1. Quit to the title screen. Shows the game's credits.

DUKE WALLACE MOVIE - Press SELECT, Up 9 times, SELECT, R2. Quit to the title screen. In the tradition of Braveheart, Duke does his best William Wallace impersonation in this short FMV.

ADULT MODE - (Non-US) Press Up 9 times, Down 7 times, Triangle, Circle, Square, R1, R2. From what I've been told, this code only exists in European versions of the game (The U.S. version is already Adult). It unlocks the blood, women, and general naughty things that aren't normally available in these versions of the game.

INVINCIBILITY - Press L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT. This makes Duke impossible to kill for the rest of the game. Kind of takes the challenge out of the game, but useful if you want to search a level for secrets without fear of dying.

99 CONTINUES - Press Left, Right, Up, Left, Right, Down, Left, Right, L1, R1. This code gives you 99 chances to continue from the last checkpoint (or start a Challenge level over again).

TEMPORARY INVINCIBILITY - Press R1, L2, L1, L2, R1, L1, R1, L2, L1, L2. Duke fades out and is invincible for a short period of time, much like the invincibility powerup.

LEVEL SELECT - Press Down 9 times, then Up. Quit the current game and enter the main menu. A new menu option will appear. It displays the name of the level currently selected. Highlight the option and press left or right (but NOT X until you found the level you want) until the level you want appears. Press X to warp. The nice thing about this code is it lets you go to ANY level, including bosses and challenge stages!

INVISIBILITY - Press L1, R1, L1, R1, L1, R1, L1, R1, L1, R1. Duke will be temporarily invisible to enemy troops.

DOUBLE DUKE - Press L2, R2, L2, R2, L2, R2, L2, R2, L2, R2. Duke will temporarily inflict greater damage against enemy troops.

ALL WEAPONS - Press L1, L2, Up, L1, L2, Down, R1, Right, R1, Left.
Duke will get every weapon in the game.

SUPER WEAPONS - Press R1, R2, L2, L1, R2, L2, L1, SELECT, SELECT.
This code will give you the Super Weapon versions of the guns normally earned on Challenge Stages.

ALL ITEMS - Press R1, R1, R1, R1, R1, L2, L2, L2, L2, L2. Duke will get all the special items in the game.

ALL KEYS - Press Up, Right, Up, Left, Down, Up, Right, Left, Right, Down. Unlock any door with this code.

UNLIMITED AMMUNITION - Press Left, Right, Left, Right, SELECT, Left, Right, Left, Right, SELECT. No matter how much ammo you use, you will never run out. If you also have items, they have unlimited usage, too.

BIG HEAD DUKE - Press R1 9 times, then Up. Ever thought of Duke as an airhead? Here's your chance to literally give Duke a head the size of his ego. (Inputting this code on Small Head Duke changes Duke's head back to regular size.)

SMALL HEAD DUKE - Press R1 9 times, then Down. Maybe some of you think Duke is a pinhead. Again, this will change Duke's head size, this time to truly miniscule proportions. (Inputting this code on Big Head Duke changes Duke's head back to regular size.)

BIG HEAD OPPONENTS - Press R1 9 times, then Left. The enemies' heads get bigger, probably because they're confident Duke won't stop them. This should make them all the more fun to kill.

SMALL HEAD OPPONENTS - Press R1 9 times, then Right. The enemies' heads will shrink.

GAMESHARK CODES

I don't have a GameShark myself, so I can't test these codes. Use them at your own risk!

STUFF

These will give you the various weapons and reusable items found in the game.

CROSSBOW	- 800d74680001
DESERT EAGLE	- 800d746c0001
SHOTGUN	- 800d74700001
BUFFALO RIFLE	- 800d74740001
GATLING GUN	- 800d74780001
RPG	- 800d747c0001
FLAME THROWER	- 800d74800001
ENERGY WEAPON	- 800d74840001
FREEZER	- 800d74880001
SUPER EAGLE	- 800d746c0009
SUPER SHOTGUN	- 800d74700009
LASER GATLING	- 800d74780009
INCENDIARY RPG	- 800d747c0009
HI-TEMP FLAME	- 800d74800009
SUPER ZAPPER	- 800d74880009
JETPACK	- d00d74f00000
	800d74f00001
BIOMASK	- 800d74f00001

INFINITE STUFF

Except for the knives, axes, and various bombs, these codes assume you already have the item in question. If you don't, put in one of the codes above to give the item to Duke. Then put in one of the following.

INFINITE HEALTH	- 800d71ca4e20
INFINITE ARMOR	- 800d73cc4e20
INFINITE KNIVES	- 800d74600001 800d746203e7
INFINITE AXES	- 800d74640001 800d746603e7
INFINITE ARROWS	- 800d746a03e7
INFINITE DESERT EAGLE AMMO	- 800d746e03e7
INFINITE SHOTGUN AMMO	- 800d747203e7
INFINITE RIFLE AMMO	- 800d747603e7
INFINITE GATLING AMMO	- 800d747a03e7
INFINITE RPG AMMO	- 800d747e03e7
INFINITE FLAME FUEL	- 800d748203e7
INFINITE ENERGY AMMO	- 800d748603e7
INFINITE FREEZER	- 800d748a03e7
INFINITE PIPE BOMBS	- 800d748c0001 800d748e03e7
INFINITE HOLY HAND GRENADES	- 800d74900001 800d749203e7
INFINITE DYNAMITE	- 800d74940001 800d749603e7
INFINITE LASER GATLING GUN	- 800d74ce03e7
INFINITE INCENDIARY RPG	- 800d74d203e7
INFINITE HI-TEMP FLAME FUEL	- 800d74ca03e7
INFINITE JETPACK	- 800d74f26000
INFINITE BIOMASK	- 800d74f66000
INFINITE NIGHT GOGGLES	- 800d74fa6000
INFINITE PORTABLE MEDKITS	- 800d75000001 800d75026000

IX. Jokes and Fun Stuff

One of the great things about the Duke series is the barrage of inside jokes, pop culture references, and things that most people don't take the time to notice. Some are actually helpful to Duke (like the toilets and vending machines), but most are just there for a good chuckle. The following are put in no particular order. NOTE: Younger readers may want to skip this section because of some content that may not be appropriate.

1. Try one of the working phone booths around New L.A. in the first level. Most of the time you will get a busy signal, but sometimes you will hear a woman on the other end obviously enjoying something immensely. Duke responds by saying, "Ooo, Lara, is that you?" Duke's use of the name Lara is in jest to Lara Croft, the heroine of Tomb Raider. The reference is most likely because of many similarities between Tomb Raider and Time to Kill.
2. Upon pulling out a weapon, Duke occasionally has some kind of quip to go along with it. The following is a list of some things Duke may be heard to say.

The Mighty Foot:	I'll kick you in the nuts!
Shotgun:	Suck my boomstick!
Buffalo Rifle:	(Singing) Happy Trails to you! Have gun, will travel.
RPG:	It's ass-kickin' time!

Flame Thrower: Time to turn up the heat!

I like mine well done!

Jet Pack: Time to jet.

3. If Duke looks in a mirror, he fixes his hair and says something.
My personal favorite: "I'm God's gift to women!"
4. In the first level, use the toilet in the bondage woman's apartment by walking up to it and pressing the action button. Duke will relieve himself, and you'll earn back 5 points of life just for doing it!
5. Using the vending machines in L.A. will give Duke 1 life point for each time you grab something out of it. However, taking smokes will cost you a life point per use. Duke also comments.
Soft drink machine: Gimme a Jack and Coke anyday!
Snack machine: This will bring on that visit to the dentist!
6. At the beginning of level 2, there's a gravestone near Duke's starting point with the name Arch Stanton on it. This the grave that Clint Eastwood, Eli Wallach, and Lee Van Cleef are looking for in "The Good, The Bad, and The Ugly."
7. Shoot the outhouse in level 2. Dropping down, Duke may say, "So much for the new boots. Anyone seen Mister Hanky?" This is an obvious reference to the show South Park.
8. In secret #3 of level 4 is a strangely familiar time machine. Anyone who's seen the 1985 movie Back to the Future and its sequels knows what this is from.
9. In level 6, step into the Club Bootylicious. The strippers are now pigs! Duke remarks on how he doesn't like this. Try tipping them for more of Duke's disgust.
10. In level 7, search around the area just inside the castle's outer walls. You should see two sheep doing something rather obvious. Duke's reaction: "Eewww, that ain't gonna be VIRGIN wool."
11. Also in level 7 is a movie reference. Go into von Nukem's bedroom and Duke will notice a woman rubbing up against the bedpost. Duke's line, "It's good to be the king!" is a quote straight out of Mel Brooks' "History of the World Part 1." (And, just for those of you who haven't noticed it yet, 75% of anything Duke ever says is from Sam Raimi's horror/comedy "Army of Darkness.")
12. When Duke uses the book in the basement of Level 7, he says "Klaatu, Barada, Nikto!" Due to the nature of the level, this is most likely a movie reference to Army of Darkness (where the main character flubs the line and causes the dead to rise), but the quote originally came from the famed sci-fi movie "The Day the Earth Stood Still."
13. In level 1, when Duke opens up the closet, he sees a bikini in it and replies, "Ewwwww! Skanky outfit!" Another 3D personality has worn this outfit...yes, it's another reference to Tomb Raider.
14. In "Pig Factory" the bar is now called Danglers, and is a male strip club. If Duke runs up and tries to interact with them, he says, "Not in this lifetime."
15. Also in Pig Factory, in the room full of pigs, Duke will sometimes say, "Looks like Hog Heaven!" Oddly enough, that's the name of the next level.
16. In "Let the Games Begin," there's evidence that a franchise has been around for a long time...the Bootyius Maximus club is very similar to another club of nearly the same name in the present.
17. In level 14's description, viewable when pressing Start, you'll notice it says that even Caligula would find this place disgusting. Caligula was an ancient Roman emperor most noted for electing his favorite horse from the Senate, committing random acts of murder, and being generally insane until one of his own commanders killed him. He is also notable for Malcolm McDowell portraying him in a really

horrible, X-rated movie some time ago. If you don't believe me that it's horrible, by no means actually rent this movie and find out. You are much better off being in the dark, believe me.

18. Not really a joke, but I thought it was worth putting here. When exiting the water tank room in Warp #4 on level 14, Duke says, "Annoying little bastards!" I agree.
19. Duke's entrance to the bell tower in Holy Terror is accompanied by him saying, "Sanctuary!" This line is from Logan's Run (On an additional note, I always thought it was from the Hunchback of Notre Dame, but I'm not one to say...I never saw either movie, unfortunately.)

X. Final Words

So, here it is, folks. What will hopefully be the last version of the Duke Nukem TTK FAQ.

What now? Well, I do have an Actraiser 2 FAQ I started quite briefly and never finished.

But for now, I'm taking a break from the FAQ world (but didn't I do that for months at a time already?) and doing what these FAQs are meant to do: Have fun playing games. I'm still taking e-mails about things I haven't covered, especially corrections, but in time I'll probably start winding things down and just leaving the guide as-is.

Hope you enjoyed this guide as much (and hopefully more) than I did writing it.

Seth Paul, 2002