

GT Interactive
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GT INTERACTIVE PRESS RELEASE

18/3/99

DUKE NUKEM FOREVER

Format: PC

SRP: £TBA

Release: November 1999

“SHAKE IT BABY!”

Bringing together industry titans that will have rivals quaking in their boots, GT Interactive and 3D Realms give you **Duke Nukem Forever**, the sequel to the best-selling PC Game, *Duke Nukem 3D*. Utilising the amazing “Unreal” engine, this title offers the player even more stunning gameplay than before and - of course - the infamous and much-loved Duke Nukem himself.

Duke Nukem Forever will deliver even more of the trademark humor and wit that was so acclaimed in *Duke Nukem 3D*, and will utilize Epic Megagame’s proprietary cutting-edge “Unreal” game engine - with enhanced capabilities over its predecessor, and a promised end result which will allow gamers to fully immerse themselves in a 3D environment like never before.

The time is fast approaching when Duke will have a new world to conquer and new people to meet and destroy. This title will also further emphasise *Duke Nukem* as a strong action-game character who has already endeared himself to gamers worldwide.

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“HAIL TO THE KING, BABY!”

Features:

- Astonishing 3D graphics utilising Epic Megagame’s fantastic “Unreal” engine.
- More weapons, more enemies, more levels, more sarcastic humor!
- Tons of sampled speech: with all new catchy phrases!
- Ground-breaking innovations in both single and multi-player modes.
- Lapdancing.
- Lapdancing.
- Lapdancing.
- Lapdancing.
- Some more lapdancing.

“COME GET SOME!”
from

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