



The Duke Nukem 3d Level Design Handbook (Duke Nukem Games)

Matt Tagliaferri

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Duke Nukem is the third in a series of Duke Nukem combat games. This book includes complete instructions, tips and design secrets for using the level editing tools provided on the companion CD. It shows users what makes a good level design, from structure to the placement of enemies. In addition, the CD includes an exclusive, proprietary conversion utility that lets players convert all their DOOM and Heretic levels into Duke Nukem levels, thus adding more than 10,000 online levels to the players of Duke Nukem 3D.

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