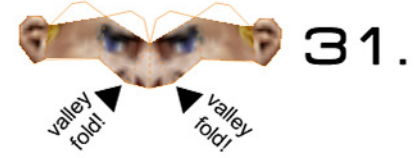
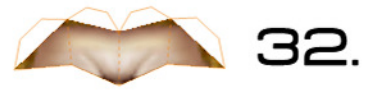
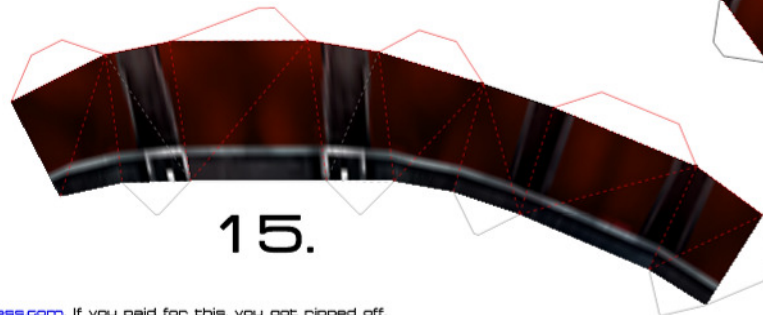
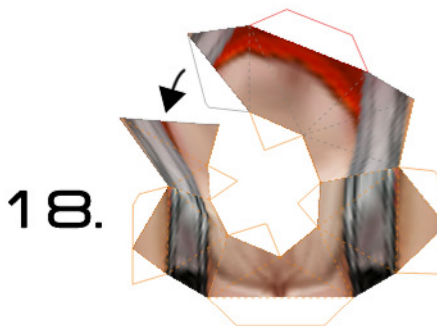
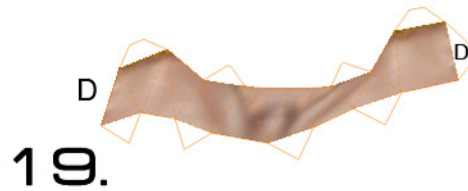


DUKE NUKEM

Being famous as a 3D shooter classic, the first two Duke Nukem games were actually 2D platformers; and even 1996's 3D Realm's **DUKE NUKEM 3D** wasn't really truly 3D either...!

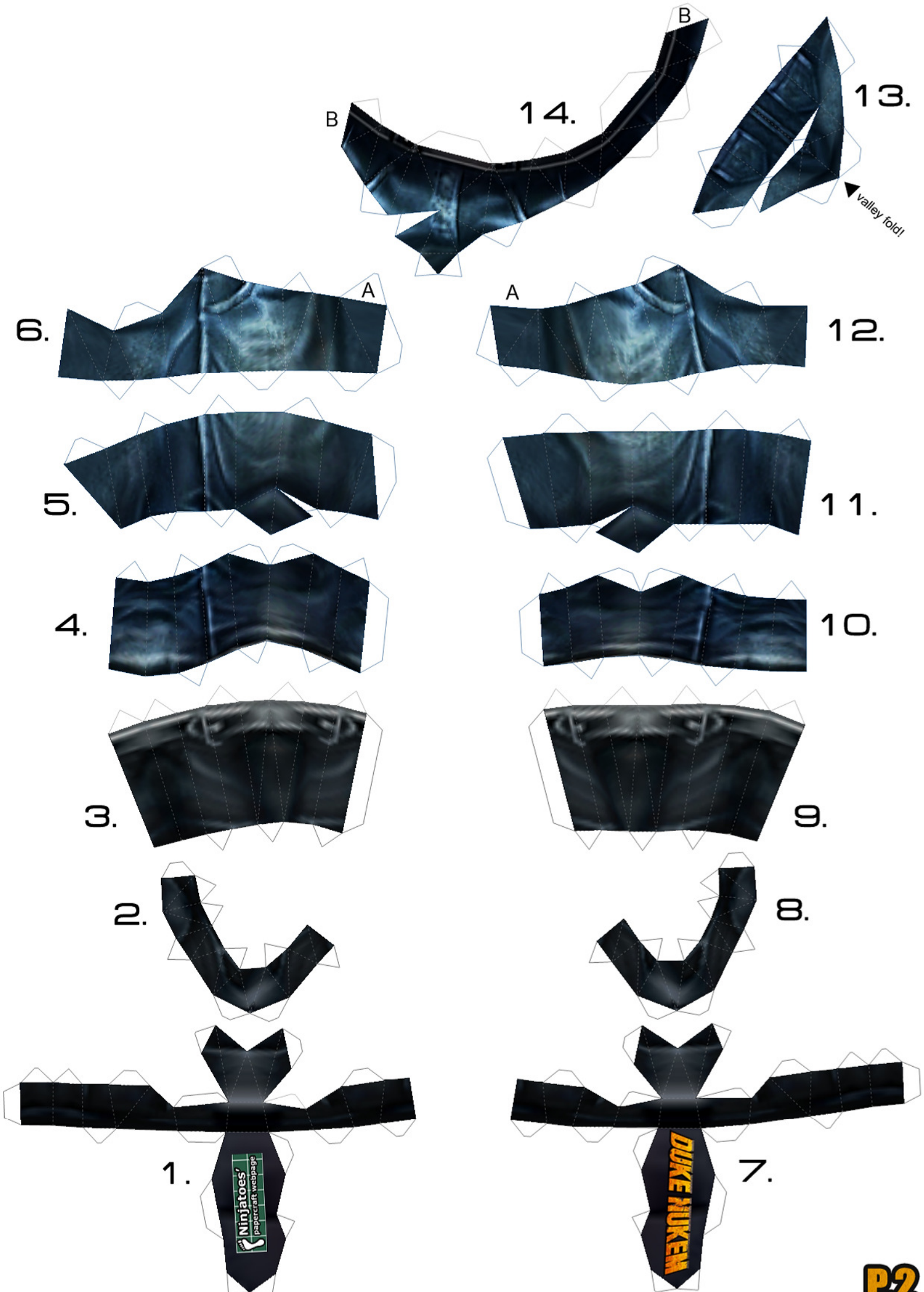
The **Build** engine used for that game still really only allowed 2D maps with a height component added, but that were still populated with 2D sprites. Later games were created in full 3D though, with 2002's example **DUKE NUKEM: MANHATTAN PROJECT** however ironically putting the satirical, over the top macho action hero Duke in basically a 2.5D platformer again.

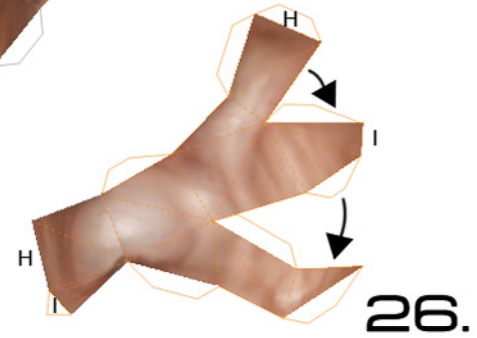
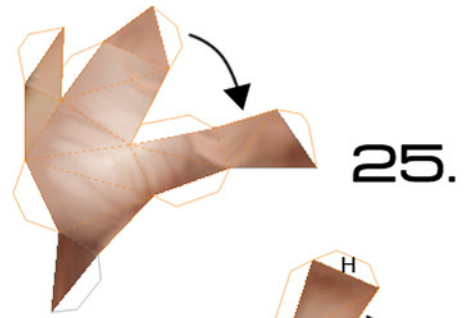
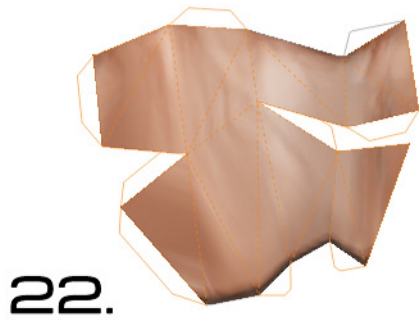
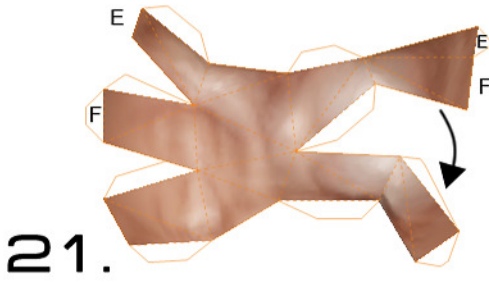
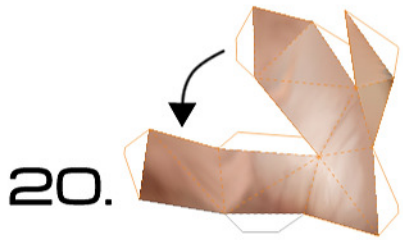


dot-dash lines:
fold up (valley fold)



dashed lines:
fold down (mountain fold)





47.   48.

