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[July Issue of PC Gamer - Duke Nukem Forever?](#)

The game's image has been severely damaged by endless rumors

Just when fans were finally over [Duke Nukem](#) (remaining fans, that is) and the Forever title that never launched, Duke4.net says that PC Gamer July issue will contain [Duke Nukem Forever](#). That's funny, I thought the rumor of the game's launch was shot down (one billion times). The game shouldn't even be called Duke Nukem Forever, but Launching Forever. Here's what happened. Every time 3D Realms tried to get the game on the launching pad, the technology used for its creation had become obsolete, so they had to start from scratch. Duke Nukem Forever was originally and officially announced on April 27, in 1997, (when early humans hunted for food and clothing), along with the purchase of a license to use the [Quake II](#) engine. Wow, the Quake II engine! Prototype work on the game had begun in January that year, while in August and September, the first screenshots of Forever were released in PC Gamer. In PC Gamer's November issue, Scott Miller (who also did programming on Wolfenstein 3D, Raptor, Terminal Velocity, Max Payne and Prey) stated that 3D Realms intended to release the game in 1998. However, they didn't get the Quake II engine code until December that year. Then they still couldn't get it right and moved on to [Epic's Unreal Engine](#) and since then, only but rumors and jokes. Of course, this article about DNF on VoodooExtreme, being included in PC Gamer this summer has been recently updated. 3D Realms' George Broussard wrote on the official forums that no such happenings would take place. So whether PC Gamer is totally wrong or lying, it makes no difference whatsoever. If there's one title out there, damaged so bad by rumors that people won't even look at it anymore, that title is the PC FPS Duke Nukem Forever.