
Subject: Hail To the King!

Posted by [terminator 101](#) on Sat, 10 Jun 2006 14:39:07 GMT

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<http://www.gamespot.com/news/6152594.html>

Quote: Toward the bottom of the form in the "Notes to Unaudited Condensed Consolidated Financial Statements" subsection, was a major development regarding one of the most famous--or infamous--PC games of all time: Duke Nukem Forever.

According to the 10-Q, March saw Take-Two and 3D Realms renegotiate the original contract for Duke Nukem Forever, which began back in 1997. Under the original deal, 3D Realms was to receive some \$6 million from Take-Two to develop the title. Now, the Texas-based developer will receive only \$4,250 for the oft-delayed game, when it is completed.

When will that be? Well, 3D Realms now has a fairly large incentive to get Duke Nukem Forever done by the end of the year. The 10-Q also reveals that Take-Two has offered the studio \$500,000 in the form of a promissory note if the game sees "commercial release" by December 31, 2006. The deal applies only to the PC version of the game, although it was announced for the Xbox and the PlayStation 2 in 2001 and is rumored to be in development for the Xbox 360. Do you think Duke will finally be here this year? It has to be, because they worked on it for 9 years. That is probably the world record for the length of development time.
