

# The Conundrum episode step-by-step installation guide

This manual will guide you through the installation of **The Conundrum** and setting up your game. It uses a friendly font and lots of screenshots to make the process easy and painless.

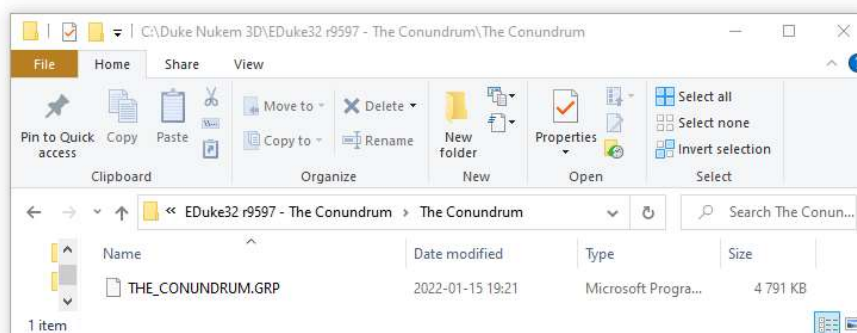
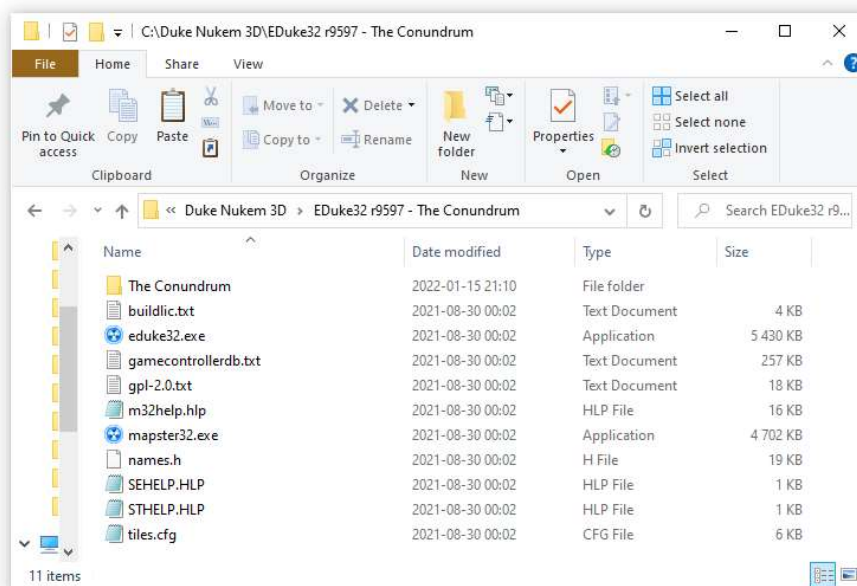
Please note that **The Conundrum** is not a standalone game and requires the original, legal version of **Duke Nukem 3D Atomic Edition**. The easiest way to obtain it is through the Zoom Platform (no, not the one for video meetings!):

<https://www.zoom-platform.com/product/duke-nukem-3d-atomic-edition>

This guide is made mostly with regard for new/less advanced users. If you have some experience with playing custom mods for Duke 3D, then you can disregard it and run it however you prefer. It is still strongly recommended to use the included **r9597** version of EDuke32 to avoid any possible compatibility/sensitivity issues within the maps.

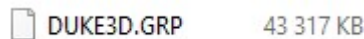
## Step 1:

Unpack the contents of **THE\_CONUNDRUM.ZIP** into a clean directory.



### Step 2:

Locate the file **DUKE3D.GRP** from Duke Nukem 3D Atomic Edition from your original, legal copy of the game. This is the file that contains pretty much all the original game assets like graphics, sounds, music, levels, cinematics or CON scripts. Here's how it looks like if you have file extensions enabled:



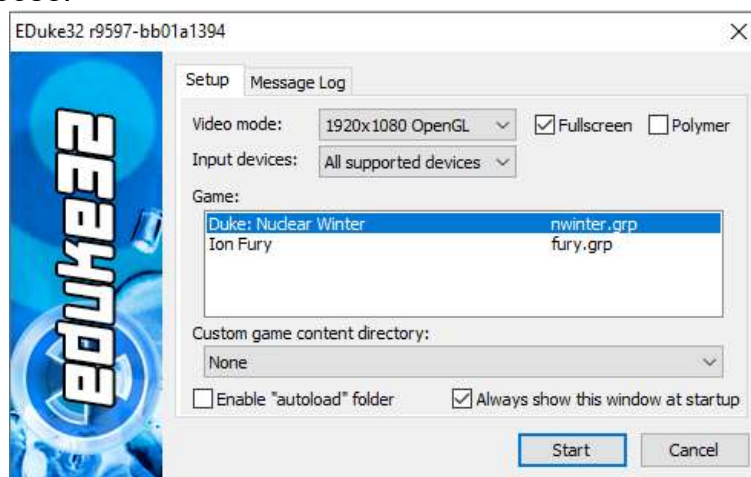
If you are using a DRM-free copy (like the one from Zoom Platform or from original CD copies from the 90s), just look in the main game folder. If you have e.g. **Megaton Edition**, the location by default will be as follows:

C:\Program Files (x86)\Steam\steamapps\common\Duke Nukem 3D\gameroom

**Copy** this file into your new EDuke32 directory with The Conundrum.

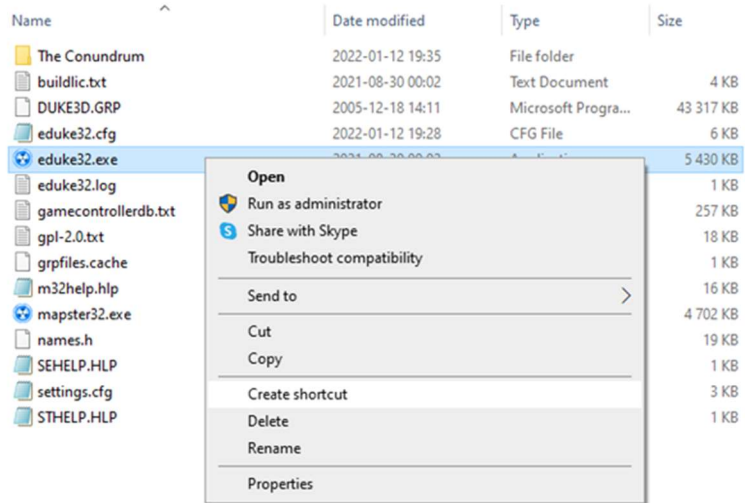
### Step 3:

If you have a Steam version of Duke Nukem 3D or Ion Fury installed, EDuke32 will automatically search for the GRP files in their folders by default and present you with a list of GRP files to choose.

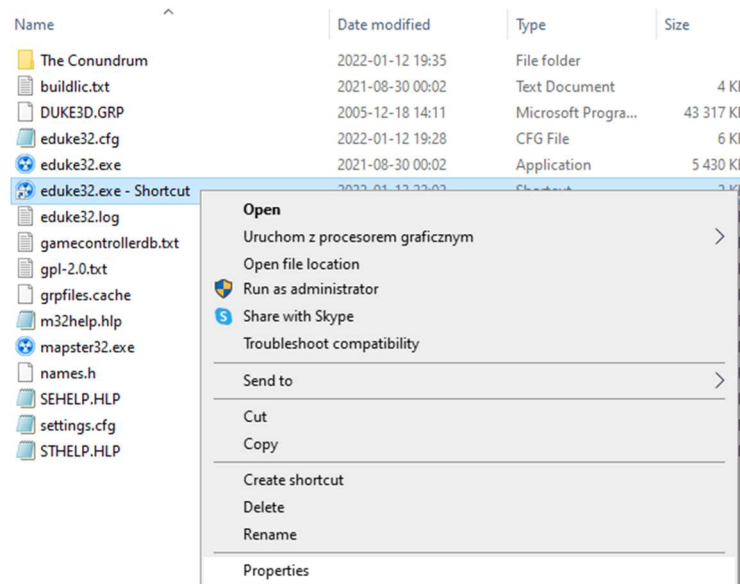


If it locates the proper GRP file for Duke Nukem 3D, then you can go with it, however – as can be seen on the screenshot above – for some reason, sometimes it seems to find and select a wrong file. If you can't choose **duke3d.grp** from the list, you will have to run the game with `-usecwd` parameter, which will make it only search for GRP files inside the current directory – the easiest way on how to set it up is to create a shortcut for **eduke32.exe** then add this parameter into the path:

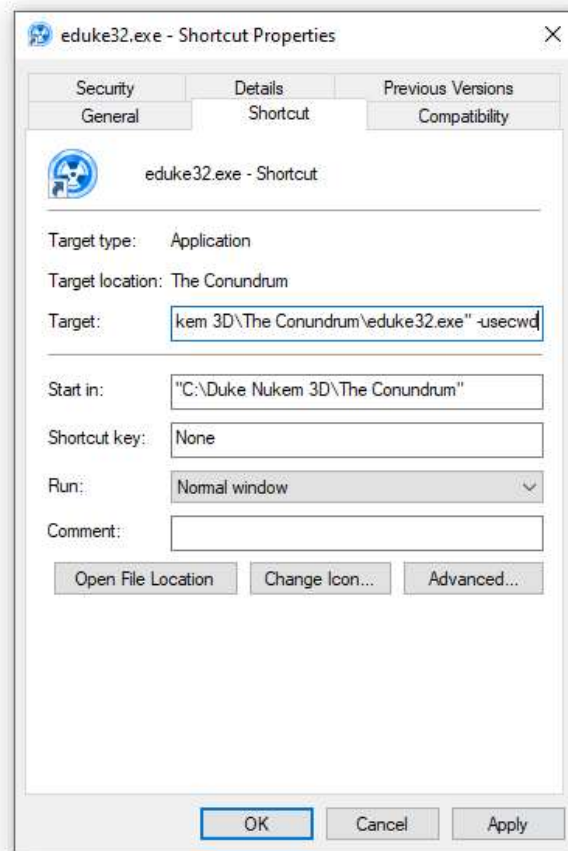
1. Right-click on **eduke32.exe** and choose “Create shortcut”.



2. Right-click on the shortcut and choose “Properties”.

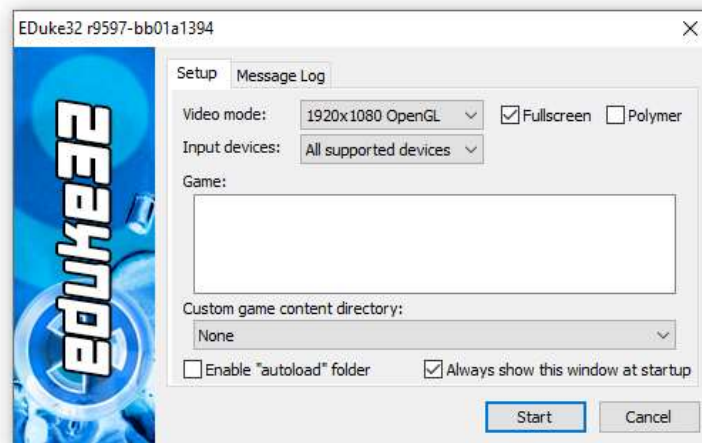


3. Change the path by adding `-usecwd` at the end.

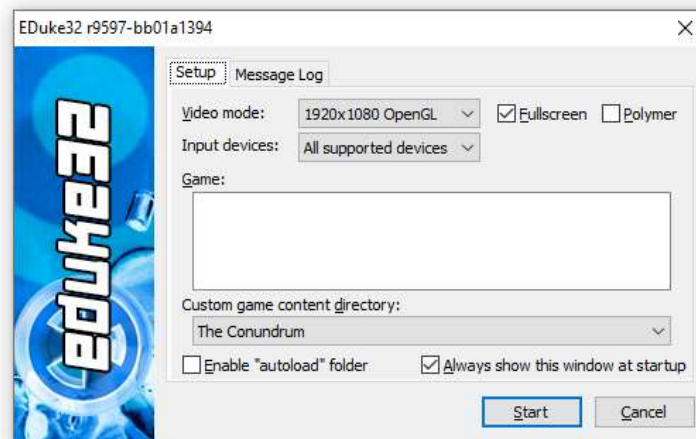


#### Step 4:

Run **eduke32.exe** or the **shortcut** you just created, prepared as in Step 3. You should see the following startup window:

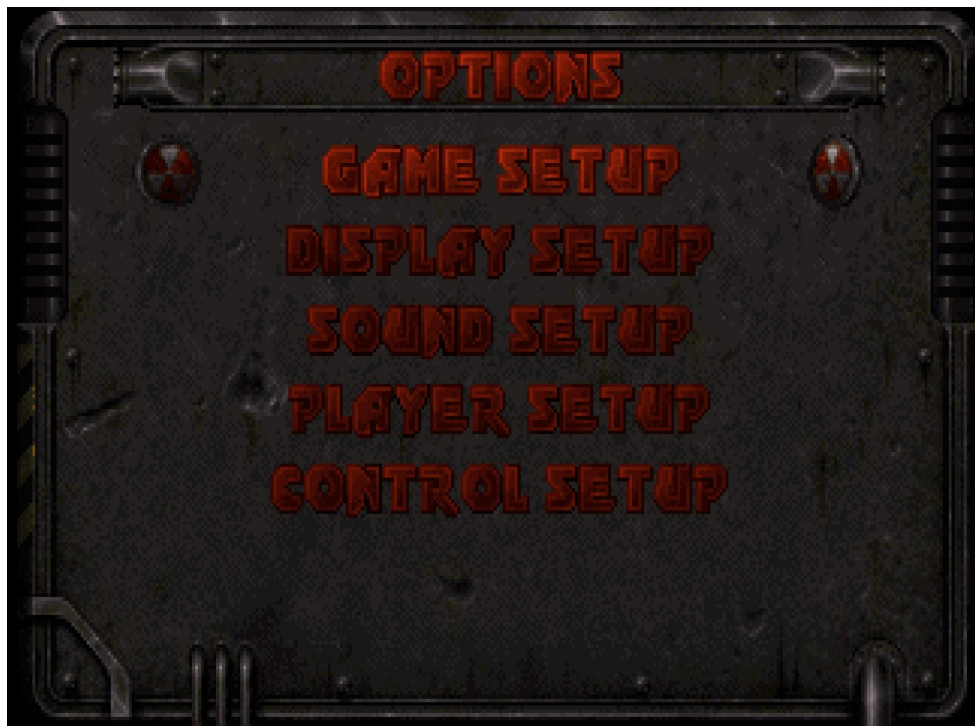


Expand the **Custom game content directory** list, then choose **The Conundrum**. Press **Start**.



#### Step 5:

When inside the game, go to **Options** and configure your keyboard and mouse setup, display setup and sound setup as you would usually do.



Alternatively, if you already have another copy of EDuke32 installed, you can just copy **settings.cfg** file from there to your new directory with **The Conundrum**. However, please make sure to adjust some of the settings (especially **sound** and **music volume**, and **mouse sensitivity**) to a convenient level in this revision of EDuke32 and with the included music volume in mind.

For more details about the episode itself, please check **The Conundrum.pdf** file. Have a marvelous time playing this episode and good luck!