

Duke Nukem videogame comeback delayed - again

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Impersonators of the characters of "Duke Nukem" pose at the Electronic Entertainment Expo in 2001. The long-delayed comeback of videogame tough guy "Duke Nukem" hit another snag on Thursday with 2K Games bumping arrival of the latest title back a month into June.

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First-person shooter game "Duke Nukem Forever" has been a work in progress since 1997, missing a slew of release dates before 2K put it in the hands of Gearbox [Software developers](#) last year for completion.

"We're committed to deliver a laugh-out-loud, politically incorrect experience that people will talk about for years to come," said 2K president Christoph Hartmann.

"We thank Duke's fans for their continued patience - I promise this won't take another 15 years."

The videogame's excruciatingly protracted creation process has made it prime fodder for jokes in the industry.

The upcoming title is a sequel to a "Duke Nukem

3D" videogame that sold more than three million copies after its release in late 1996.

The [blockbuster](#) videogame franchise was light on storyline, with players basically battling aliens, monsters and mutants in an urban Earth setting.

2K said "Forever" will be "boiling over-the-top with irreverent humor, catchy one-liners that will make your mama blush, and frantic, bone-shaking action sequences that will simultaneously rock your world and neighbors' walls."

The videogame, which features a notoriously unrefined character and a "mature" rating, is tailored for play on [Xbox 360](#) and [PlayStation 3](#) consoles as well as personal computers powered by Windows software.

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