

DEADLY DUCK



GAMES
OF THE
CENTURY™

GAME INSTRUCTIONS

DEADLY DUCK

TO SET UP:

Set up your video computer system and left joystick controller as indicated in your manufacturer's manual. Turn OFF the power switch and insert the Deadly Duck game cartridge.

TO BEGIN:

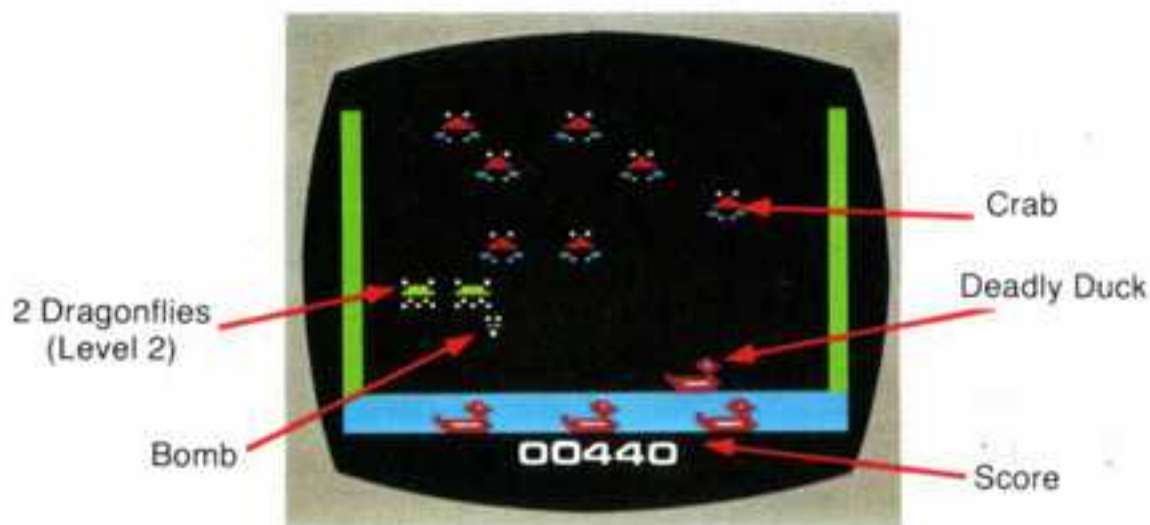
Turn ON the power and choose a level of play. (The Difficulty Switches are not used in Deadly Duck.) Press the joystick button or the Game Reset lever to leave the "Demo Mode" and prepare for a round of Deadly Duck, the game that'll quack you up!

THE OBJECTIVE:

Deadly Duck's job is to score points by blasting his enemy the Crabs, their Bricks and the Dragonflies. Deadly can keep shooting as long as he avoids getting bonked by a falling Brick or hit by a Dragonfly's Bomb.

THE CONTROLS:

Tilt the joystick left or right to make Deadly Duck swim back and forth across the pond. Press the joystick button once to deliver one "Bill Bullet" or hold the button down for non-stop firing.



PLAY LEVELS:

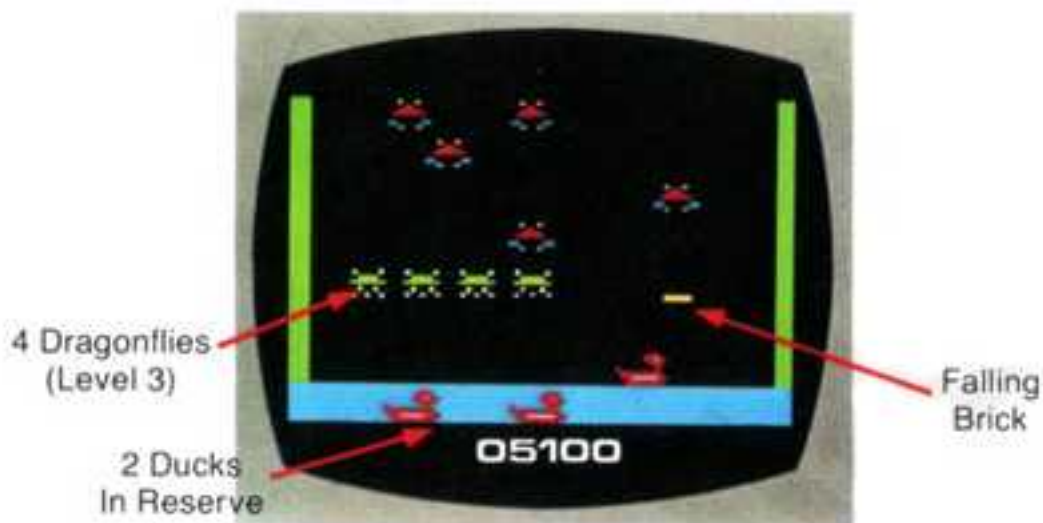
At any time during the game, play levels may be selected by using the Game Select lever. Deadly will automatically advance to the next level of difficulty after eliminating all eight Crabs. The play level is indicated by the number of Dragonflies shown.

Level 1 = 0 Dragonflies

Level 2 = 2 Dragonflies, 1 Bomb dropped at a time

Level 3 = 4 Dragonflies, 2 Bombs dropped at a time

Level 4 = 6 Dragonflies, 3 Bombs dropped at a time



DEADLY DUCK:

You begin with four Deadly Ducks and receive a bonus Duck for shooting all eight Crabs in each play level. Although you may acquire an unlimited supply of extra Ducks, no more than three will be shown at the bottom of the screen.

CRABS & BRICKS:

There are eight crusty Crabs in each level of Deadly Duck who want to dunk Deadly with their Bricks. These Bricks will float on the water for a short time, temporarily blocking Deadly's movement on the pond. An "on target" Brick means good-bye to our feathered friend.

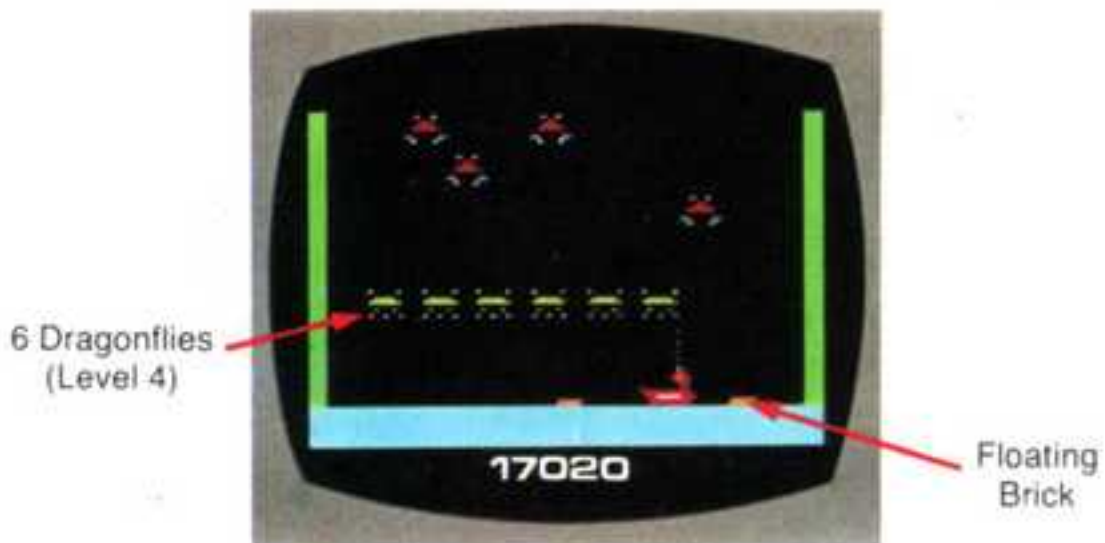
DRAGONFLIES:

Dragonflies are allies of the cranky old Crabs and cannot be destroyed. They should be approached with caution. If one is hit with a Bill Bullet you gain ten points, but beware, the now angry dragonfly will drop a bomb aimed directly at poor Deadly.

SCORING:

The current score is located at the bottom of the screen. Be sure to record your high scores on the back of this folder!

- Brick Shot = 50 points in Level 1
- 100 points in Level 2
- 200 points in Level 3
- 500 points in Level 4
- 1 Crab Shot = 30 points in all levels
- 1 Dragonfly Shot = 10 points in all levels



HINTS FROM THE DESIGNER . . .

Practice shooting bricks on Level 1 until you can hit them fairly easily. Be careful, since attempting to shoot a brick can be dangerous if you miss. After you've developed some confidence in your ability to shoot bricks, start a new game, but this time go through the first three levels before trying to shoot bricks. Now the bricks are worth 500 points and you should have a few more Ducks in reserve.

SOON TO BE RELEASED BY FOX VIDEO GAMES:

GAMES BASED ON HIT MOVIES!

PORKY'S — More Fun Than A Greased Pig!

A Mel Simon Production

SIX PACK — Fast Lane Fun!

A Lion Share Production

9 TO 5 — Take This Game And Play It!

A 20th Century Fox Film Corporation Production

MEGAFORCE — Where Action Speaks Louder Than Words!

A Raymond Chow Production

MORE FAST ACTION ENTERTAINMENT!

TURMOIL — A Topsy-Turvy Rapid Reflex Test!

Program And Audio Visual © 1982 Sirius

20th
CENTURY
FOX

GAMES
OF THE
CENTURY

DEADLY DUCK



Fox Video Games

Game Instructions

DEADLY DUCK

TO SET UP:

Set up your video computer system and left joystick controller as indicated in your manufacturer's manual. Turn OFF the power switch and insert the Deadly Duck game cartridge.

TO BEGIN:

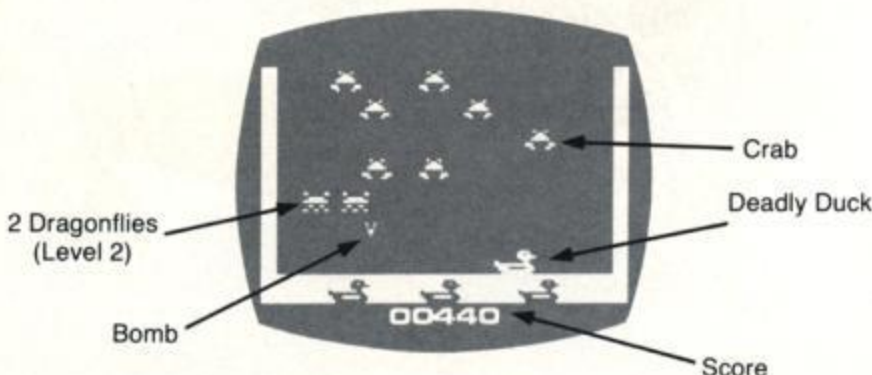
Turn ON the power and choose a level of play.(The Difficulty Switches are not used in Deadly Duck.) Press the joystick button or the Game Reset lever to leave the "Demo Mode" and prepare for a round of Deadly Duck, the game that'll quack you up!

THE OBJECTIVE:

Deadly Duck's job is to score points by blasting his enemy the Crabs, their Bricks and the Dragonflies. Deadly can keep shooting as long as he avoids getting bonked by a falling Brick or hit by a Dragonfly's Bomb.

THE CONTROLS:

Tilt the joystick left or right to make Deadly Duck swim back and forth across the pond. Press the joystick button once to deliver one "Bill Bullet" or hold the button down for non-stop firing.



PLAY LEVELS:

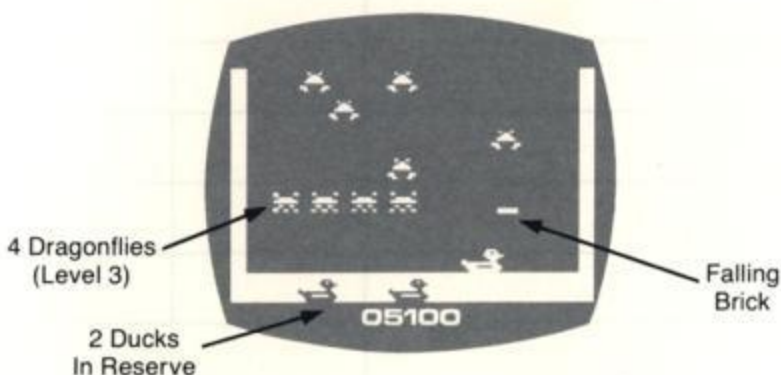
At any time during the game, play levels may be selected by using the Game Select lever. Deadly will automatically advance to the next level of difficulty after eliminating all eight Crabs. The play level is indicated by the number of Dragonflies shown.

Level 1 = 0 Dragonflies

Level 2 = 2 Dragonflies, 1 Bomb dropped at a time

Level 3 = 4 Dragonflies, 2 Bombs dropped at a time

Level 4 = 6 Dragonflies, 3 Bombs dropped at a time



DEADLY DUCK:

You begin with four Deadly Ducks and receive a bonus Duck for shooting all eight Crabs in each play level. Although you may acquire an unlimited supply of extra Ducks, no more than three will be shown at the bottom of the screen.

CRABS & BRICKS:

There are eight crusty Crabs in each level of Deadly Duck who want to dunk Deadly with their Bricks. These Bricks will float on the water for a short time, temporarily blocking Deadly's movement on the pond. An "on target" Brick means good-bye to our feathered friend.

DRAGONFLIES:

Dragonflies are allies of the cranky old Crabs and cannot be destroyed. They should be approached with caution. If one is hit with a Bill Bullet you gain ten points, but beware, the now angry dragonfly will drop a bomb aimed directly at poor Deadly.

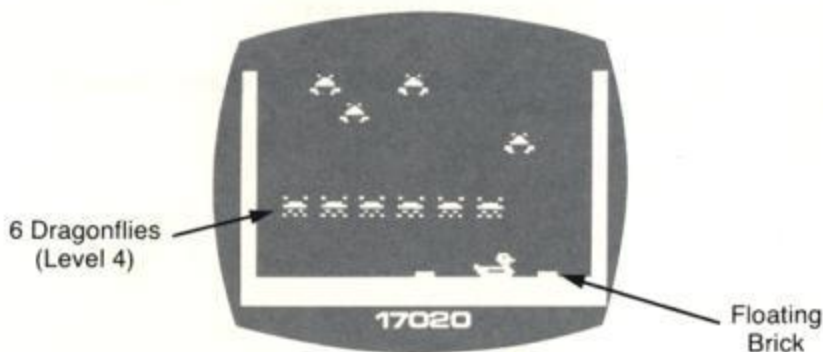
SCORING:

The current score is located at the bottom of the screen. Be sure to record your high scores on the back of this folder!

Brick Shot = 50 points in Level 1
100 points in Level 2
200 points in Level 3
500 points in Level 4

1 Crab Shot = 30 points in all levels

1 Dragonfly Shot = 10 points in all levels



HINTS FROM THE DESIGNER . . .

Practice shooting bricks on Level 1 until you can hit them fairly easily. Be careful, since attempting to shoot a brick can be dangerous if you miss. After you've developed some confidence in your ability to shoot bricks, start a new game, but this time go through the first three levels before trying to shoot bricks. Now the bricks are worth 500 points and you should have a few more Ducks in reserve.

SOON TO BE RELEASED BY FOX VIDEO GAMES:

GAMES BASED ON HIT MOVIES!

PORKY'S — More Fun Than A Greased Pig!

A Mel Simon Production

SIX PACK — Fast Lane Fun!

A Lion Share Production

9 TO 5 — Take This Game And Play It!

A 20th Century Fox Film Corporation Production

MEGAFORCE — Where Action Speaks Louder Than Words!

A Raymond Chow Production

MORE FAST ACTION ENTERTAINMENT!

TURMOIL — A Topsy-Turvy Rapid Reflex Test!

Program And Audio Visual © 1982 Sirius

NEXAR — Three Dimensional Excitement In The Outer Limits Of Fun!

Program And Audio Visual © 1982 Sirius

DEADLIEST DUCKS

Name	Level	Score

Programmed By Ed Hodapp
Program And Audio Visual © 1982 Sirius Software
Packaging © 1982 Fox Video Games

Games Of The Century Is A Trademark Of Fox Video Games
Sirius Is A Trademark Of Sirius Software

Fox Video Games, Inc., Saratoga, California 95071