



# DUCK HUNT

HOW TO PLAY  
MANUAL



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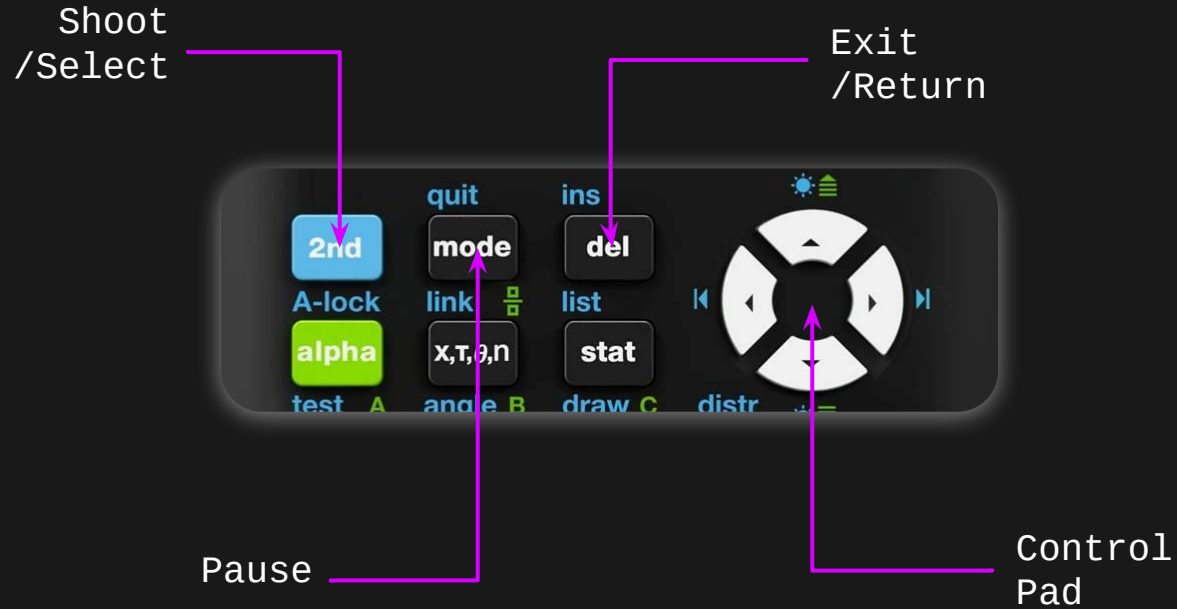
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# CONTROLS

NAMES OF CONTROLS AND OPERATION  
INSTRUCTION

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# CONTROLS



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# HOW TO PLAY

INSTRUCTION ON HOW TO PLAY DIFFERENT GAME  
MODES

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TI-84 Plus CE

# DUCK HUNT

GAME A 1 DUCK  
GAME B 2 DUCK  
GAME C CLAY SHOOTING

TOP SCORE = 39000

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PRE-ALPHA

## MENU

USING THE CONTROL PAD  
SELECT LINE THE ARROW UP  
WITH THE GAME MODE YOU  
WISH TO PLAY.

CLICK **2nd** / **enter** TO  
SELECT THE GAME MODE.

# GAME LAYOUT



TI-84 Plus CE



stat plot f1 tblset f2 format f3 calc f4 table f5

y=

window

zoom

trace

graph

quit

ins



2nd

mode

del

A-lock

link

list

alpha

x,T,θ,n

stat



# HOW TO PLAY

In this game you hunt ducks one at a time,

- When the hound finds a duck, it barks and jumps into the thicket. Ducks will then fly up one at a time. (The ducks will fly up from various locations.)
- The duck flies around the screen for a few seconds. This is your chance. Aim and shoot! But remember, you only have three shots.
- The flashing duck at the bottom of the screen is your hit indicator and will turn red if a hit is scored.
- A MISS occurs when all three shots are unsuccessfully used up, or when time has run out. When this happens, the color of the sky changes, and the duck flies away. (The hound comes out and laughs at you.)
- Sometimes off-colored blue or off-colored red ducks appear. You get a bonus score for shooting these.
- Each round ends after 10 ducks have flown out of the thicket. The PASS LINE at the bottom of the screen indicates the minimum number of ducks that must be hit to advance to the next round. If you hit this number of ducks or more, you advance to the next round; otherwise, the game ends.
- The ducks fly faster, and the number of ducks in the PASS LINE increases as you advance to later rounds.



TI-84 Plus CE



stat plot f1 tblset f2 format f3 calc f4 table f5

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## ADDITIONAL INFORMATION

[Shots:]

GAME A ..... Three shots per duck

GAME B ..... Three shots per two ducks

GAME C ..... Three shots per two clay pigeons

[Scoring:]

GAMES A, B and C

- The points received show up on the screen wherever a hit is made. Points differ depending on the round.
- A PERFECT bonus is awarded when a round is ended without a MISS.

[Advancing to the next round:]

- if the hit indicator has reached the PASS LINE at the end of the round, you advance to the next round; otherwise, the game is over.
- The minimum count on the PASS LINE gradually increases as the rounds advance (starting from the 10th round).

[Round number:]

- Round numbers are indicated with "R ="

# GAME MODES



GAME MODE A  
1 DUCK SHOOTING



GAME MODE B  
2 DUCK SHOOTING



GAME MODE C  
CLAY SHOOTING



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# CREDITS

GAME DEVELOPMENT CREDITS

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# CREDITS



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*THE GAME WAS DEVELOPED BY NINTENDO AND THEN PORTED TO  
THE "TI 84 PLUS CE" BY ALVAJOY 'ALVAJOY123' ASANTE.*

