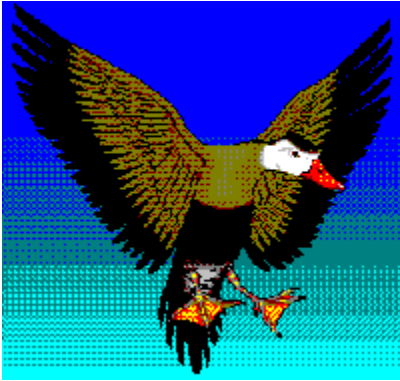# DuckHunt 1.0

Created by Andrew Novotak © Copyright 1993

A special thanks to:
Sheryl (my wife) for Beta testing & putting up with the late nights.
Wayne Palinckx for the awesome Duck Calls !!!
Brad Fountain & Ian Firth for the testing and feedback.

DuckHunt 1.0 can be registered On-Line on Compuserve, GO SWREG #1445
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Thank you for taking a look at DuckHunt 1.0. I think you will find it to be a most entertaining Hunting Simulator / Game. I had noticed a lack of Hunting games on the market, so I decided it was time to write one. So, using Visual Basic, a little animation, a lot of code and some fractally generated landscapes I created DuckHunt 1.0. I hope you enjoy it.

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Just as in real hunting, there is no exact way to win at DuckHunt. Which classifies DuckHunt as a simulation rather than a game. But I still wanted to have it play like a game. You will notice as you play that there are various skills and techniques needed to kill a lot of ducks. You will need to be quick at reloading your shotgun, quick, and most importantly, accurate when shooting at the ducks. There is a high score though, and a Hunting Log data file.

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Now a little on playing the game.

When you start DuckHunt you will be taken to the main hunting screen. From here you can select all the options available in the game, by RIGHT clicking on the screen.

To begin, select a Skill Level from the Configuration and Options Screen. There are 3 Skill Levels to Choose from.

After selecting a Skill Level, you need to exit the Configurations and Options Screen, by clicking on the 'GO HUNTING' button. Once back at the main screen you will need to call the ducks with your duck call, and get the ducks to fly near your hunting blind. To call the ducks in and start a new WAVE of ducks, use your cursor, and click on the DUCK CALL words at the bottom of the main screen. You'll hear your duck call, and in will come the ducks.

Now all you have to do is aim the cursor at the ducks as they fly across your screen and remember to reload your shotgun. Remember that a shotgun can only occupy 3 shotgun shells at one time. You will have to reload your gun after using up those 3 shots. To reload your gun, just use your cursor and click on the RELOAD word at the bottom of your main screen. You can reload you gun as often as you like. If your are out shots and you shoot a duck, you will hear a

faint CLICK noise, which is the hammer of your shotgun NOT contacting with a shell.

There are 20 ducks per WAVE. You must kill a certain amount of ducks for each wave. For the WAVE number that you are on multiply the WAVE number times 2 to get how many ducks you must kill for that WAVE. ie..(WAVE 3 , you must kill 6 or more ducks). If you fail to meet the WAVE requirements the game is over. If you qualify for a Top 5 HighScore then you will be prompted for your name.

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That's about all there is to playing DuckHunt, and you will soon get the hang of it and be shooting ducks out of the sky left and right. I hope you enjoy it. If you do enjoy it and decide to keep it, please remember to register your copy with me. That way I can send you a DuckHunt Players Guide. I will also send you a copy of the game with your name on it, on the disk format of your choice. Not to mention that you will be the first to receive any updates or new landscapes to hunt in.

Please inform me of any bugs or hardware and software conflicts you find while playing DuckHunt. I would appreciate any help you can give me. Tips and suggestions to improve game play would also be appreciated. Thank You.

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I can be reached via E-Mail on Compuserve @ 72202,2453
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