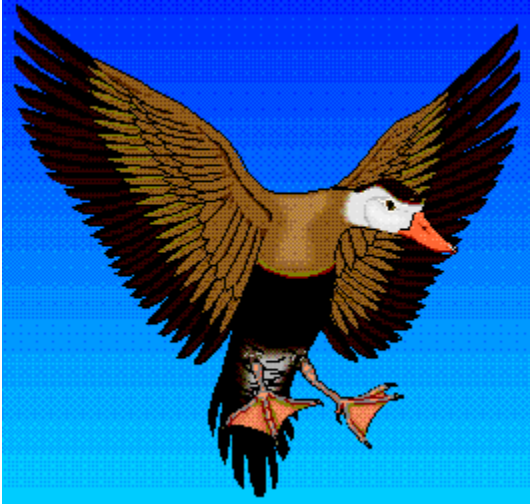


# Duck Hunt

*Created by Andrew G. Novotak Jr.*

*Alligator Software*

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## Compatibility and Problems

Duck Hunt recommendations and requirements.

Duck Hunt requires:

MS Windows 3.0 w/multimedia extensions or MS Windows 3.1.  
4MB RAM  
16 color 640x480 VGA

recommendations for best performance:

MS Windows 3.1  
Enhanced Mode  
4+ MB RAM  
256 color 640x480, 800x600 or 1024x768 Graphics (Accelerated helps)

NOTE: Removing of background BitMap ( Wallpaper ) with also help !!!

Duck Hunt known compatability problems:

Display problems with computers that use Western Digital display drivers at 1024x768  
(try 800x600 or 640x480... both of these work)

Display problems will occur if DuckHunt is run with other graphics programs that load a palette different than the one in DuckHunt. If you notice a palette color shift, end the game and close other applications then reload DuckHunt.

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

Duck Hunt can be registered On-Line on Compuserve, GO SWREG #1445

Andrew Novotak  
Alligator Software

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## Playing Duck Hunt

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

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 Duck Hunt 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 the cursor, and click on the DUCK CALL words at the bottom of the main Duck Hunt 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 Duck Hunt screen. You can reload you gun as often as you like. If you 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.

To stop playing the game at any time RIGHT click on the main Duck Hunt screen. If you are in the middle of a WAVE you will be asked if you want to quit Duck Hunt. If you are NOT in the middle of a WAVE, the Configuration and Options screen will appear.

That's about all there is to playing Duck Hunt, 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.

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## Recommendations

NOTE: I HIGHLY recommend removing ANY wallpaper. Also minimizing your shell (ie. Program Manager, Norton Desktop, etc.) after starting up the game. This should help to improve graphics speed some, and prevent any palette shifts that other graphics may cause to DuckHunt 1.0

NOTE: I tried to make the game playable for most machines ( 386-SX thru 486DX2 ) I check for CPU speed and I also do a Video display test. To determine how fast, or slow your video card may be, and adjust the ducks flying speed accordingly. The video test occurs when 1 duck passes across the screen from right to left before you begin a game.

NOTE: You can adjust the Ducks Flying Speed also. From the Options and Configurations screen use the scroll bar to increase the flying speed, or decrease the flying speed. I put this configuration in because it was very difficult to check for video card speeds. The initial video test should set the flying speed pretty close to what it should be. To test your setting, click on the test button to see if you like that flight speed for the ducks. When you have a flight speed that you like click on GO HUNTING. I was hesitant to allow the user to set the duck flying speed, because you can really use it to cheat by slowing the ducks down. On the other hand you can always increase the speed for harder levels of play, and most importantly adjust to your video card display speed. This gives everyone a chance to enjoy the game.

NOTE: There is a MIDI file that plays in the background, if you don't hear the MIDI music, you may need to load the MIDI Mapper drivers found in Windows Control Panel. I have gotten it to work on most machines by changing the MIDI Mapper settings. If you don't get MIDI sound try using the ADLIB drivers, or the General, or Extended MIDI drivers.

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Alligator Software

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You can RIGHT click on the main hunting screen at anytime during a wave to exit the game, though no score information will be saved.

## Game Options

**Configuration and Options**

**Skill Level**

**F**irst Time Hunter  
Pretty Darn Wimpy !

**S**easoned Hunter  
You'll Shoot a few !

**P**rofessional Hunter  
Not a chance Slick !

Background Music On / Off

**Hunting Background Area**

**Duck Flying Speed**

[Tip](#)

## Hunting Areas

To get the other 6 hunting areas you must register the game, and specify you would also like the additional hunting areas. A screen shot of ALL 6 new Hunting Areas is available for download from Compuserve, GO WINFUN, The file name is DHAREA.ZIP

[Registration](#)

## Registration

Andrew G. Novotak Jr.  
Alligator Software  
8200 West 93rd Way  
Westminster, Colorado 80021

Duck Hunt can be registered On-Line on Compuserve, GO SWREG #1445

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State/Province \_\_\_\_\_ ZIP \_\_\_\_\_

Country (if not USA) \_\_\_\_\_ Phone \_\_\_\_\_

WINDOWS VERSION [ ] 3.0 [ ] 3.1 [ ] 3.11 [ ] NT

MB RAM [ ] 2 [ ] 4 [ ] 6 [ ] 8 [ ] 16 OR MORE

GRAPHICS [ ] EGA [ ] VGA [ ] SVGA  
RESOLUTION USED [ ] 640x480 [ ] 800x600 [ ] 1024x768 [ ] 1280x1024

COMPUTER: [ ] 286 [ ] 386 [ ] 486 [ ] Pentium  
SPEED/Mhz [ ] 16 [ ] 20 [ ] 25 [ ] 33 [ ] 40 [ ] 50 [ ] 66

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Duck Hunt.....\$15.00  
Hunting Areas (5).....\$ 5.00 - Winter, Pond, Fall, Sunset, and Marsh Scenes

NUMBER OF COPIES \_\_\_\_\_

Amount enclosed: \$ \_\_\_\_\_

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Mail to: Andrew G. Novotak Jr.  
Alligator Software  
8200 West 93rd Way  
Westminster, CO 80021

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Clicking this button will bring up the About screen information, which displays the Version of Duck Hunt that you are using, and your systems resources information.

By clicking the drop-down list box you can change the Area that you would like to hunt in. There are at least 6 new hunting areas. The hunting areas are only available to registered users.

***NOTE: Hunting Areas are sold seperately !!! --- see Registration.***

[Hunting Areas](#)

[Registration](#)

You can select the difficulty of the game by choosing one of the three options.

- 1 First Time Hunter - You can hit the ducks very easy with this setting.
- 2 Seasoned Hunter - You must be much more precise with you aim
- 3 Professional Hunter - Good Luck ! ----- You're gonna need it !

Clicking this button will end your hunting for the day, close Duck Hunt, and NOT save your current score.

Clicking this button will bring up this Help File.

Click this button to hunt some ducks, you MUST set a Skill Level prior to being able to use your DUCK CALL.

By clicking this checkbox you can turn the background MIDI Music ON, or OFF. You can also choose from 20 MIDI music files using the drop-down box, and selecting a file from HUNTIN1 thru HUNTIN11. HUNTIN12 thru HUNTIN20 are for your custom use. Just copy a MIDI file to your DUCK HUNT directory, and use the filename of HUNTIN12.MID thru HUNTIN20.MID. ie. REN YOURFILE.MID HUNTIN12.MID to rename your custom MIDI file to MIDI music HUNTIN12.MID. Now select HUNTIN12 for your background music.

This number will show the increase or decrease that you have made with the Speed scroll bar.



Clicking this button will bring up the High Scores screen, listing the Top 5 Highest Scores, Player Name, and Difficulty Level.

This scroll bar will allow you to adjust the speed that the ducks fly across your screen. This setting can be used to make the game more difficult, but it was actually designed to allow adjustment for machines that are too slow, or too fast. After you make any change with the scroll bar, you must Test the setting before you can continue with the game.

Clicking this button will bring up your current Hunting Statistics.

The Test Button will show you a test of your current Duck Flying Speed setting. You will see one or more ducks fly across your screen to show you a relation to the change you may have made to the Duck Flying Speed.

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## **DUCK CALL**

From the Main Screen you must click on DUCK CALL to start the new WAVE of ducks.

## **Duck**

Duck, name collectively applied to numerous species of birds of the waterfowl family Anatidae. Ducks differ from geese and swans of the same family by their shorter necks and legs and other anatomical differences. Ducks inhabit all continents except Antarctica and most of the world's islands. The legs of most ducks are placed far apart and toward the rear, making them awkward walkers but efficient swimmers. The underplumage, or down, which is buoyant and insulating, is kept water-resistant by frequent preening with oil from a gland, called the uropygial gland, at the base of the tail feathers. Ducks, with the exception of mergansers, have spatulate bills lined with bony notches, or lamellae, for straining plant and animal matter from water.

## **HighScore**

You can obtain higher scores by hitting ducks that are closer to the edges of the screen, either coming in, or going out.



**register**

See Registration for more information.

## **RELOAD**

Your shotgun only holds 3 shells, click on this word from the Main Screen to reload your shotgun. You may reload as often as you like with no penalty.

**Test**

Click on the TEST button for more info.

## **WAVE**

A series of 20 ducks.



