TI-84 Plus CE
R=1
SHOT
HIT
000000
SCORE
stat plot f1 tblset f2 format f3 calc f4 table f5
y=
window
zoom
trace
graph
quit
ins
2nd
mode
del
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DUCK
HUNT
HOW TO PLAY
MANUAL

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GAME DEVELOPMENT CREDITS

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1

CONTROLS

NAMES OF CONTROLS AND OPERATION
INSTRUCTION

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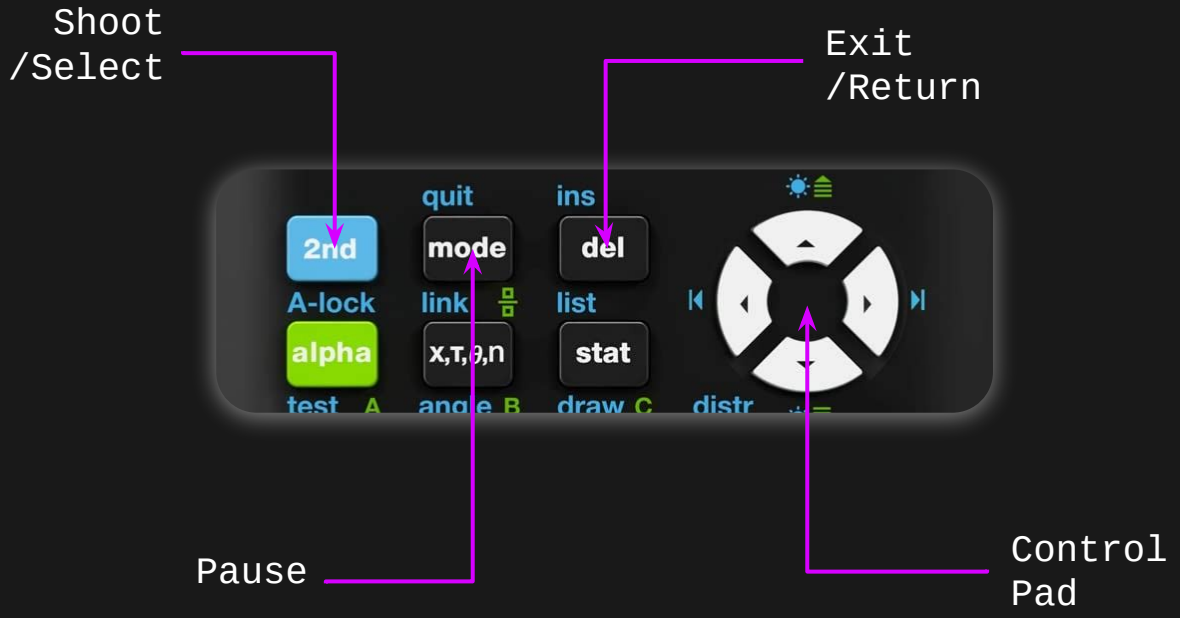
CONTROLS



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2

HOW TO PLAY

INSTRUCTION ON HOW TO PLAY DIFFERENT GAME MODES

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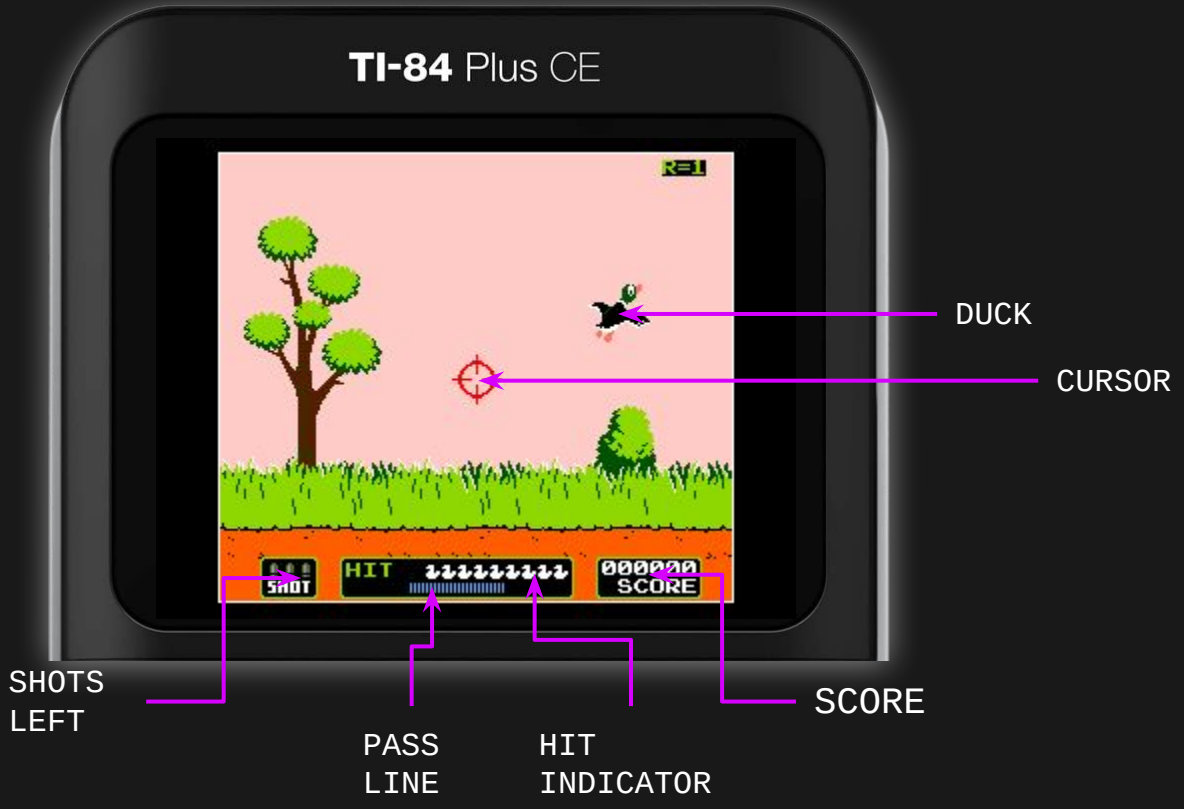
MENU

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
R=1
SHOT
HIT
000020
SCORE
DUCK
CURSOR
SHOTS LEFT
PASS LINE
HIT INDICATOR
SCORE

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.

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, Band 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

3

CREDITS

GAME DEVELOPMENT CREDITS

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CREDITS

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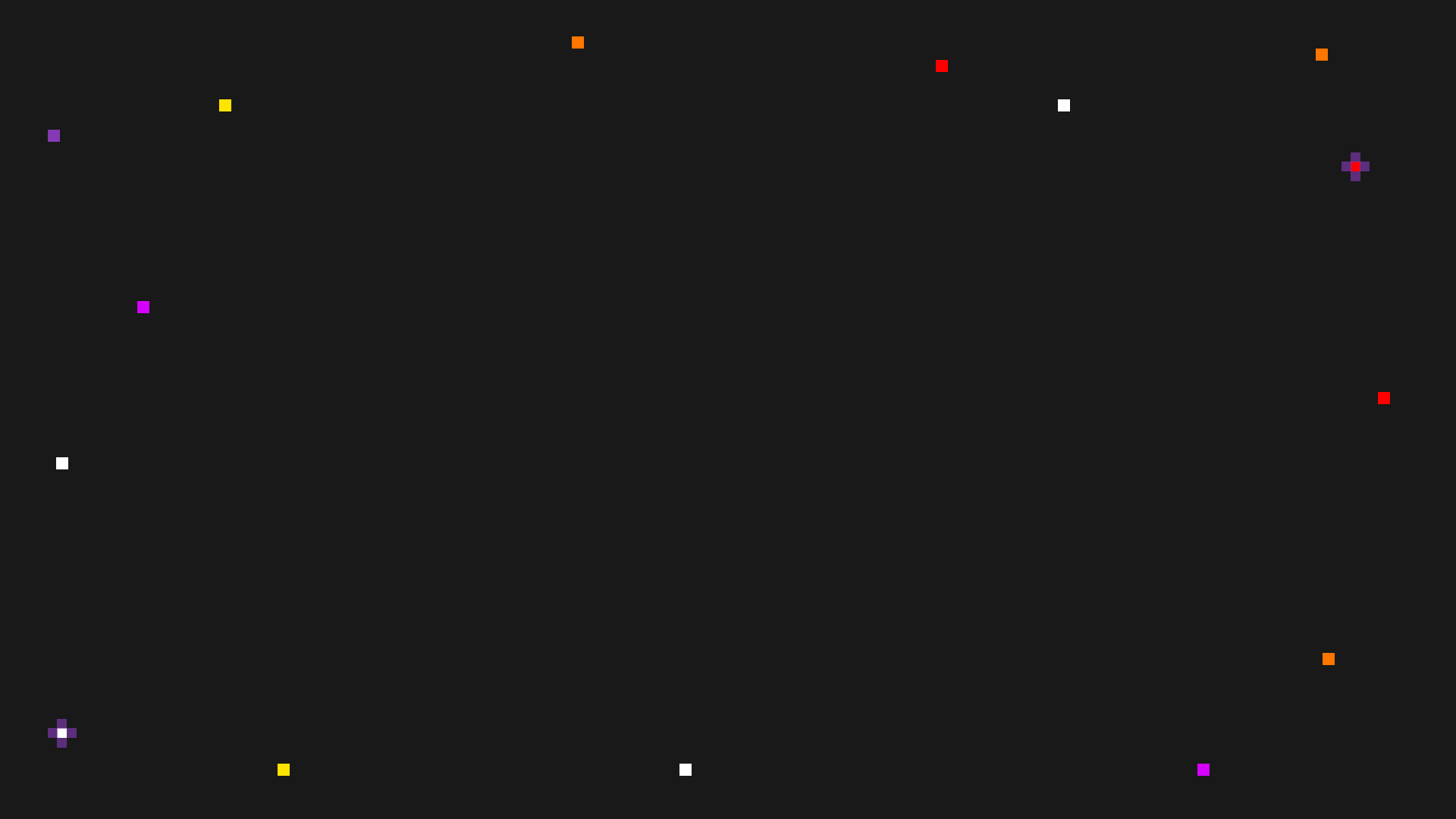
THE GAME WAS DEVELOPED BY NINTENDO AND THEN PORTED TO THE “TI 84 PLUS CE” BY ALVAJOY ‘ALVAJOY123‘ ASANTE.