

Disney's

DARKWING DUCK

TURBO 16 GRAFX™

Thank You

... for buying this advanced TurboChip Game Card,



Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx–16 Entertainment SuperSystem or TurboDuo Super CD System and the precautions concerning the proper use of this TurboChip game card. Always operate your TurboGrafx–16 SuperSystem or TurboDuo Super CD System along with this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

Characters, game design and audio visual elements
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Developed by Radiance Software, Inc.
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TurboGrafx™–16 Entertainment SuperSystem
TurboChip® Game Card
TurboExpress™ Handheld Entertainment System

Warnings

1 **This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing this game, it is advisable to reduce the screen brightness to help avoid image burn-in on the picture tube.**

2 Be sure that the power is turned off when changing game cards.

3 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.

4 Do not forcibly bend your TurboChip game cards.

5 Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.

6 Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx–16 Entertainment SuperSystem, TurboDuo Super CD System and the TurboExpress Handheld Entertainment System and will not operate on other systems.

Any duplication of this software is strictly prohibited.



There's Big Trouble in St. Canard

As Darkwing Duck, the "terror that flaps in the night," you have been summoned to the office of J. Gander Hooter, the Chief of SHUSH. He reports that four of St. Canard's most notorious villains, Moliarty, Tuskerninni, Megavolt and SteelBeak, have suddenly united. A secret photo of one of their meetings shows the group studying an oil painting. Are they planning an art theft, or is it something far worse? The criminals have cut the painting into 36 pieces, divided the pieces among themselves, and fled back to their territories. Your mission is to track down these four crooks, recover the missing pieces and reassemble the painting for SHUSH. The Chief believes that this painting will provide a clue to the true intentions of this motley crew. Will their plan be foiled? Will the forces of F.O.W.L. be defeated? Better get "quacking" Darkwing, before it's too late!

Inserting the TurboChip Game Card

1. Remove the TurboChip game card from its plastic case.
2. Hold the TurboChip game card with the title side up and gently slide it into the Game Card port until you feel a firm click. Do not bend the game card or touch its metal parts as this could erase the program.
3. Slide the Control deck Power Switch to the "ON" position. If your game card is not inserted properly, the Power Switch will not move all the way to the right.
4. The title screen of Darkwing Duck should appear on your television.

Object of the Game

Proceed through the game collecting the 36 pieces of the painting, while defeating the evil doers. Use the reassembled painting to unravel the mysterious plans of F.O.W.L. Score as many points as you can along the way.

Note: Darkwing Duck is a single-player game.



How to Play

Darkwing Duck is a horizontal (and sometimes vertical) scrolling action game. You control the character "Darkwing Duck" using your TurboPad Controller. Play is based on the "damage" system. Each time you defeat an enemy, you score points.

Number of Tries and Game Over

You begin the game with three or four tries, depending on which mode you're playing. When you run out of continues and lose all of your tries (or defeat Steel Beak in the final stage) the game is over.

Player Health

The health of Darkwing Duck is displayed by a health meter. However, health eggs appear throughout the game and can be collected to restore your health.

Scoring Points

Points are scored by defeating enemies and collecting bonus items. Bonus points are awarded for completing particularly difficult parts of the game.

Reconstruction of the Painting

Throughout the game, it is Darkwing Duck's job to recover each piece of the painting. As Darkwing recovers these pieces, he turns them over to his niece, Gosalyn and the neighborhood genius, Honker Muddlefoot. At the end of each stage, Gosalyn and Honker (with your help) try to rearrange the pieces until the entire painting is revealed. Once the painting is completed, an infrared light above the bulletin board begins to glow. This light transforms the painting into a blueprint that reveals the ultimate secret weapon F.O.W.L. has been working on.

Note: In order to complete a level, you must find all the pieces and battle the end boss.

Stages of the Game

Moliarty's Level

(The Underworld of St. Canard)

Constructed from the fantasies of this villainous mole, the Underworld of St. Canard has been transformed into a massive superhighway for Moliarty's mutant Pill Bugs. The size of your average school bus, these Bugs rumble on endlessly. Your job is to defeat an array of bad guys, while exploring the massive underground tunnel. If you're lucky, you'll get a chance to fight Moliarty in his secret underground mole cavern.

Tuskerninni's Level

(The Streets of St. Canard)

This stage consists of steep, building-lined streets and a ramshackle old theatre. Be alert, because skateboarding penguins will roll out and attack your every move! Work your way to the top of the hill and enter a secret catacomb beneath the street. Bursting water pipes, aerial sandbags and out-of-control leaks challenge you at every turn.

Megavolt's Level

(The Roof Tops of St. Canard)

This level takes place upon the brightly colored roof tops of the glass and steel skyscraper, which dominate the city of St. Canard. Jump from platform to platform, eliminating Egg Men and avoiding the electrically charged fingertips of Megavolt. If you make it to the end, you get to battle Megavolt and his electric charger one-on-one!

SteelBeak's Level

(The F.O.W.L. Casino)

Darkwing will chase the evil SteelBeak into the Starduck casino. Once inside, you discover the awful truth–this is a secret factory where F.O.W.L. is manufacturing the ultimate crime weapon. As you climb through the different floors of the factory, you'll fight trash compactors, falling mannequin pieces, Tuskerninni, Moliarty and other weapons of doom. Once you've made it to the top of the building, fight the ultimate boss, F.O.W.L.'s secret weapon.



Tuskerninni's Level



Starting the Game

Introductory Screen

After the introduction screens, the Darkwing Duck emblem will appear. You will have the choice to play either EASY or NORMAL mode. Press the thumbpad up or down to select the flashing mode you wish to play. Press the RUN button to start the game with your choice.

Easy or Normal Mode

Easy: Contains more power-ups, allows you to use the gas gun against end bosses, and is easier to assemble the painting.

Note: You get four tries and one continue to start.

Normal: More difficult, with fewer power-ups, less use of the gas gun and a trickier painting assembly. J. Gander Hooter will appear in his office to explain your mission.

Note: You get only three tries and no continues at the start.

Selection Screen

The screen will then change to a close-up of the secret photo showing the four villains. Notice that they are examining some sort of painting. A magnifying glass will be centered over one of the faces. Move this magnifying glass with the Direction Key to indicate which of the four villains you would like to pursue. When the magnifying glass flashes, press the RUN button to enter your selection.

Transition Screen

After selecting the criminal you wish to pursue, the scene will switch to the Quacme 2000 Crime Computer. This computer will provide a mug shot of the villain you have selected and important information which will prepare you for the game. Press the RUN button once you've finished reading.

Pausing the Game

During play, the game can be paused by pressing the RUN button. Press the RUN button again to resume play.

Resetting the Game

During play, the game can be reset to the title screen by holding down the RUN button and pressing the SELECT button at the same time.

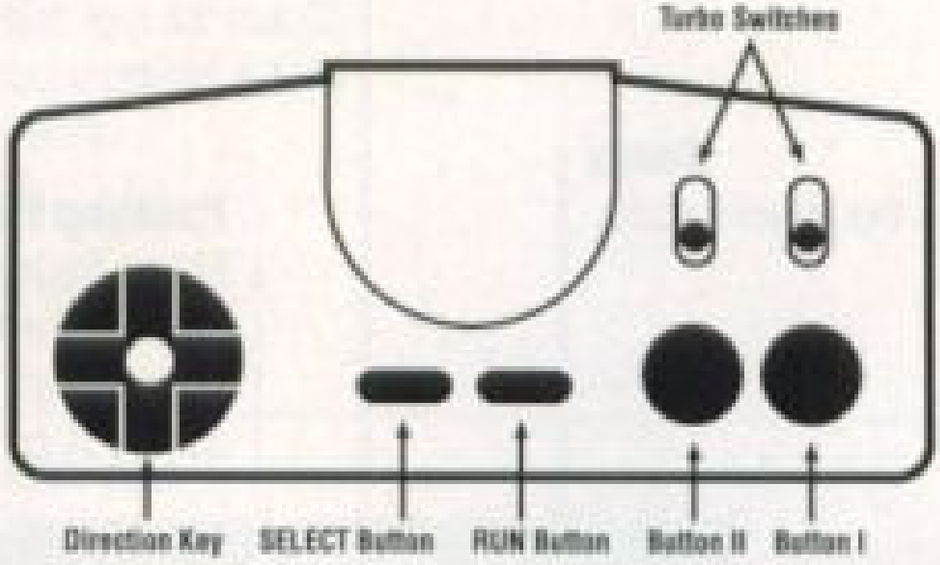
How to "Continue"

Easy: When the game is over, a "continue" display will appear on the screen. If you decide to "continue," you can proceed with the game from the beginning of the last stage where you were playing. You only have one "continue" to use (unless you pick up extra ones during the game). Whenever you continue, you begin with four tries.

Normal: You begin with only three tries, and no continues on this setting. You can pick up extra "continues" as you play.

Controlling the Movements of Darkwing Duck

Your TurboPad controller is used to control Darkwing Duck. Basic TurboPad controls and operation are described below.



Direction Key
Moves Darkwing left and right. Press down to crouch. Also used to move the magnifying glass.

SELECT Button
Press the SELECT button while holding the RUN button down to reset the game.

RUN Button
Starts and pauses the game.

Button II
Fires Darkwing Duck's Gas Gun.

Button I
Makes Darkwing Duck jump.

Turbo Switches
Recommended setting: Both switches should be in the down position.

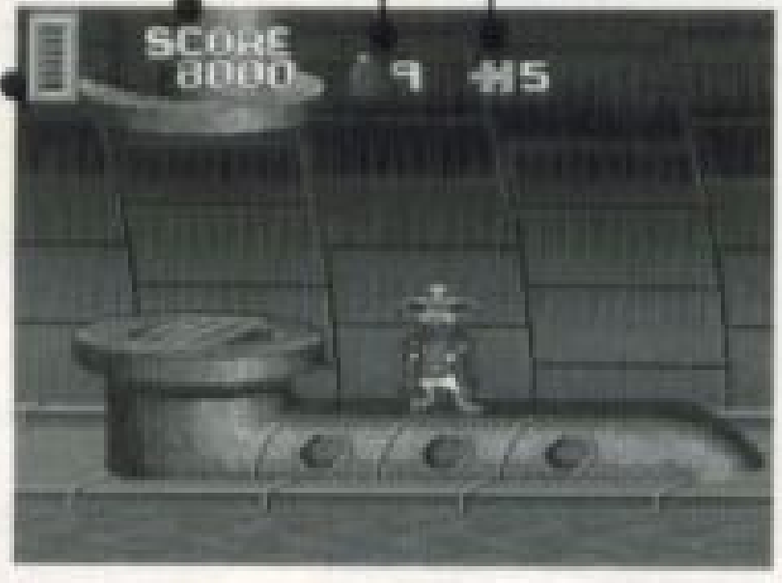


Screen Displays

Remaining Ammunition
Shows the type and number of Gas Bullets accumulated.

Score
Shows the player's score.

Painting Pieces
Shows the number of painting pieces you have left to collect for the current stage.



Health Meter
Shows the amount of strength you have left before you lose one (1) try.

Weapons & Power-ups

Darkwing Duck is armed throughout the game with his trusty Gas Gun. There are three gases he can use to shoot enemies.

Gases

Yellow Gas – Most powerful

Green Gas – Medium strength

Red Gas – Least powerful

Darkwing Duck Power-ups



Red Bombs
This power-up will destroy all enemies on the screen.



Extra Continues
This power-up will give you one extra continue.



Painting Pieces
There are 36 of these throughout the game. After each level, you will arrange these to reassemble the painting.



Extra Darkwings
This power-up will give you one extra Darkwing.



Invincibility
This power-up will make Darkwing invincible for a short period of time. Effects last as long as he is flashing.



Health Egg
This power-up will replenish Darkwing's health meter.



Meet the Evil Forces of F.O.W.L. & Playing Tips



Moliarity



Megavolt



Egg Men



Tuskerninni



Steel Beak

Playing Tips

Hold down on the Thumbpad when you press Button I to jump. This will give Darkwing Duck a special "Attack Jump" that injures enemies and lets him bounce high to collect power-ups.

Watch your Gas Gun supply carefully. It can run out quickly with careless shooting.

Call the TurboTeam at 1-900-FUN-TG16 for additional game tips!

Please note: The first 30 seconds of this call are free, but you will be charged 99 cents for each minute after that (up to five minutes). The charge for this call will appear on your next phone bill.

Please be sure to ask your parents' permission before you call!

Have you tried these other TurboChip® game cards?

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- Time Cruise
- Shockman
- Samural Ghost

Turbo Technologies, Inc.
6701 Center Drive West, Suite 520
Los Angeles, CA 90045

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