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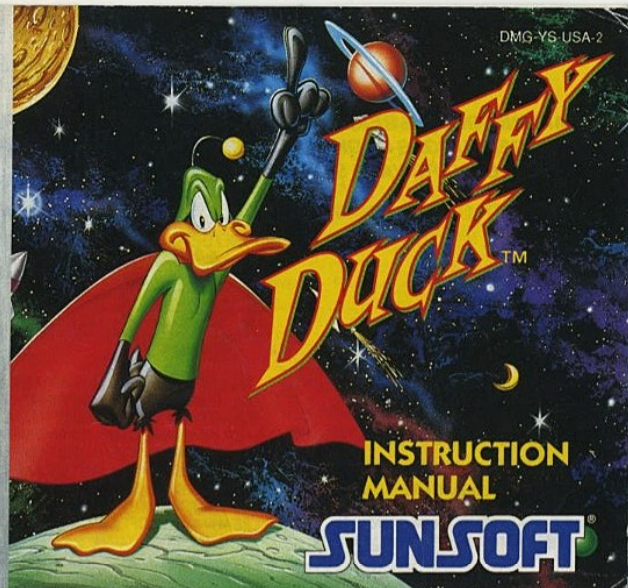
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Nintendo

GAME BOY®



DMG-YS USA-2

INSTRUCTION
MANUAL
SUNSOFT®

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



LICENSED BY



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Contents

Thank you...for purchasing the Sunsoft **Daffy Duck** Game Pak. Read these instructions carefully before starting to play the game. In doing so, you will understand the game better and enjoy it even more.

Remember to keep these instructions in a safe place.

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My Least Favorite Martian

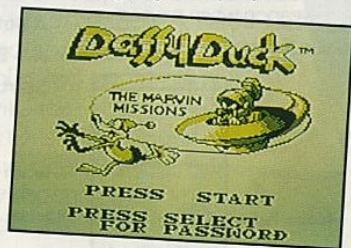
Are you ready, space cadet? Daffy Duck, alias Duck Dodgers, is on a mission to save the planet!

That extra-fiendish, extra-terrestrial Marvin the Martian has plans to destroy the Earth because it blocks his view of Venus. Armed with a ray gun and jet pack, Daffy will stop at nothing to see that Marvin's P38 space modulator and his gang of galactic goons are disintegrated for the sake of inter-planetary peace!



Blast-Off!

Inset the Daffy Duck Game Pak into the Game Boy System and turn the system ON. After a short time, the title screen will appear. Press the Start button to begin game play.



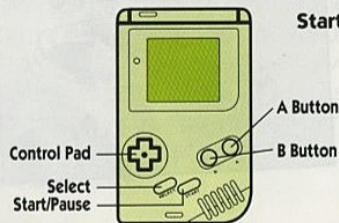
Game Play Directions

Control Pad:

Left or Right: Move Daffy; Select weapon when paused

Down: Duck to avoid enemy fire; Select weapon when paused

Up: Select weapon when paused



Select: Default to original gun when paused

Reset: A + B + Start + Select

B Button: Shoot Attack

A Button: Jet Jump

A + B: Jump and Shoot

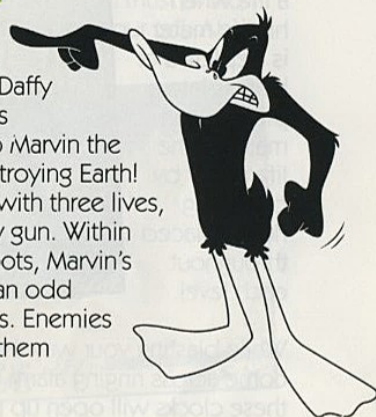
Start: Begin/Pause game play

Your Mission

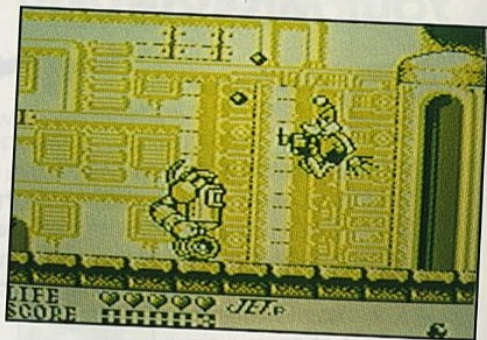


Orders from ground control are in and Daffy must leave for Mars

immediately. His mission: stop Marvin the Martian and his army from destroying Earth! To do this, Daffy is equipped with three lives, a jet pack and an unlimited ray gun. Within four stages, Daffy will face robots, Marvin's dog K-9, Instant Martians and an odd assortment of cosmic creatures. Enemies can be defeated by shooting them or jumping on top of them.



Daffy will lose a life when his life meter is depleted or he falls into a pit. You can maintain the life meter by collecting hearts placed throughout each level.



While blasting your way through the stage, you will come across ringing alarm clocks. When shot down, these clocks will open up passageways. Sometimes you will need to shoot more than one clock to open the

door. Also throughout the mission are flying stages where Daffy is on a moving platform. You must avoid walls ahead of you and Marvin's fire on your tail. At the end of each stage is a boss that must be defeated. Shooting at bosses has little effect on them. You must jump on them.

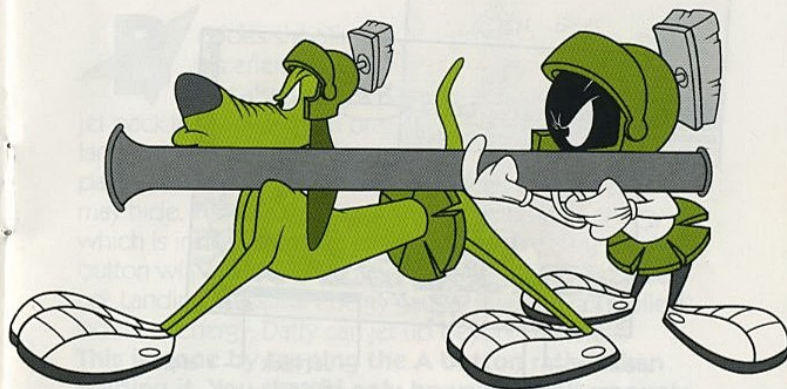


If you do not complete your mission and destroy the P38 space modulator, there is a continue option. Prepare yourself, the outer space adventure is about to begin!

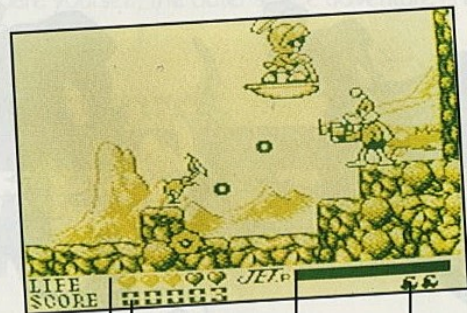
Passwords



At the continue screen, you will be given a password. To enter the password press Select at the title screen. This will start you at the beginning of a specific level.



Game Play Screen



Life Meter
Score

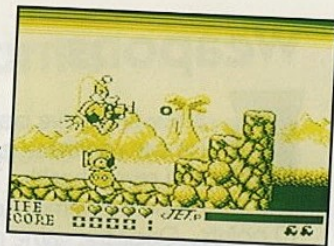
Jet Pack
Energy
Gauge

of Lives

Jet Pack

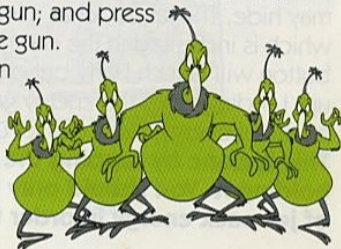
Besides shooting his enemies, Daffy can also use his jet pack to fly over them or land on top of them. The jet pack assists Daffy in reaching tall places where hearts may hide. The jet pack has a limited amount of energy which is indicated in the energy gauge. Pressing the A button will launch Daffy but only until his energy is used up. Landing refills the energy gauge. By using controlled bursts of energy, Daffy can jet up beyond the stars.

This is done by tapping the A button rather than holding it. You should only be using small amounts of jet pack energy in order to get this high up.



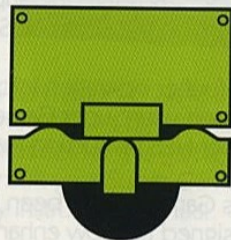
Weapons

Daffy will receive points for defeating enemies. He can use these points to change weapons and revive health. To do this, press Start to pause the game. To change weapons, it takes 10 points. Once the game is paused, press Up twice for a Laser gun; press Down twice for a Big Bullet gun; press Left twice for a Bouncing gun; and press Right twice for a Rapid Fire gun. Hold the Start button, then press Select to default to your original weapon. It costs 10 points to revive health. To do this, pause the game and press B.



Wacky Platforms

During his mission, Daffy will encounter small platforms. These platforms have special powers to launch Daffy like a catapult or take him across long obstacles. Daffy can shoot these platforms to position them correctly and then use them to overcome enemies.



Using the Super Game Boy Adapter

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.

For further operation information, please consult your Super Game Boy and Super NES instruction manuals.

This Game Pak has been specially designed to allow enhanced graphics



when using the Super Game Boy. Game controls have been pre-set so that the A, B, Start and Select Buttons on your Super NES Controller correspond to the same controls on the Game Boy.

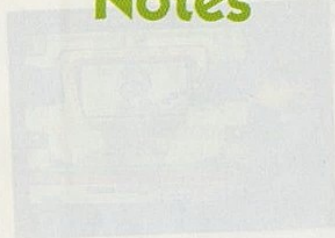


Game play on the Super NES using the Super Game Boy adapter. Both sold separately.

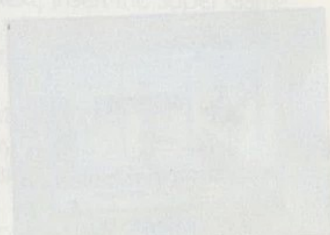


If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction manual.

Notes



when using the Super Game Boy.
Game controls have been set so that the A, B, Start and Select buttons on your Super NES Controller correspond to the same controls on the Game Boy. Next, you can adjust the sensitivity of the controls.



For more information on how to use the Super Game Boy, see the Super Game Boy manual. The manual is available in English and Spanish. Both sold separately.

Notes





90 DAY LIMITED WARRANTY:

SUNSOFT warrants to the original purchaser only that the Game Pak provided with this manual and the software program code on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability.

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Can't Get Enough?

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these great games from the
Sunsoft Looney Tunes Library!

