A special message from CAPCOM

Thank you for selecting Darkwing Duck, the latest addition to Capcom's library of Disney titles. Following such hits as The Little Mermaid and DuckTales, Darkwing Duck continues the tradition of action-packed family-oriented games for the Nintendo Entertainment System.

Darkwing Duck features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joe Morici
Senior Vice President
CAPCOM, U.S.A.
GETTING STARTED

1. Insert your Darkwing Duck Game Pak into your Nintendo Entertainment System and turn it on.

2. Watch the introduction and then press **START** when the title screen appears.

3. When the next screen appears, J. Gander Hooter will give you a secret message from S.H.U.S.H.. Press the A button to read the message or press **START** to skip it.

4. After you receive your assignment from S.H.U.S.H., Launchpad will ask you which crime scene you wish to go to. Move the control pad left or right to highlight a HELP balloon and then press the A button. Launchpad will give you specific details of the crime and then ask you if you wish to tackle that mission. If you say **YES**, then Launchpad will speed you to the crime scene in the Thunderquack.

5. To end the game at any time, simply turn your Nintendo Entertainment System off and remove your Game Pak.
A MESSAGE FROM S.H.U.S.H.!

"Ah, good to see you again Darkwing. I'm afraid that S.H.U.S.H. is once again in need of your unique talents. A mysterious crime wave has swept across our fair city. We believe that these crimes are the work of that notorious criminal organization F.O.W.L.!!"

"The Liquidator, Quackerjack, Wolfduck and other F.O.W.L. agents have been looting various parts of the city. These robberies may be part of a larger plan by F.O.W.L. to seize control of St. Canard. Do whatever you think is necessary to retrieve the loot and bring these fiends to justice. The fate of the city is in your hands. Good Luck, Darkwing."

CONTROLLING DARKWING DUCK

To move Darkwing right or left
Press the control pad right or left.

To use the cape shield
Press up on the control pad.

To jump
Press the A button.

To duck
Press down on the control pad.

To fire Darkwing's gas gun
Press the B button.

To switch to special gas
Press the SELECT button.

To pause the game and see the Status Screen
Press the START button.
LET'S GET DANGEROUS!

It's crime time and Darkwing Duck is on the case. The webbed wonder must leap through the streets of St. Canard and blast the bad guys with noxious knockout gas. Help him track down the lair of F.O.W.L.'s fiendish agents and prepare for Darkwing's greatest challenge ever.

There is no stopping Darkwing once he is on the trail, but F.O.W.L. plans to try! The heart in the upper left corner of the screen is a health meter and it shows Darkwing Duck's strength. Each time Darkwing gets hit by one of F.O.W.L.'s agents, he will lose one quarter of the health meter. When all four quarters of the heart are gone, Darkwing will lose a chance and he will have to start his search again.

If Darkwing is lucky enough to track down the lair of an arch-villain, he must try to blast him with his gas gun. It will take many shots of gas before Darkwing can capture him. Once the agent has been captured, Darkwing can begin his search for the next vile villain.

HANG IN THERE, DARKWING.

Leaping from rooftops and hanging from ledges is all in a day's work for the daring Darkwing Duck. In order to outwit his enemies, Darkwing must often put himself in some pretty precarious positions.

To grab a ledge or a hook, press the B button to jump toward the hook or ledge and Darkwing will automatically grab hold of it. When Darkwing is done hanging around, just press down on your control pad and he will let go.

To jump down from a rooftop or ledge, press down on your control pad and press the B button. Darkwing will jump down from the ledge.
In the never-ending battle against crime, it is always handy to have a trick or two up your sleeve. Now, thanks to those wondrous scientists at S.H.U.S.H., Darkwing’s gas gun has been adapted to use three new types of gas.

**HEAVY GAS**
A blast of heavy gas will immediately fall to the ground and explode. The explosion will send a shock-wave across the floor in both directions. (Heavy Gas uses 2 units of gas energy.)

**THUNDER GAS**
When Thunder Gas is used, two bolts of lightning are launched from Darkwing’s gas gun. Each bolt travels forward at a 45 degree angle. (Thunder Gas uses 2 units of gas energy.)

**ARROW GAS**
Arrow gas will cause a gaseous arrow to be shot out of Darkwing’s gas gun. These arrows can be shot against walls to help Darkwing overcome obstacles. (Arrow Gas uses 3 units of gas energy.)

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To use these special gas adaptors, Darkwing must first find them. Launchpad has used the Thunderquack to zoom ahead of Darkwing and place the adaptors at key locations within the city. It’s up to Darkwing to locate the adaptors and add them to his arsenal.

**NOTE:** Darkwing can only carry one adaptor at a time.

Once Darkwing collects a special gas adaptor, you can activate it by pressing the SELECT button on your control pad. When you do, a number will appear below the special gas indicator in the upper left-hand corner of the television screen. This number shows how much gas energy Darkwing’s gas gun has left. Press the B button on your control pad and Darkwing will now fire out the special gas.

To refill the gas energy of the gas gun, Darkwing must collect gas energy containers. These containers can be found by blasting enemy agents and picking up the containers as they drop them.
As Darkwing cllobbers his way past F.O.W.L.’s heinous henchmen, they may drop a variety of items that will aid Darkwing in his journey. Just have Darkwing touch an item and he will add it to his collection.

**Small First Aid Kit**
- This kit restores 1/4 of Darkwing’s health.

**Large First Aid Kit**
- This kit restores all of Darkwing’s health.

**Small Gas Energy Canister**
- This canister adds 1 unit of gas energy to Darkwing’s gas gun.

**Large Gas Energy Canister**
- This canister adds 10 units of gas energy to Darkwing’s gas gun.

**Darkwing Doll**
- Pick up this item and Darkwing will earn another chance to complete the adventure.

**Gold Bar**
- Adds 500 points to Darkwing’s score.

**Diamond**
- Adds 100 points to Darkwing’s score.
TOP SECRET TIPS

1. Darkwing's cape shield can be used to block many of the items thrown at him. Be sure to use it.
2. If Darkwing fires his gas gun into the air, he may find the GO signal. If Darkwing touches the signal, he will be given a bonus mission to attempt.
3. Darkwing can fire his gas gun while crouching.
4. If you get hit by an enemy, you will be invincible for a moment. Use this time to get by any tough obstacles.
5. Pick up all the diamonds and gold bars you can. You will earn points at the end of each stage and if you score enough points you will earn an extra chance.

High-Flying Heroes Take To The Sky

Think action! Adventure! Exotic locales, fantastic airplanes, perilous stunts and mile-high exploits. Add a flight crew of colorful villains and heroes, and you've got Tale Spin—Disney's hit animated TV series. Air battles, races and crashes are all part of the no-holds barred fun as Baloo takes on Shere Khan, Don Karnage and their henchmen.

- As Baloo, you'll travel from perilous jungles to mysterious caves as you deliver your cargo.
- Glide, dive and loop through 8 action-packed levels.
- Advanced graphics and sound bring your favorite Tale Spin heroes to life.
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.


90-DAY LIMITED WARRANTY

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CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("Pak") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the Pak, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408) 727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective Pak, and return your Pak freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

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   Consumer Service Department
   3303 Scott Boulevard
   Santa Clara, CA 95054

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If the Pak develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then send the Pak, prepaid and insured, to the address above. The Pak will be returned to you, freight prepaid, in new or repaired condition, if you so desire.

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