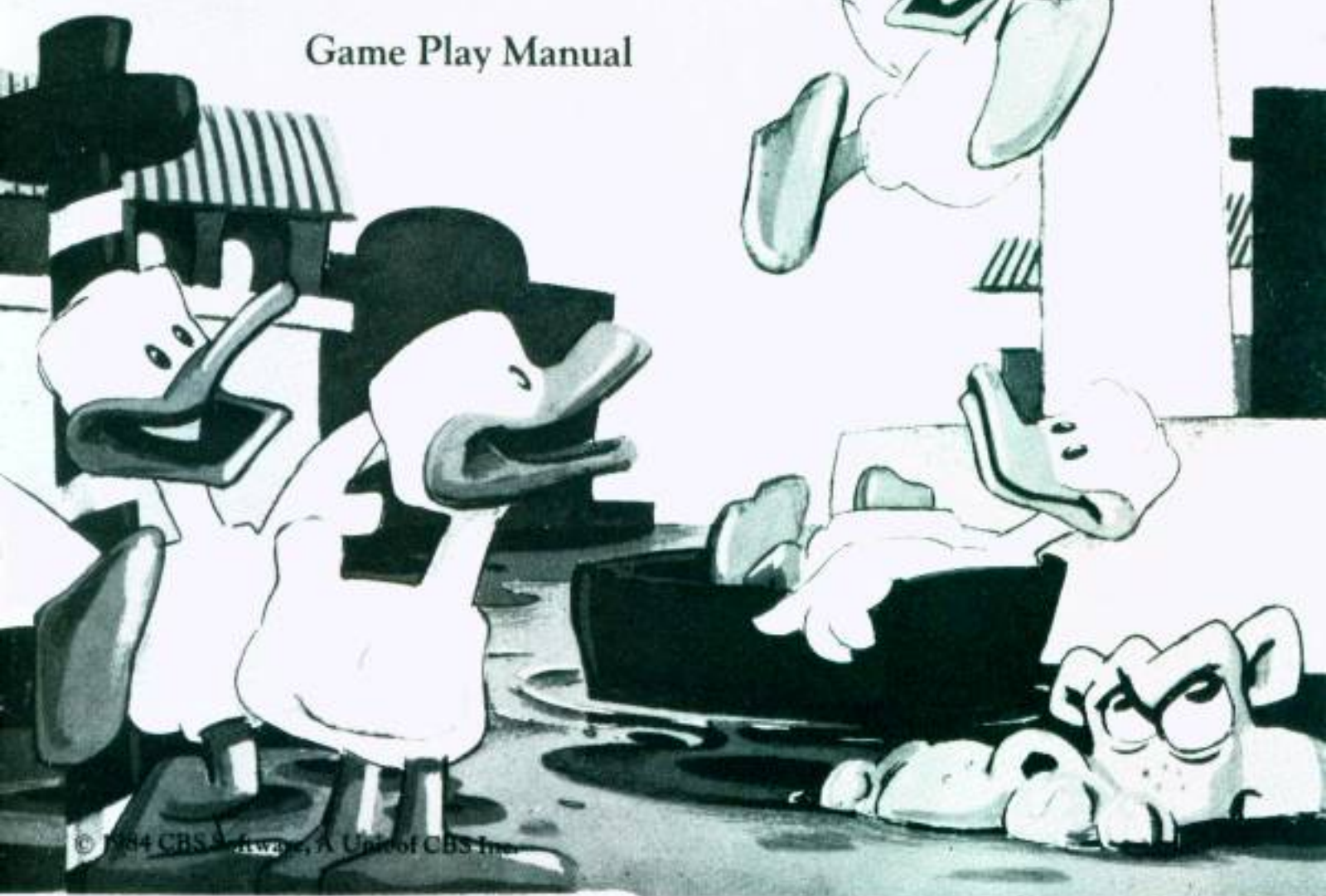


A Preschool Computer Activity by JOYCE HAKANSSON ASSOCIATES

# DUCKS AHOY!™

The "ducky" discovery game  
of planning and surprise.

Game Play Manual



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## Setting Up Your Computer

Following manufacturer's instructions, hook up your computer to a monitor or TV. If you are using a disk or cassette product, make sure your disk drive or program recorder is connected.

*For Cartridge:*

1. Plug the program cartridge into your computer's cartridge port. For computers with two cartridge ports, use the left one.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.

*For Commodore 64™ Disk:*

1. Insert the program disk into the disk drive and close the drive door.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.
4. Refer to instructions on disk label for booting the disk.

*For Cassette:*

1. Insert the program cassette into the program recorder following cassette label instructions.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.
4. Refer to instructions in cassette case for loading the program.

*DUCKS AHOY* requires the use of a Joystick Controller. Be sure to plug one firmly into your computer's first Joystick port.

## **Ducks Ahoy!™**

A fun-filled game of planning and surprise, Ducks Ahoy exemplifies Joyce Hakansson Associates' approach to play and learning. Its upbeat combination of music, funny characters, lively graphics and entertaining game play invites participation and provides challenges for the whole family. As players guide their boats to catch ducks and avoid the hippo, they are encouraged to think logically, helping them develop their abilities to plan ahead.

Playing Ducks Ahoy, preschoolers improve their fine motor coordination as they maneuver through canals to pick up ducks and drop them off at the beach. By keeping track of how many ducks get together there and how many jump into the water, they exercise their counting skills, too.

Ducks Ahoy provides strategic challenge for older kids as well. Once the timing and coordination required to catch the ducks is mastered, they can focus in on planning the most efficient routes for taking the ducks to the beach. By monitoring the patterns of duck appearances in the buildings and the path of the submerged hippo, kids can improve their abilities to predict outcomes.

The following material is provided to help parents help their children quickly get into the game. The Ducks Ahoy Activity Book features stories, riddles, games and projects for fun and learning that both parents and kids can enjoy when they're quacking about away from the computer.

## **How To Play Ducks Ahoy!**

Welcome to Venice, where every day is Ducks Ahoy day! And there's no better way for a duck in Venice to spend Ducks Ahoy day than by getting together with his friends at the beach. Quacking about happily in the canals, these dizzy ducks rely on you to take them from their homes to their beachfront boardwalk!

### **Cast Off**

Move the Joystick or press the red button and your first boat will sail out of the boat house. Move the Joystick to guide your boat in any direction through the canals and around the houses.

### **The Duck-Pump-Jump**

See the ducks as they waddle through the houses? They are on their way to meet your boat. To catch a duck, guide your boat to a dock that a duck is just about to arrive at. When you get close to the dock, let go of the Joystick. Your boat will slow down and drift into the dock. If you have arrived at the dock the same time the duck has, he will pump and then jump into your boat! If not, he will pump and jump into the water...Ooops! Try again.

### **One Duck Or Two?**

Once the duck is in your boat, you must make a decision. Do you want to go get another duck or do you want to go straight to the beach? Your boat can hold up to two ducks at a time. Depending on how close the hippo is to your boat, you may not want to risk going after another duck until after you have delivered the first one to the beach.

## To The Beach

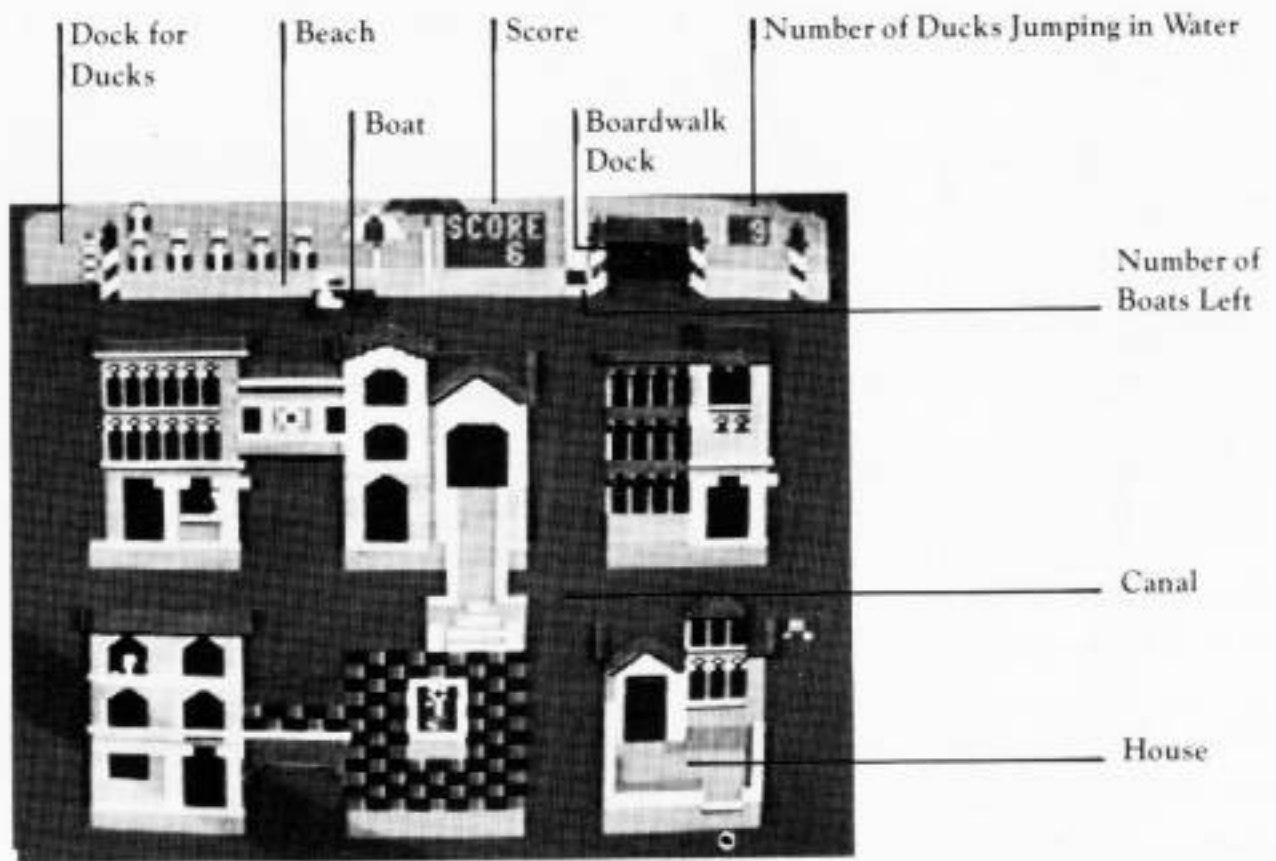
Guide your duck-filled boat to the boardwalk dock at the beach and stop there. Press the red button and a duck will jump onto the beach. If you are carrying two ducks, press the red button again and the second duck will jump onto the beach.

## Hippo In The Water

The hippo hides underwater waiting to sink your boat. You can usually see him bubbling around the canals. Avoid those bubbles! If he sinks your boat, you'll lose any ducks you were carrying and the hippo will let out a hearty "ho-ho-ho."

Besides being dunked by the hippo, your boat will also sink if:

- \*you try to load more than two ducks into it,
- \*it is not properly positioned at the dock when a duck jumps in, or
- \*you allow ten ducks to jump into the water. The sign on the right side of the beach shows how many ducks have done this.



## **Score**

You can see your score on the sign by the umbrellas on the beach. For each duck you bring to the beach you receive one point. When ten ducks land on the beach they sing their song. Then they disappear to leave room for the next batch of ten.

## **The Party's Over**

The game ends when all four of your boats are sunk. You can tell how many boats you have left by the number of stripes on the big pole near the boat house. To play again, press the computer key marked "f1" on your Commodore 64™ or the "SYSTEM RESET" key on Atari® computer. Then either move your joystick or press the red button.

## **Computer Activities from JOYCE HAKANSSON ASSOCIATES**

Joyce Hakansson Associates (JHA) recognizes that the most effective learning occurs when children are engaged in activities that are fun, challenging and motivating.

JHA designs computer activities that combine important learning concepts with the excitement and fun of play. Program goals and levels of challenge are carefully worked out to be compatible with the developmental abilities of children in specific age groupings. In this way, JHA programs grow as children grow.

JHA provides a playful environment for learning. Children have a natural sense of drama and respond well to the colorful animation, funny characters and tuneful music that are the trademarks of JHA programs.

JHA also recognizes that while the computer is a powerful tool for learning, it does not replace all learning experiences. To complement each computer program, JHA develops materials that foster discovery. Activity books, posters and stories extend the themes presented in the software and prompt children and their families to explore those ideas in the world around them.

DUCKS AHOY was created by Joyce Hakansson Associates, Inc., a team of artists, musicians, educators, programmers, writers and game specialists dedicated to bringing excellence and excitement into computer games for young people.

President: Joyce Hakansson

Programmer: Will Stein

Art and Animation: Bud Luckey

Music: Ed Bogas

Project Manager: Sandy Curtis

Educational Research: Bobbi Hutcheson  
Pat Monighan  
Mark Rosen

And: Barbara Bybee  
Ken Leonard

Atari Version  
Programmed by: Tom Buoye

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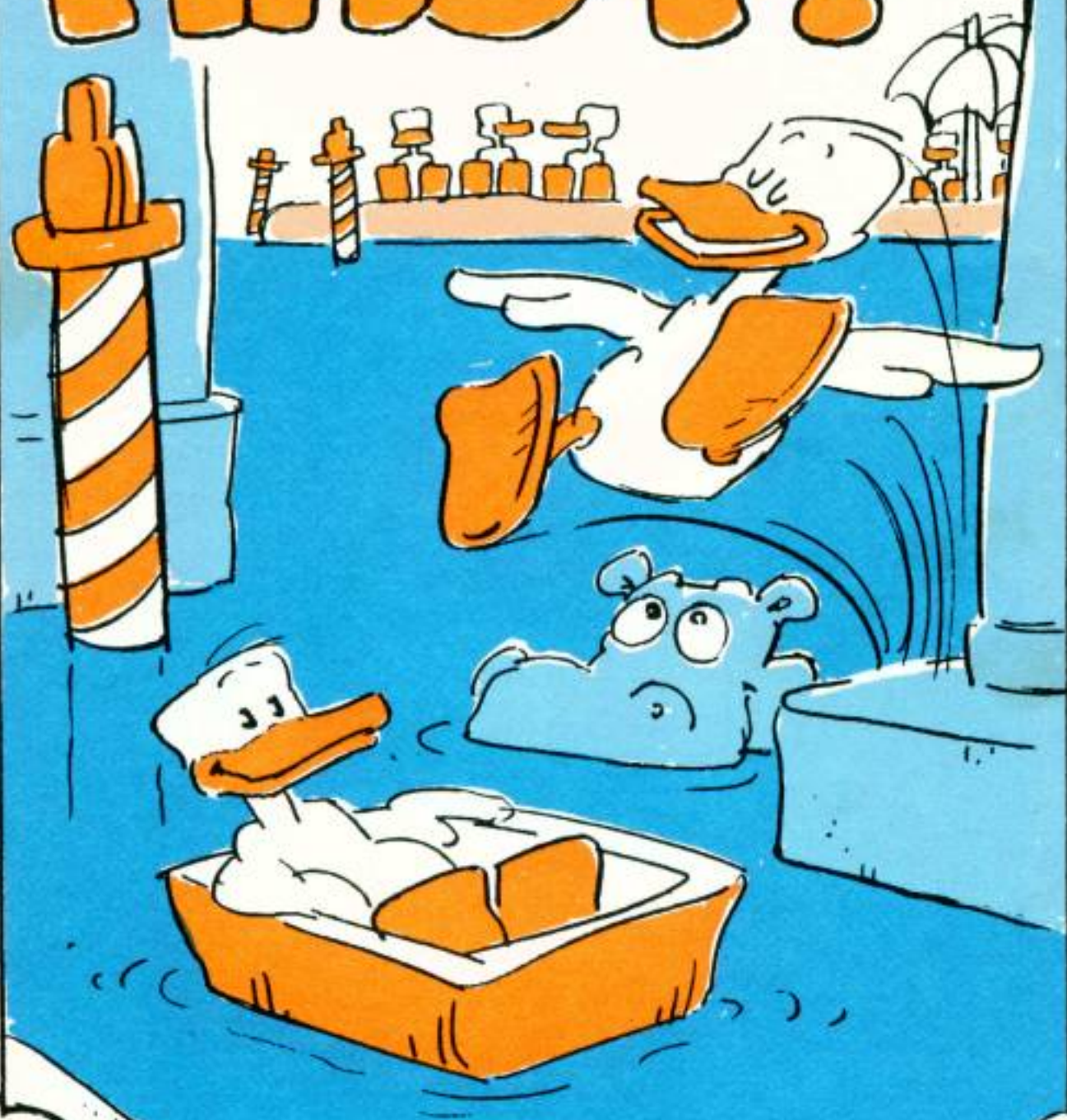
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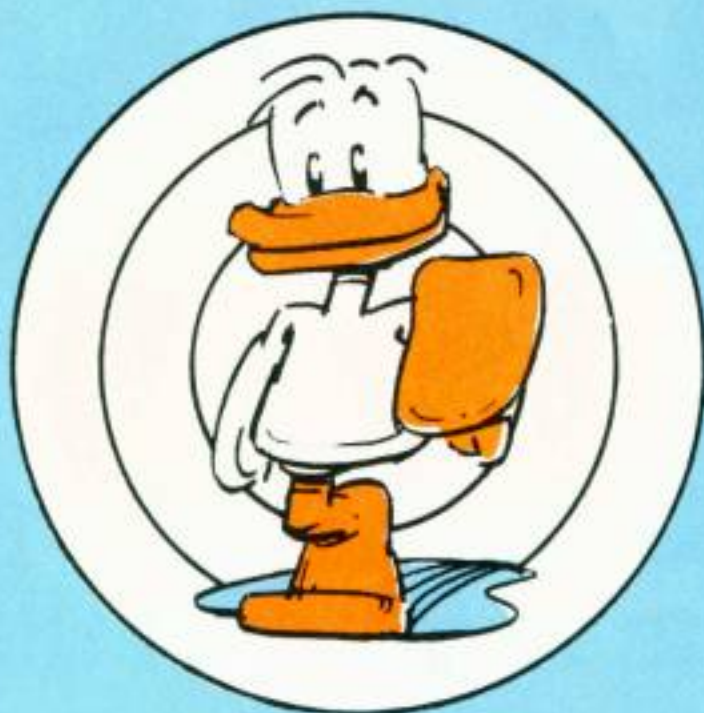
# DUCKS AHoy!

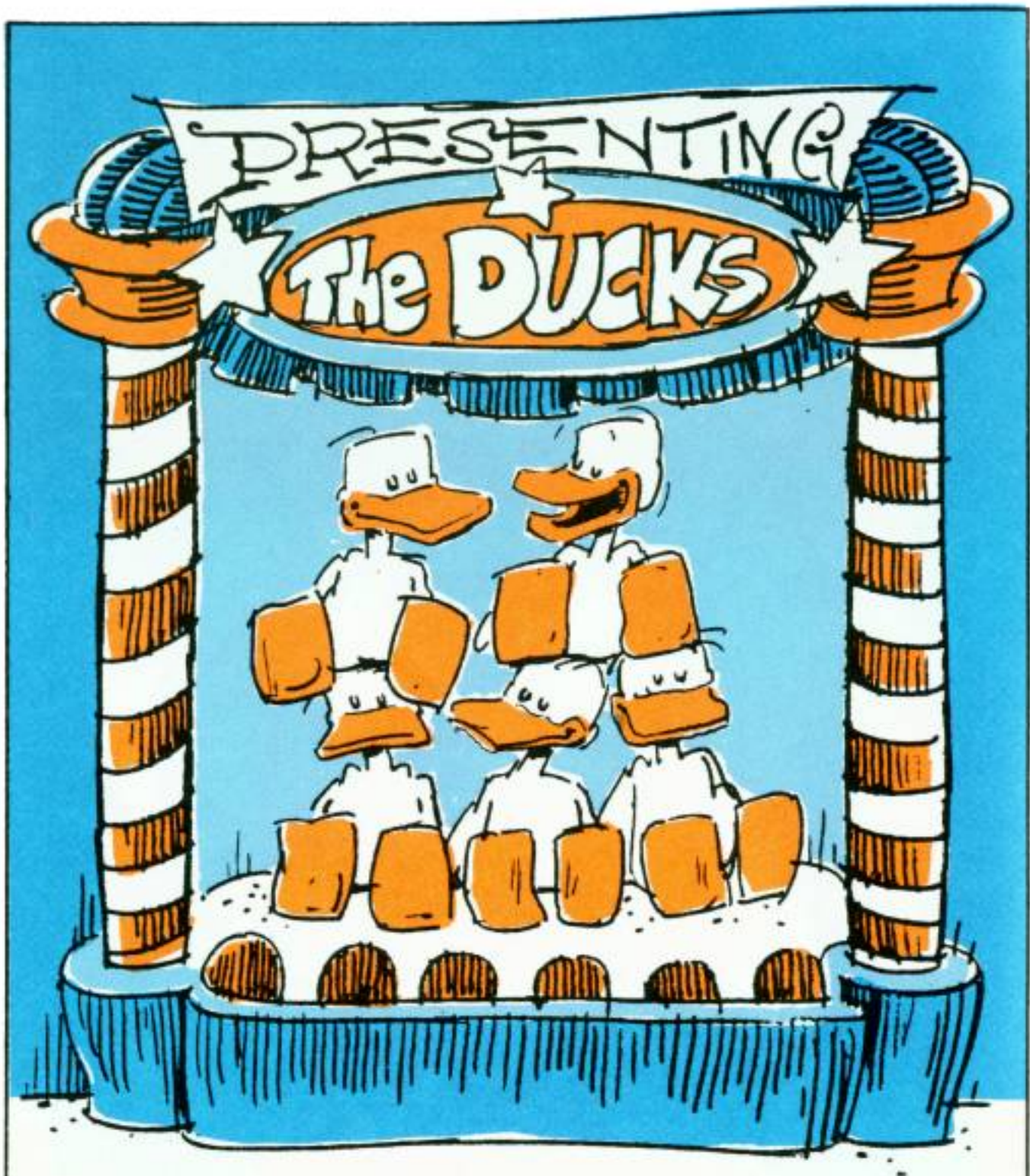


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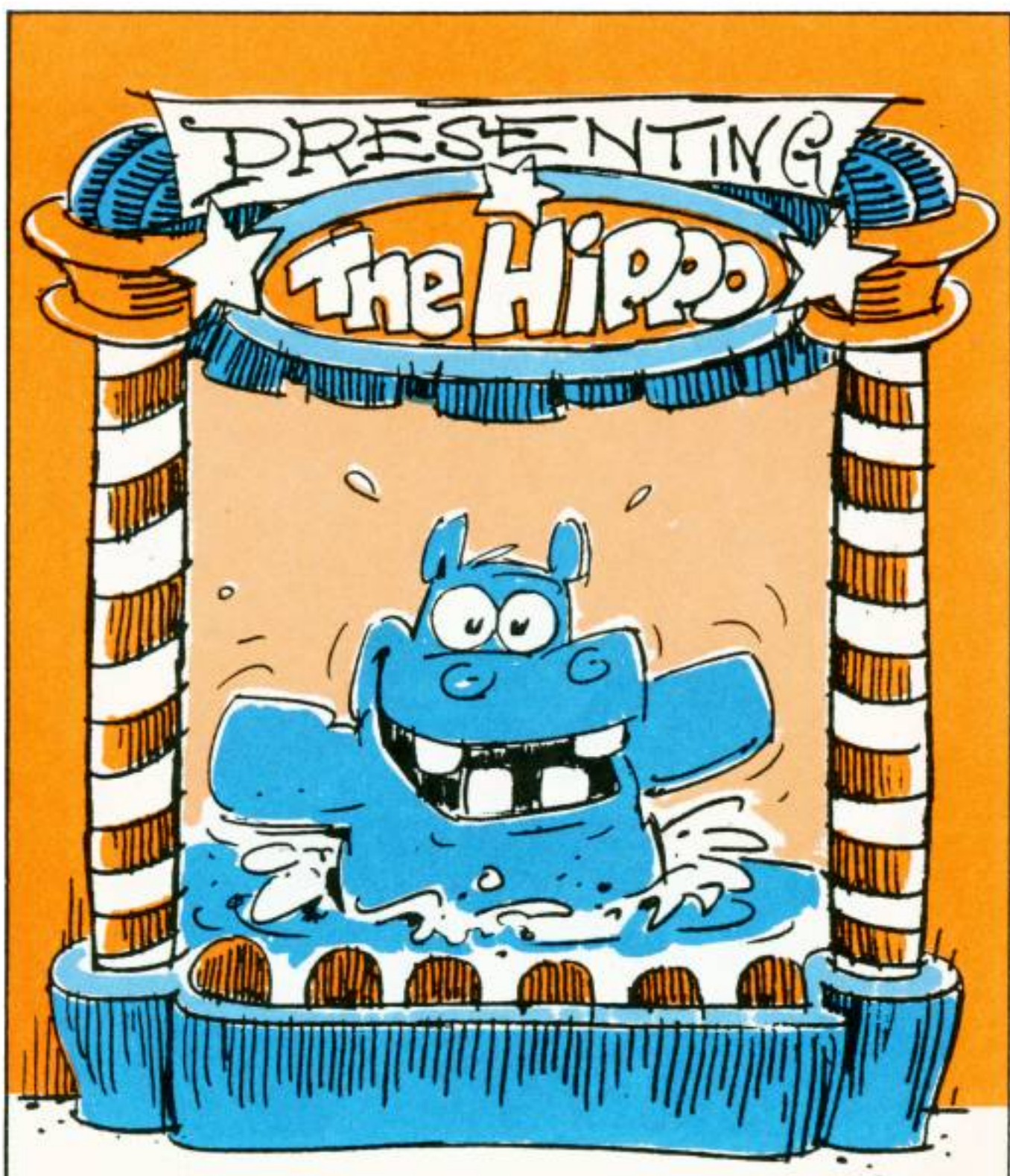
# DUCKS AHOY!

a book of silly  
duck stuff

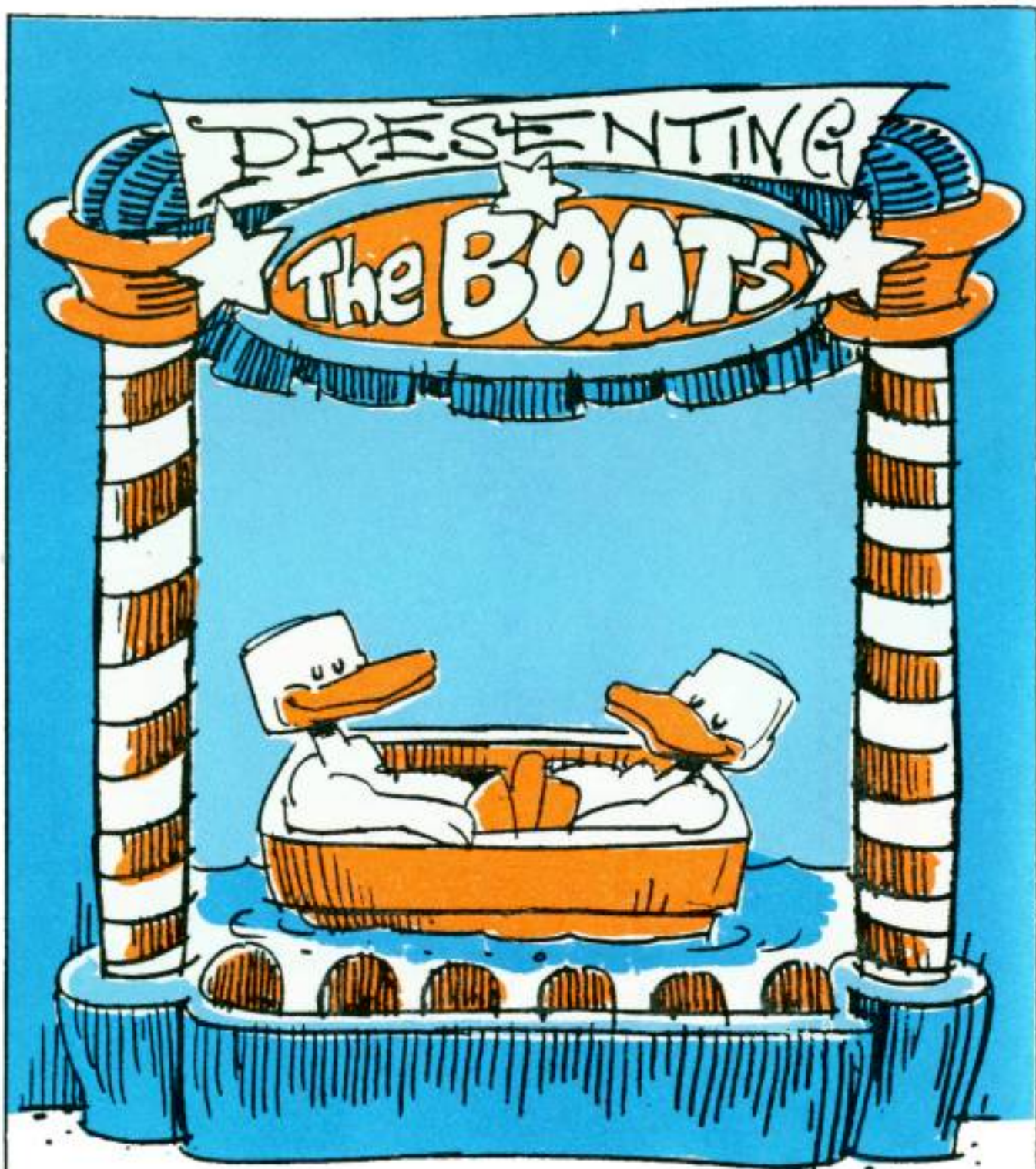




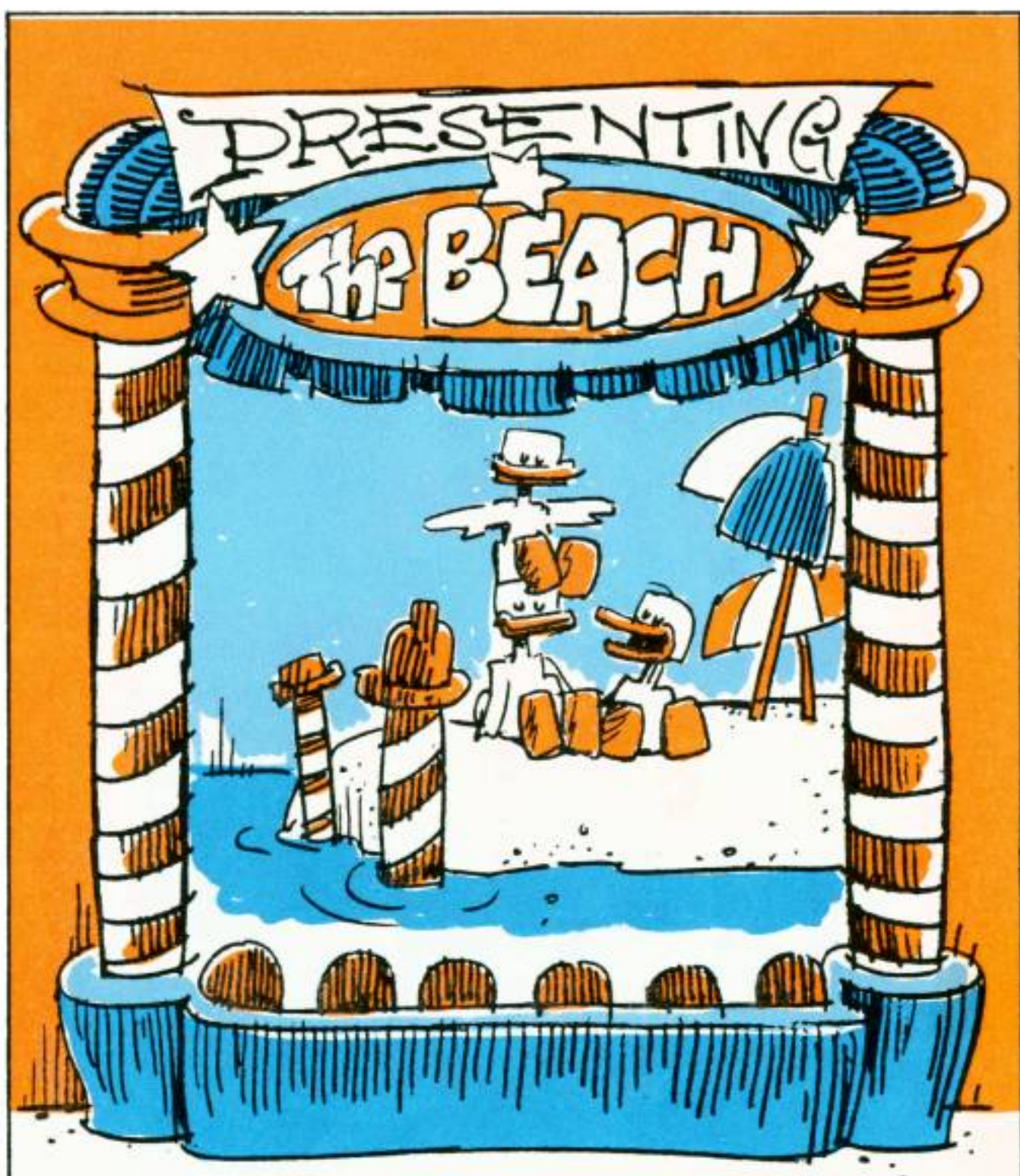
... who like nothing better  
than to get together.



... the underwater menace  
of the canals.



... which have a mission to pick up ducks and deliver them to the beach.



... the ducks' favorite place  
to be together for  
sunnin' and singin.'





VICE



①



① the beach

② the score

③ quacker factory

④ town hall

⑤ palace

⑥ hotel

⑦ piazza

⑧ observatory

⑤



⑧

# Quack!

# Quack!

That's duck talk for "Hello, there." Ducks squeak when they walk and squawk when they talk. They tell riddles and fool around. In DUCKS AHOY! you'll find out how to waddle like a duck. You can make duck noises. You can even make a hippo. If you want to try out some ducky stuff, waddle through the next few pages.

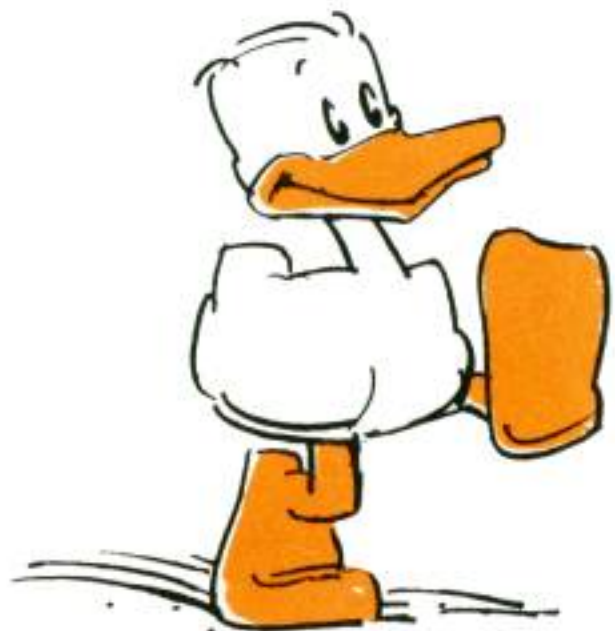
# Contents

The Duck Story

Ducky Stuff

- Duck Noises
- Ducky Feet
- Duck Lips
- Duck Walk
- Hippo
- Boat
- Ducks on the Wall

The Duck Song



# The Duck Story

Catch the ducks as they're ready to jump  
You can tell by the way their wings pump  
If they land in a boat  
They will travel afloat  
But the hippo might give them a bump.

The hippo hides in canals  
Waiting to upset duck pals  
His bubbles will tell  
Where he's likely to dwell  
In these silly, ducky locales.

If you're clever and quick with your hand  
You can guide the ducks' boats to the land  
Ducks will sit in the sun  
And have lots of fun  
While singing silly duck songs on the sand.

# Ducky Stuff

# duck noises

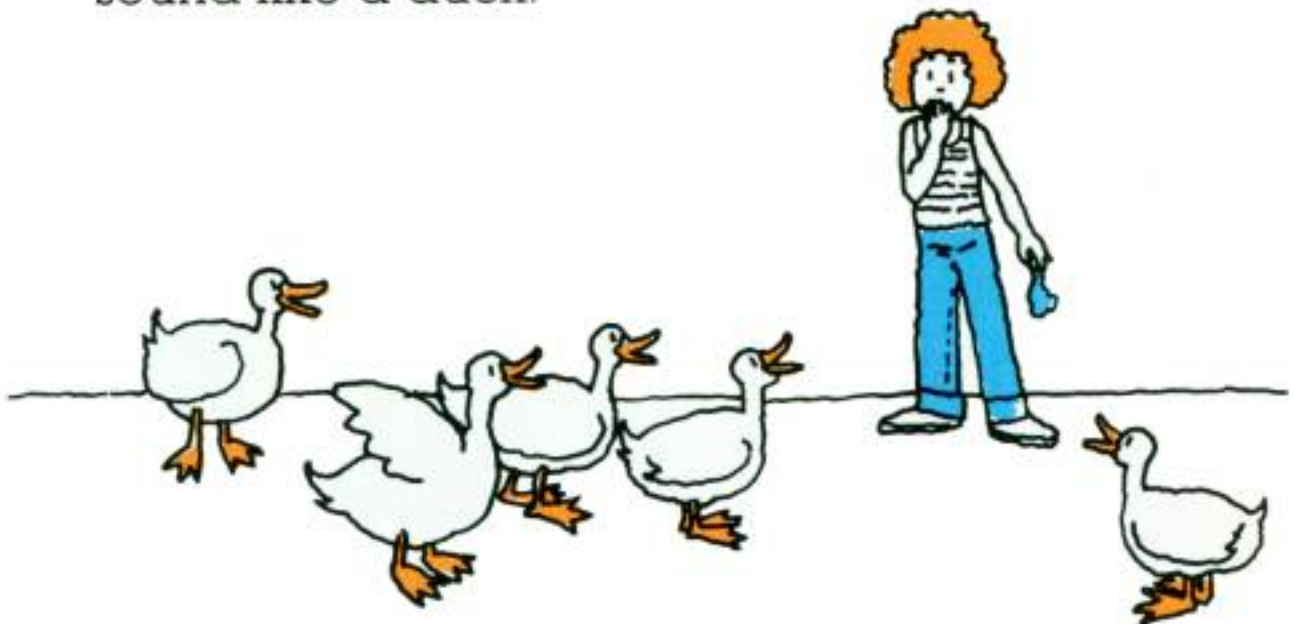
Have you ever met anybody who could talk like a duck? You know somebody?? Did you know you can make a balloon talk like a duck too? . . . Well, almost.

## you need:

a balloon

## how to:

1. Blow up the balloon.
2. Hold the balloon at the neck.
3. Pinch it closed.
4. Stretch the neck with your fingers.
5. Let the air out slowly.
6. You will get some weird sounds. With some luck, your balloon will even sound like a duck.



Who comes  
out at night,  
wears black,  
drinks blood,  
and quacks?



Quackula.

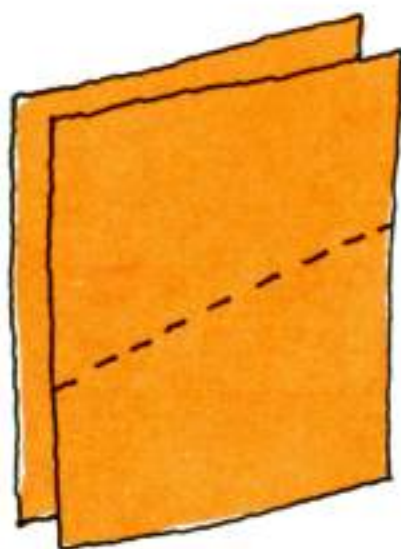


# ducky feet

Everyone knows ducks have toes, but that's not what makes their feet so neat. Stuck between each toe is a flap of skin that makes their feet into paddles that are perfect for kicking their way through water. If you'd like to know how it feels to have duck feet, here's how to make a pair you can wear on dry land.

## you need:

a heavy brown paper  
shopping bag  
big rubber bands  
stapler  
scissors  
newspaper

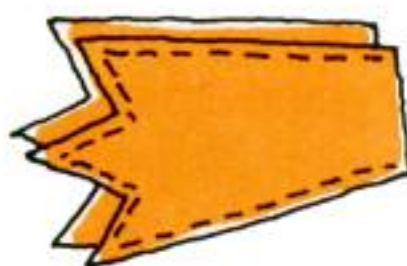


## how to:

1. Cut out the bottom of the bag. Split the side open.
2. Cut the bag in half lengthwise.
3. Lay the two sides on top of each other.



4. Now cut your duck feet (check the picture to see how to make the angled cut).
5. Trim the feet to your size. Cut web toes.
6. Staple the two sides together. Leave the back open.
7. Color them if you want really ducky feet.
8. Stuff with crumpled newspaper.
9. Fold in the edges.
10. Cut a rubber band. Staple it on the back to make a strap.
11. Put them on and go for a walk.



HINT: Ducky feet can be colored green to be frog feet. Use your imagination to make dinosaur toes.

What famous  
duck is in  
Star Wars?



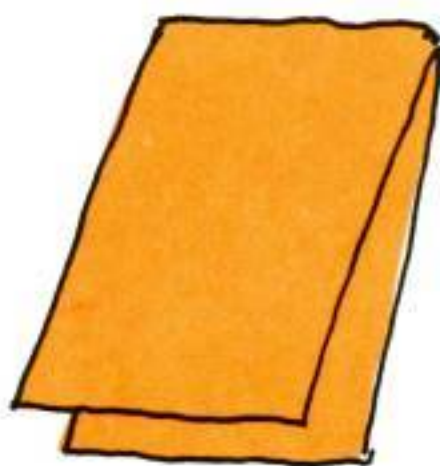
Duck Vader.

# duck lips

Ducks do not have lips like people. In fact, ducks don't have lips at all. They have bills. Bills are just the right size for scooping up meals from the muddy bottoms of duck ponds. Bills are perfect for ducks, but they look really silly on people. Which is why you might want to try some on . . . if you're feeling silly.

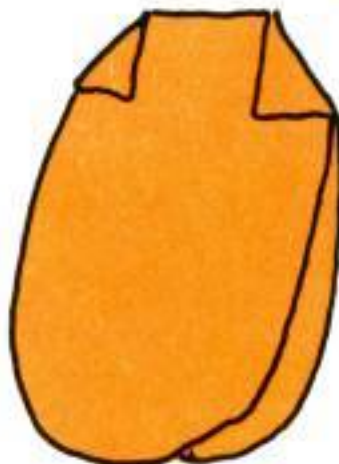
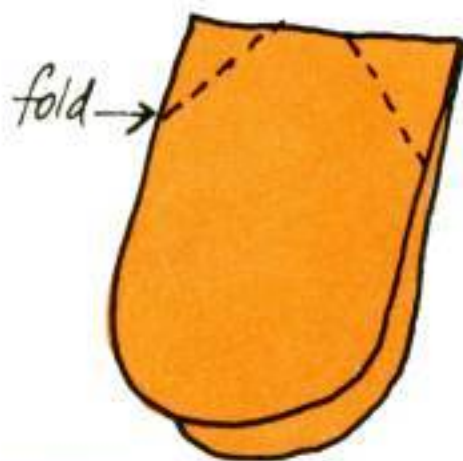
## you need:

a piece of stiff yellow paper  
scissors  
a paper punch  
string

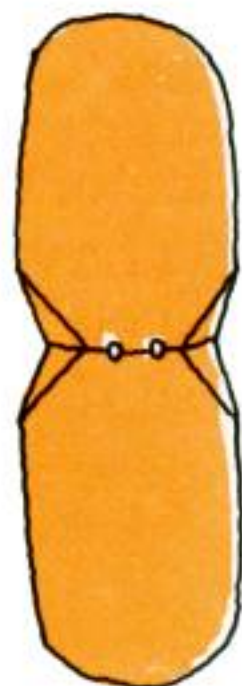


## how to:

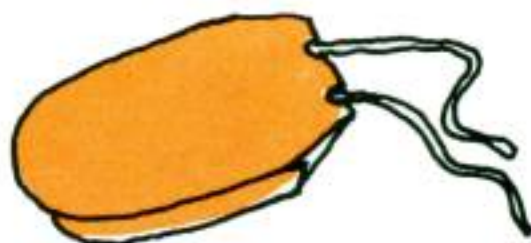
1. Cut the paper to 3-by 8-inches.
2. Fold it in half.
3. Cut a bill shape with the straight edge along the fold.
4. Turn in the corners of the fold.



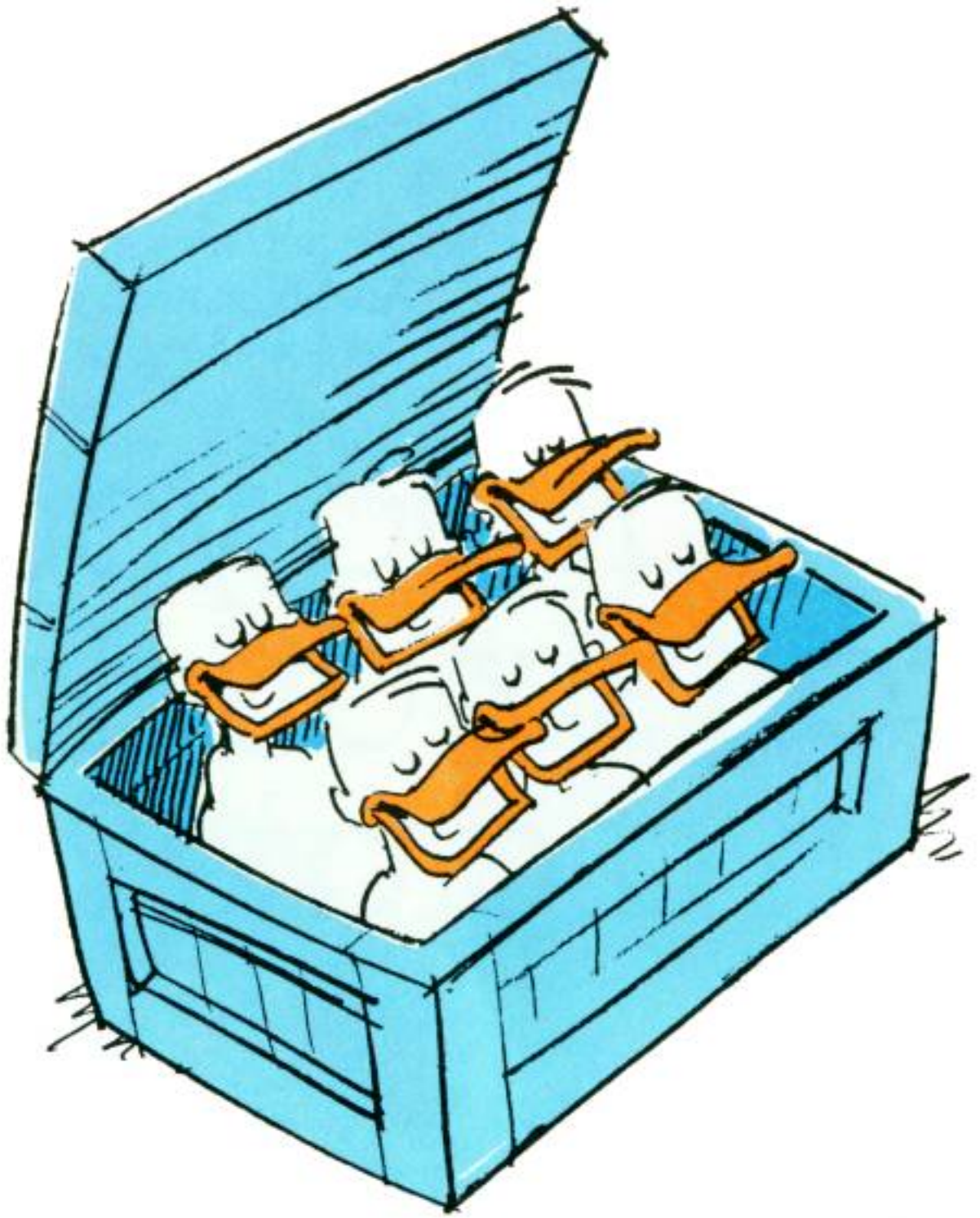
5. Open the paper flat. Punch two holes on the fold.
6. Cut two strings a foot long. Knot the ends. Thread a string through each hole.
7. Push the corners in to make a hinge.
8. Tie on your duck lips. Bite down to make them open and shut.



Now put on your ducky feet and go for a waddle!



What do you  
call six ducks  
in a crate?



A box of quackers.

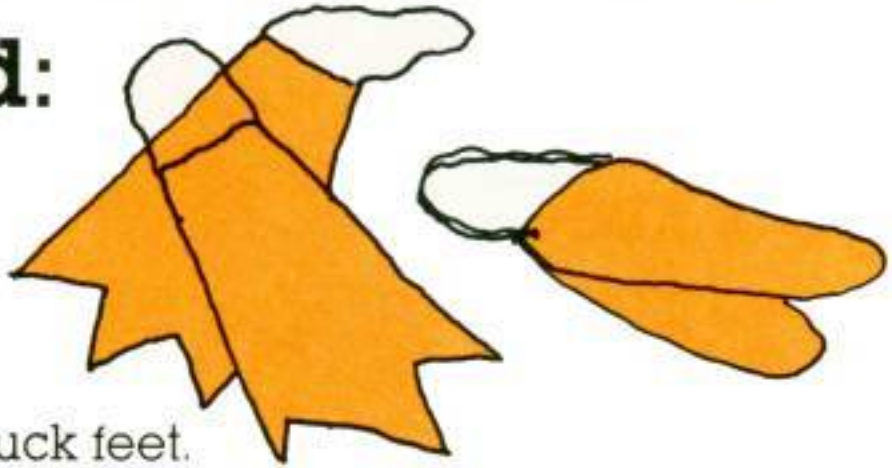


# duck walk

Ducks are in luck when they want to go someplace. They can swim. Or fly. Or walk. Put on your duck feet and lips and take a stroll.

## you need:

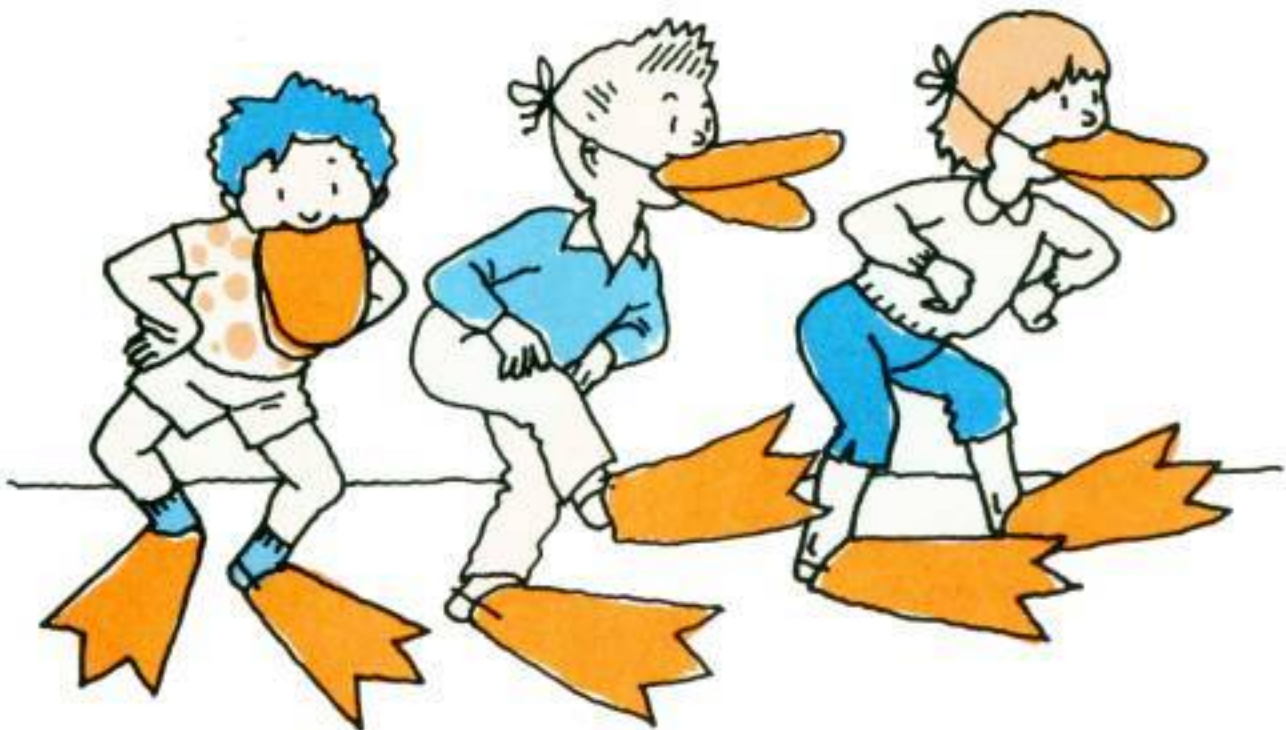
your duck feet  
your duck lips



## how to:

1. Put on your duck feet.
2. Now walk like a duck. It will help if you squat.
3. Be careful. (You'll find that ducks waddle because they don't want to tangle up their webs.)

Ducks like to line up and go places together. Get some friends and put on a ducky parade.

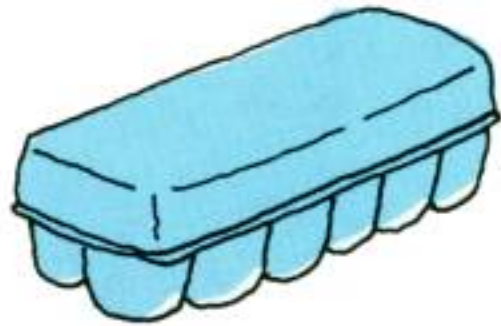


# hippo

The trouble with hippos is that they turn up just about anywhere. In fact, a hippo might be hiding in your refrigerator, disguised as an egg carton. Here's how to make the egg carton look like a hippo.

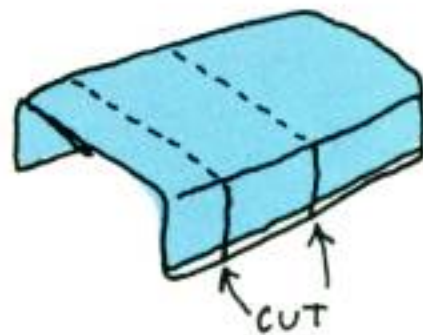
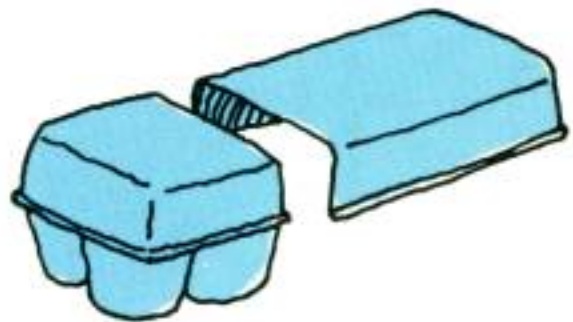
## you need:

an egg carton with a smooth top  
scissors  
a straw  
masking tape  
paint

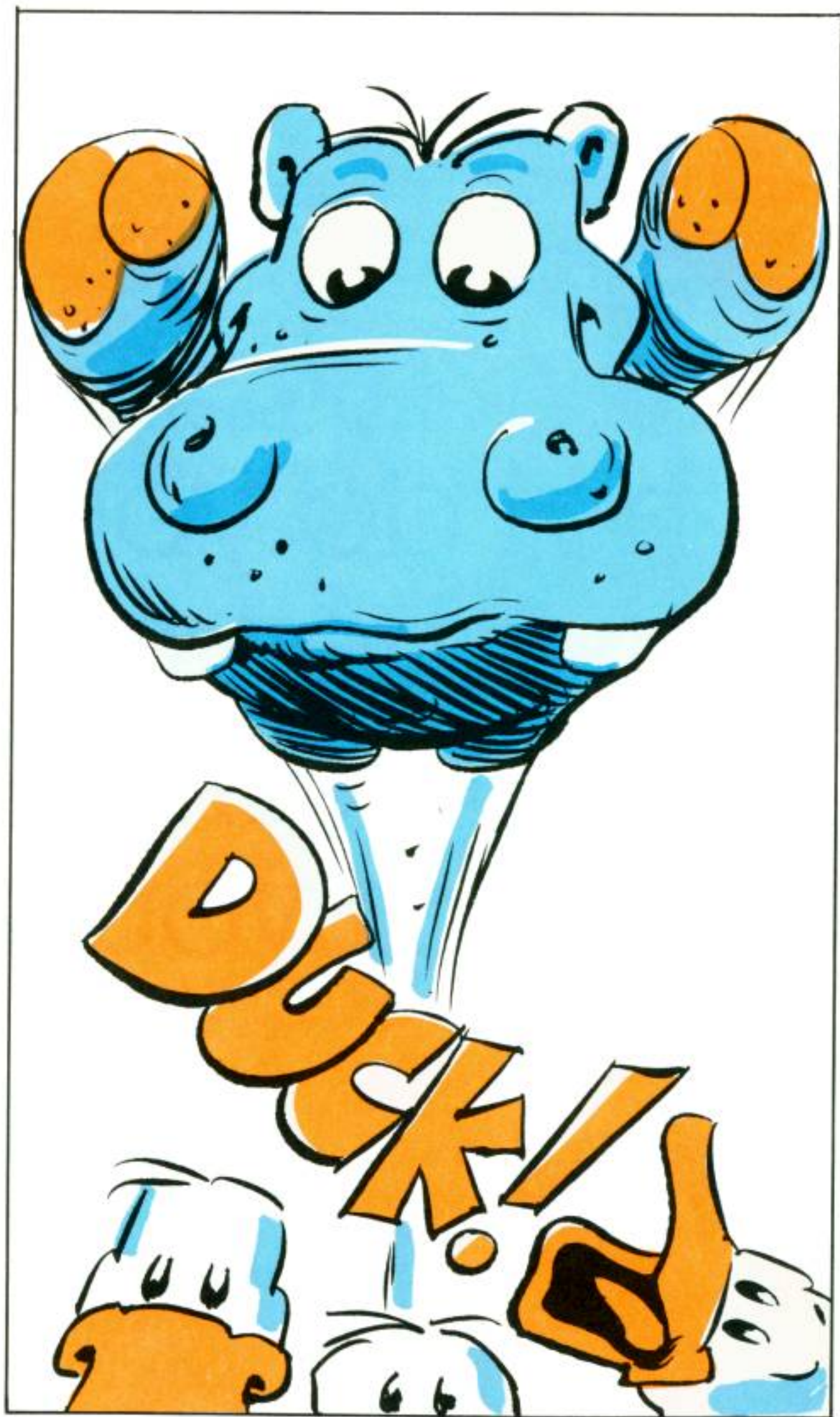


## how to:

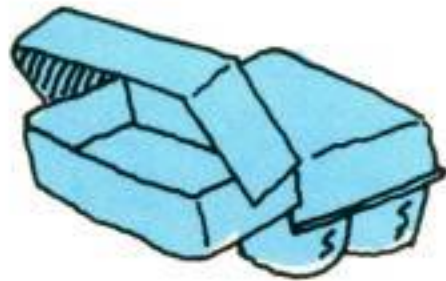
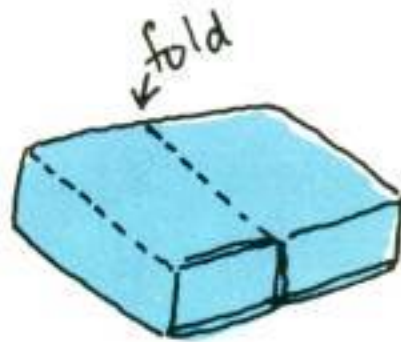
1. Cut off one third of the egg carton. This is your hippo's body.
2. To make your hippo's head, cut off the top of the rest of the carton.
3. Draw a line about an inch from the cut end of the top. Draw a line halfway between this line and the other end.



What do you  
do when a  
hippo comes  
flying at you?



4. Slit the sides of the top along both lines.
5. Fold the cut end down and in along the first line. Tape in place.
6. Fold the top in half along the other line.
7. Wedge the folded edge of the head into the open edge of the hippo's body. Tape in place.
8. Paint your hippo a hippo-ish color. Paint on eyes.



HINT: Add teeth and ears.

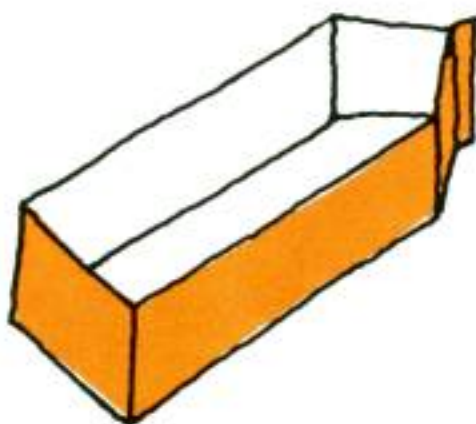


# boat

You can make a boat that floats in your bathtub. And it goes fast because it is jet-propelled. It's just the thing for steering clear of those sneaky hippos who have the awful habit of upsetting boats.

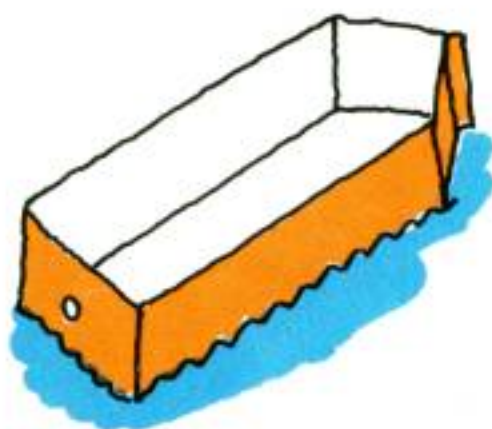
## you need:

milk carton  
balloon  
plastic straw  
rubber band  
scissors



## how to:

1. Cut off one side of the milk carton.
2. Float the carton in water. The pointed end is the front of your boat. Draw a line on the back to mark how much of the boat floats under water.
3. Using the point of your scissors, punch a hole in the back just above the water line.



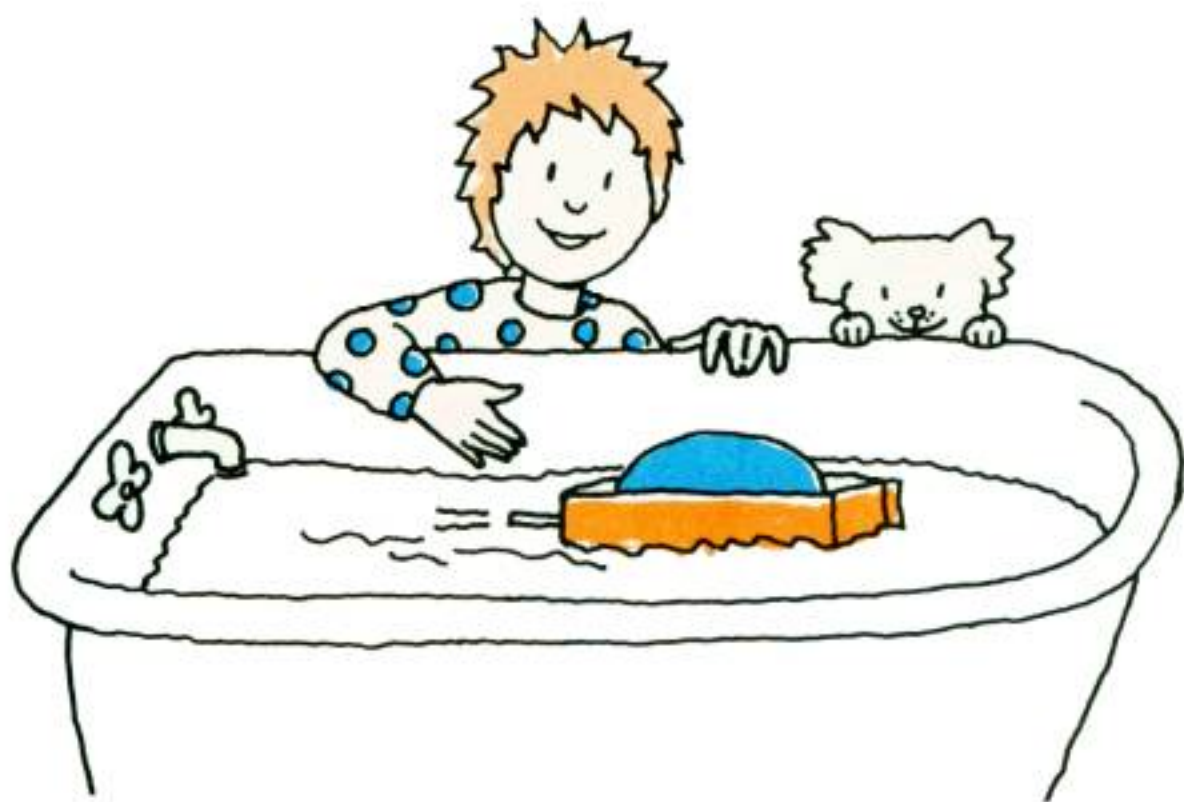
What time is  
it when a  
hippo sits on  
a chair?



Time to get a new  
chair.



4. Cut the plastic straw in half. Stick the straw halfway inside the balloon. Tie the balloon onto the straw by wrapping a rubber band around them both tightly.
5. Put the balloon in the boat with the straw pushed through the hole in its back.
6. Blow up the balloon. Pinch the straw so that no air escapes.
7. Place the boat in your bathtub.
8. Let go of the straw—and watch your boat go!



# ducks on the wall

For an instant duck, make a ducky shadow puppet with feathery wings. All you need are your hands, light, and a wall. The best time to do this is at night when it's dark . . . or close all the curtains.

## you need:

a bright light (a lamp or flashlight)

an empty wall

your hands



## how to:

1. Shine the light on the wall. If you use a flashlight, get a friend to hold it.
2. Hold your hands in front of the light so you make a clear shadow on the wall.
3. Use your right hand to make the duck's head. Pinch your thumb and index fingers together.



4. Curl your second finger so that its tip touches the knuckle of your index finger.
5. Curl your other two fingers into your fist.
6. Your left hand will make the duck's feathery wings. Put your left palm against your right wrist.
7. Stretch out your fingers. Wiggle them to make your duck fly.



HINT: Get a friend, or two, to make shadow ducks at the same time. Then you can put on a shadow puppet show.



# The Duck Song

The more we get together, together,  
together,

(Quack Quack Quack Quack Quack  
Quack Quack)

Quack Quack Quack Quack Quack  
Quack)

The more we get together,

(Quack Quack Quack Quack Quack  
Quack Quack)

The happier we'll be.

(Quack Quack Quack Quack Quack)



For your friends are my friends,  
And my friends are your friends.

The more we get together,  
The happier we'll be.

Sung to the tune of "Ach Du Lieber  
Augustin" (a good old German drinking  
song).



DUCKS AHOY! was created by **Joyce Hakansson Associates, Inc.**, a team of artists, musicians, educators, programmers, writers, and game specialists working together to bring excellence and excitement into young people's computer games.

The DUCKS AHOY! book was written by Julie Maia, Mark Winokur and Frances Christie, illustrated by Bud Luckey and April Funcke, designed by Linda Allison.



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