Super Duck Invaders User Manual

Controls:

WASD	- Running or swimming (i.e. W=up, A=left, S=down, D=right)
Space bar	- Dash/Fly (flight lasts for one second and takes 5 to recharge. Recharge time is shown in the yellow bar in the bottom left.)
Left Mouse Click	- Melee Attack
Right Mouse Click	- Shoot in the direction of the mouse pointer
V	- Take a screenshot

Pickups:

- Pickups give you abilities to help you achieve a higher score in your game.
- They are collected by moving over them.
- Only one temporary pickup can be held at any time. A temporary pickup will be replaced if you walk over a another different pickup.
- The time that you have remaining to use your current temporary pickup is shown in the blue bar located at the bottom right corner of the screen.

Types of Pickup:
Weapons:

- **Guns** - Guns are permanent pickups, you are able to shoot bullets to kill enemies. Each kill of an enemy is worth 10 points.

- **Lightsaber** - Permanent pickups, you get the ability to deflect bullets, like a real jedi.

Powerups:
- **Speed** - This is a temporary pick up. The player's movement speed is increased by x3.

- **Rate of fire** - This is a temporary pick up. The gun's rate of fire is increased by x5.

- **Shield** - This is a temporary pick up. The player is invulnerable for 5 seconds.

- **Score Boost** - This is a temporary pick up. The player get x5 score multiplier.

Heart - This increases your health level by 1.
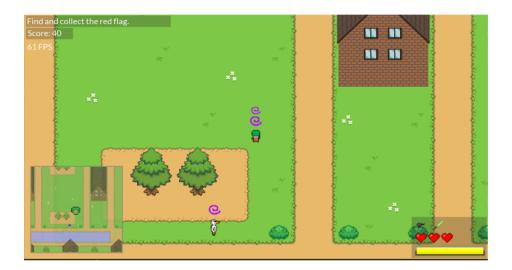### Objective:

The objective of each level is displayed in the top left hand corner. There are 3 types of objectives:

1. SURVIVE
   → Stay alive for a certain amount of time
2. KILL
   → Kill a certain number of enemies
3. REACH
   → Locate and capture the flag located on the map.

The aim is to achieve these objectives whilst scoring as many points as possible.

Demented Ducks:

At certain random points of the game the enemies will become demented. If you touch the duck you will also become demented. This is shown by the purple spiral. When a second smaller spiral appears over the player the duck will contradict the user input. The ducks are cured after a certain amount of time.