

# CHARLIE THE DUCK

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## How to play CHARLIE

Help Charlie find his way through three huge worlds full of excitement. Each world consists of three levels and a boss-level, in which Charlie must fight against a huge enemy.



Charlie can beat most of his enemies by jumping on top of them, but enemies with sharp pins will hurt him.



When Charlie has the *Shield*, he can beat all his enemies by touching them.



To complete a level, find this sign and touch it, so that it starts turning around.



At the middle of every level there is a *Check Point*. This is the place where Charlie may restart the level if he loses a life, provided that he has touched the sign.



## The status line

The statusline at the bottom of the screen shows the following information (from left to right):

- Number of lives
- Time
- Charlie's health
- Number of coins
- Number of diamonds
- Score

Whenever Charlie touches an enemy he loses part of his health (one heart). If no more hearts are available, Charlie loses a life.

## Controls

Keyboard:

- Walk
- Jump



- Walk faster
- Dive into water



Other keys during the game:

- Help
- Save game
- Sound on/off
- Pause game
- Exit

Joystick:

Button A: Jump, B: Dash.

## Items

The yellow crates contain useful items. Charlie can open these crates by jumping on top of them.



**Coin**

Collect 100 coins for an extra life.



**Diamond**

Collect diamonds to increase your score.



**Heart**

This heart will increase Charlie's health.



**Egg**

The egg gives Charlie an extra life.



**Shield**

This shield will make Charlie invincible for a short period of time.



**Super Heart**

This Super Heart will enable Charlie to keep three hearts instead of two.

A Super Heart is hidden in every level (except in the boss-levels). Find them all!