

GAME BOY ADVANCE

Disney's

AGB-ADKE-USA

DONALD DUCK

ADVANCE! *#

Instruction Booklet



www.ubi.com

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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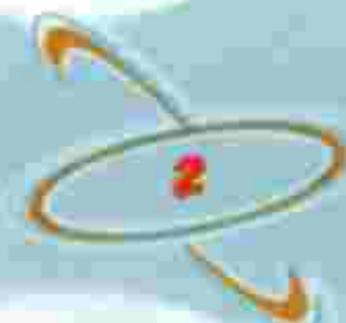


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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

TABLE OF CONTENTS

GETTING STARTED	3
CONTROLS	4
THE STORY	7
THE GAME	9
THE MENUS	10
THE INTERFACE	11
DONALD'S MOODS	15
ITEMS	16
CHARACTERS	18
CREDITS	20
TECHNICAL SUPPORT	23
WARRANTY	25



GETTING STARTED



Place the Disney's Donald Duck Advance Game Pak in the Game Boy® Advance and set the power switch to ON. When the Title screen appears, press the A Button to begin the game.

CONTROLS

Walk:



Crawl:



Climb:



Jump:



Attack:



Run:



Press and hold ← or →.

Press and hold ↓ ← or ↓ →.

Press and hold ↑ or ↓.

Press the A Button.

Press the B Button.

To run, press the R Button.
To stop, press the R Button again.
Or, press the ← or → in the
opposite direction that Donald is running.



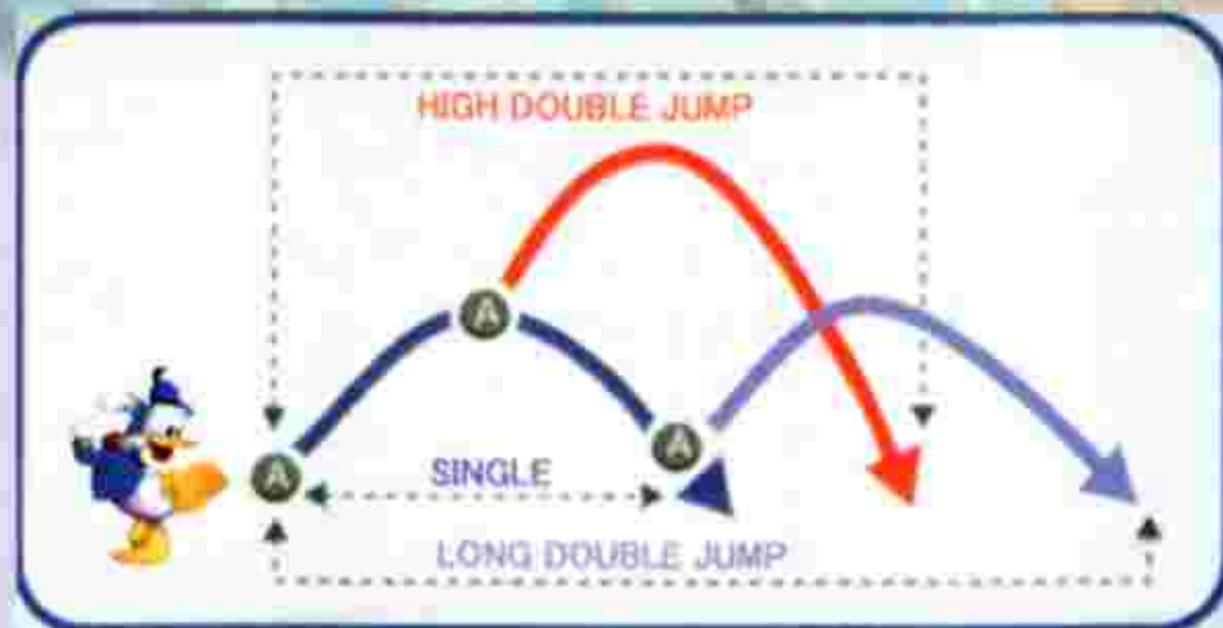
Watch:



Press and hold the L Button to enter Watch Mode. In Watch Mode, press and hold ← or → or ↑ or ↓ to see around the screen without moving Donald. Release the L Button to exit Watch Mode.

Double-jump:

Press the A Button to Jump. Press the A Button again while Donald is in the air to jump higher and farther.



Look Up/Down:

Press ↑ and ↓ while Donald is standing still.

Show/Hide the User Interface:

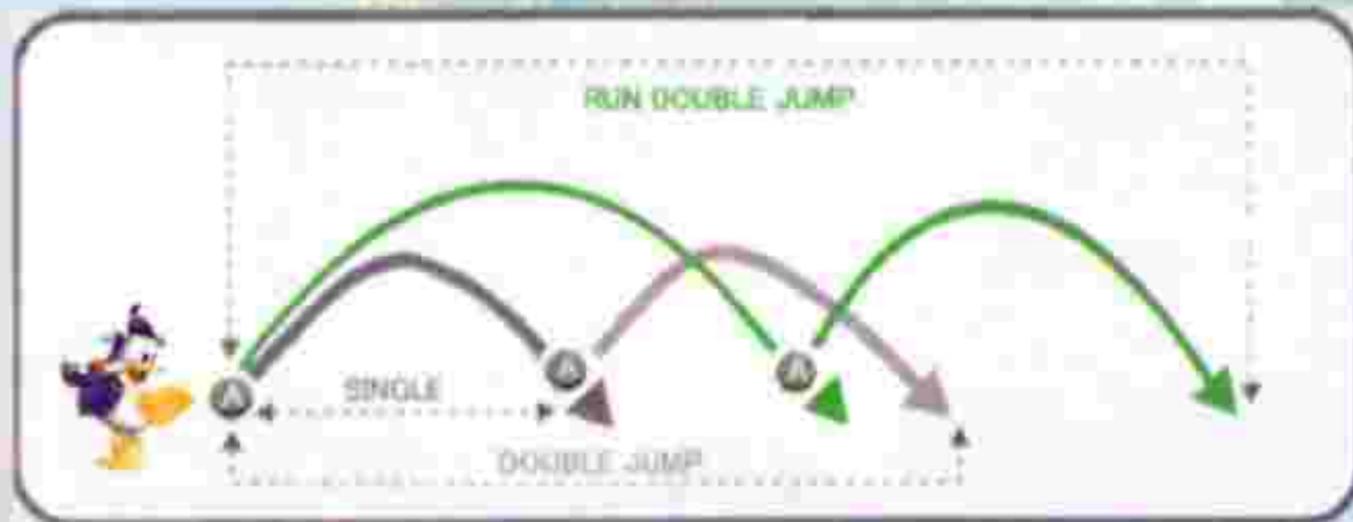
Press **SELECT**.

Pause Menu:

Press **START**.

COMBOS

Run + Double-jump:



A Double-jump while running will allow Donald to jump farther (but not higher) than a normal Double-jump.

Jump + Attack (attack in the air): Press the **B** Button while in the air.

Run + Attack (attack while running): Press the **B** Button while running.

Fast Crawl:

To crawl fast while running, press and hold **↓**. Release **↓** to continue running.

To crawl fast while crawling, press the **R** Button. Press the **R** Button again to stop crawling fast.

HINTS:

- In the 1st level, there are hints on the screen when you have to double-jump or run. Just follow the hints to try out the double-jump and running double-jump.
- If you still have any difficulty with the controls, you can watch the DEMO from the Main Menu.



THE DUCKBURG NEWS
SPECIAL EDITION

**FAMOUS REPORTER
DAISY DISAPPEARS!**

June 5 - The famous reporter, Daisy, was reported missing yesterday, after the transmission of the most daring report of her career was inexplicably interrupted. To everyone's amazement, Daisy had succeeded in getting into the secret temple of Merlock, the terrible magician. Yesterday morning, millions of television viewers were watching her live report on the local network. Unfortunately, just as Daisy was about to show us the fearful Merlock in his temple for the first time, catastrophe struck: Merlock discovered her. The picture broke up and no one knows what has become of Daisy. The population is dismayed. Rumor has it that the illustrious Donald Duck is hot on the trail to rescue Daisy. We hope to have more details soon.

Daisy, the famous journalist reported missing.



THE DUCKBURG NEWS
SPECIAL EDITION

DONALD DUCK TO RESCUE DAISY!

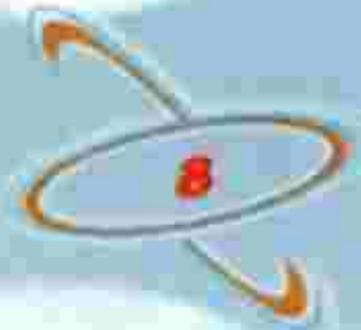
June 6 - The now illustrious and impetuous Donald Duck has undertaken a perilous journey around the world to rescue Daisy. Our newspaper learned of this while interviewing Gyro Gearloose, a personal friend of both Daisy and Donald Duck. Thanks to one of Gyro's inventions, Donald will be able to be teleported across the world, and right into Merlock's temple to save Daisy. Here's what Gyro Gearloose had to say to us: "My teleporter will be able to send Donald to Merlock's temple, no problem. But first, we have to make it more powerful. That's why Donald is going around the world. I can't tell you anything more than that..." Remember that Daisy has been missing for 2 days (see our article of June 5). Everything points to her being taken prisoner by the horrifying Merlock. The whole world has their fingers crossed in the hope that the unfailing Donald Duck can save her in time. More details in our next editions.



Donald Duck, in a picture taken for "Our Heroes" magazine.



The inventor, Gyro Gearloose, in "The Dictionary of Great Thinkers".



THE GAME

MAIN GOAL

You have to survive the levels in all 4 worlds to rescue Daisy from the diabolical Merlock... Be brave, quick and strong!



Magic Books

Open the Magic Books throughout the worlds to charge the Energy Spheres. A timer is attached to the Magic Book (on top of the screen). Be sure to collect the Energy Sphere before the time runs out, or you'll have to open the Magic Book again.



Energy Spheres

Merlock has scattered the Teleporter's energy spheres around each of the worlds (3 per level). You have to get all 3 energy spheres of a level to be able to Teleport to the next level.



Gyro-Gamma-Tubal-Teleport

Use the Gyro-Gamma-Tubal-Teleporter to travel from one world into the next, and ultimately, to find Merlock.

Congratulations! Daisy is safe now... but Merlock is still free. To find him, Donald has to use Gyro's new invention, the Gyro-Gama-Tubal-Teleport.

Secondary Goal

To test your skills, collect all the stars in each level (including those from enemies). Each time you are successful, you will receive a piece of a photo. Collect all 16 pieces of the photo to view a special photo in the Gallery.

THE MENUS

Main Menu



New Game: Start a new adventure.

Continue: Leads you to the Password Menu, which allows you to continue a previous game by entering a password.

Demo: Shows a demonstration on how to play the game.

Option: Leads you to the Options Menu, in which you can switch the Sound FX and Music On or Off.

Gallery: Shows the pieces of the photo you have collected, to show off your skills. Each time you collect all of the stars in a level, you will receive a piece of photo. Collect all 16 pieces of the photo to view a special photo of Daisy in the Gallery.

Credits: Lists the Team Members that created Disney's Donald Duck Advance.

Input Password

Select the letter you want using the Control Pad.



- Validate with the A Button (the highlight will shift one position to the right, so you can choose the next letter).

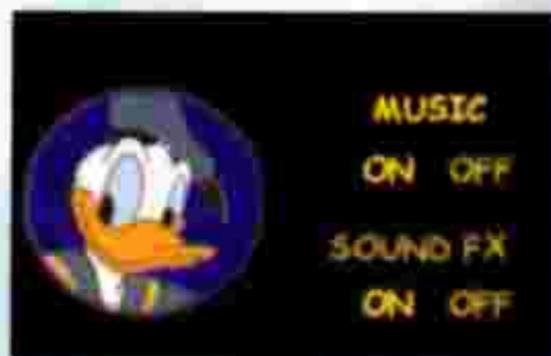
- Cancel with the B Button (the highlight will shift one position to the left, so you can choose the correct letter). Once you have entered your password (wherever the highlight is), press Start.

- If the password is correct, you will start playing.



- If the password is not correct, the Invalid Password page is displayed. Press any key to go back to the Password Menu and enter the password again.

Option



Use **↑** and **↓** to select the option you wish to customize (the selected one is highlighted yellow). Use **←** and **→** to switch the options On/Off.

Confirm by pressing the **A** Button. Cancel (or go back to the Main Menu) by pressing the **B** Button.

THE INTERFACE

State Meter:

Indicates Donald's mood.

Life Counter:

Shows the number of lives remaining.

Magic Book:

Appears only when the book is opened.

Timer:

Indicates time left for the Magic Book to be open.

Energy Spheres:

Shows the number of Energy Spheres collected.

Star Counter:

Counts the number of stars collected.

Note: 100 Stars = One Extra Life

Life Counter

Timer

State Meter

Star Counter

Magic Book

Energy Spheres



Special Note: In the chase levels there are no magic books or energy spheres.



In the boss level, Merlock's Health Meter is also shown on the interface.



Merlock's Health Meter

IN-GAME SCREENS

Pause Menu:

When you press **START** during a level, an in-game menu appears. In this menu you can quit or resume the game.



15

Level End Screen:

A screen will be shown after you finish each level. This gives you a new password and a piece of the photo if you collected all the stars in a level.



Level Selection Menu:

A menu like the screen below will be shown after the Level End Screen. You can select available levels in this menu by using the Control Pad. You can also see whether or not you have collected the piece of photo in this level.

Level name



Continue Screen:

This screen will be shown when Donald has no more lives left. This screen gives you 3 chances to continue, if you choose YES. If you choose No, the game is over.



Chances to continue

DONALD'S MOODS

HAPPY

This is Donald's normal state. You have to keep him happy as long as you can.

Hit Point: 2



ANGRY

Be careful! Donald is Angry because he has been hit once. If he is hit another time, he will lose a life.

Hit point: 1



BERSERK

When Donald is hit, he becomes berserk and is invincible for 3 seconds.



ITEMS

Gyro-Gamma-Tubal-Teleport

Sends Donald to the next level.



Energy Sphere

3 energy spheres active the teleport.



Magic Book

Open the book to charge the related energy sphere.



Checkpoint

When Donald loses a life, he will restart at this point in the level.



Milkshake

Improves Donald's mood and gives him 1 extra hit point when he is angry.





Extra Life

Gives Donald 1 more life.



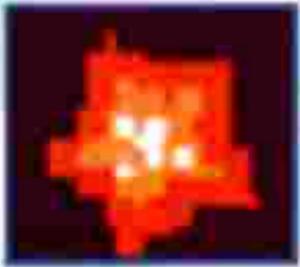
Yellow Star

100 of these give Donald 1 extra life; they also lead you in the right direction.



Blue Star

Gives Donald 5 yellow stars.



Red Star

Gives Donald 10 yellow stars.

CHARACTERS

DONALD DUCK

Donald is impatient and aggressive, it's true! And what a temper, wow!! But, Donald is also a devoted and sincere friend. He's always there when his friends need him. He won't let anything stop him from helping them. Daisy's in trouble? Donald's already on his way! So, Donald will go to the ends of the earth to save Daisy! And it's not just to impress her. He really loves her, and will rest only once he knows she's safe.

DAISY

Daisy is an outstanding reporter, respected by all of her co-workers. She's a perfectionist, and never stops working on something she's doing until it's exactly the way she wants it. Daisy has one thing in mind: Getting the news scoop of the century by sneaking into the temple of Merlock, the terrible magician!



GYRO GEARLOOSE

Gyro likes to believe he "invented it all"! Unfortunately, his inventions often look strange and unreliable. But, they work! Gyro is kind and generous. For Donald, Gyro is a trusted guide and ally. Thanks to his invention, the Gyro-Gamma-Tubal-Teleport, Gyro guides Donald to the ends of the earth to save Daisy.



MERLOCK

Merlock is an evil and unscrupulous breed. He dreams of taking over the world. Thanks to the jewel he wears around his neck, his magic powers are awesome and startling. He lives in an ancient temple that's almost impossible to find!



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25

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Walt Disney's Snow White and the Seven Dwarfs



**Available
November 2001!**



Ubi Soft Entertainment, Inc.
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Help Snow White avoid the evil clutches of the jealous Queen and seek refuge in the Dwarfs' forest home. Beware of strangers peddling apples and find Prince Charming, your true love, to live happily ever after.

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Beat each challenge to follow the classic story of Walt Disney's Snow White and the Seven Dwarfs

★ **Find All Your Favorite Characters:** *Snow White, Dopey, Happy, Grumpy, Sleepy, Sneezy, Bashful and Doc, Prince Charming and the wicked Queen*

★ **Two Modes of Fun:**

- **In Story Mode, explore 7 levels and win bonus games to unlock chapters of the delightful tale**

- **Discover exciting mini-games and challenging puzzles in Playground Mode**

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