

Nintendo

GAME BOY COLOR

Disney's
DONALD DUCK

"Goin' Quackers!"

CGB-BQAE-USA



www.ubisoft.com

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

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

TABLE OF CONTENTS

THE STORY	2-3
GETTING STARTED	4-5
CONTROLS	6
THE GAME	7
DONALD'S MOODS	8
POWER-UPS	9
COLLECTIBLES	9
IN-GAME ELEMENTS	10
IN-GAME SCREENS	11
THE CHARACTERS	12-13
CREDITS	14-16
PROOF OF PURCHASE	20



THE STORY

FAMOUS REPORTER DAISY DISAPPEARS

The Duckburg News - Special Edition



Daisy, the famous journalist reported missing.

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.

DONALD DUCK TO RESCUE DAISY!

The Duckburg News - Special Edition

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 Mr. Gearloose's inventions, Donald will be able to be teleported across the world, and right into Merlock's temple to save Daisy. Remember that Daisy has been missing since yesterday (see our article of June 5). Everything points to her being taken prisoner by the horrifying Merlock. The whole world has its 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"

GETTING STARTED



Insert the Game Pak into the Game Boy® Color system correctly and move the power switch to the ON position. When the Title screen appears, press the A Button to begin the game.

Language

Select the language you would like, by using the Control Pad and pressing the A Button.

Main Menu

New Game: Begin a new adventure.

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

Tutorial: Donald will demonstrate all of his action-packed moves.

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





Continue

Select the letter you want using the Control Pad. Select 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. While in the Password Menu, you can go back to the Main Menu at any time by pressing Select.



Options

Use ▲ and ▼ to select the option you wish to customize (the selected one will become yellow).

Use ◀ and ▶ to switch the options On/Off. Select with the A Button. Cancel (go back to the Main Menu) with the B Button.

CONTROLS

CONTROL PAD

- Walk use ◀ and ▶
- Crawl press ▼ while walking
- Climb use ▲ and ▼
- Look up/down use ▲ and ▼ while Donald is not moving



A BUTTON

- Jump
- Double-jump: press the A Button again while Donald is still in the air in order to jump higher or further.

B BUTTON

- Butt-stomp: jump and press the B Button while Donald is still in the air (available only when Donald is Hyper)

START

- Pause





THE GAME

The Main Goal

In order to rescue Daisy from the diabolical Merlock, you must survive all the challenges presented to you from the 4 different locations. Be brave, quick and strong!



Blueprint Pieces

Congratulations! Daisy is safe now... but Merlock is still free. To keep him from harming anyone else, it's up to you to send him to another dimension. The only way to do that, is to use the Gryo-Gama-Tubal-Teleport. However, Merlock has scattered the machine's blueprints all over the different locations (one in each level). So if you haven't already collected the blueprints in all the levels the first time you played them, you've got to go and find all of the missing pieces, so Gyro can complete the machine, and send Merlock away forever.

DONALD'S MOODS

Hyper-Donald

When Donald is Hyper-Donald, he can destroy obstacles and reveal secret areas with his fiery attack. He also becomes invincible for a short time.



Happy-Donald

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

Hit points: 2



Angry-Donald

Be careful! Donald is Angry because he's taken a hit from one of his enemies. If he's hit another time, he'll pass out.

Hit point: 1



Berserk-Donald

When Donald takes a hit from an enemy, he goes Berserk and he is invincible for a short time.



POWER-UPS



Donald can collect candy to help him increase his mood status. There are three types of candy:



Blue: Makes Donald change his mood from Angry to Happy.



Gold: Makes Donald upgrade his mood from Happy to Hyper or from Angry to Happy.



Swirl: This is a special power-up double bonus which allows Donald to become Hyper, no matter what his previous mood was!

COLLECTIBLES



Extra life: Donald receives an extra life.



Blueprint: Donald has to find all the blueprint pieces, which are scattered, among all the levels. When Donald gets a new one, a check mark is added.



Gear: Collect 20 gears (normal or hint gear) and you'll have an extra life!!!



Hint: These special gears will reveal secret elements that allow you to finish some levels.

IN-GAME ELEMENTS



The Captor

Activates or deactivates special elements (enemies, platforms, etc.) when triggered by Donald. The Captor only works once and you will recognize it's sound.

Checkpoint

This is an auto save mechanism that saves Donald's position inside a level. If Donald passes out, he restarts the level from the last Checkpoint reached.

Time Trigger



Activates, deactivates or modifies the behavior of special elements when triggered by Donald's Attack. The effect of the Time Trigger lasts for a finite amount of time, so you can use it indefinitely.



IN-GAME SCREENS

Life counter:



Number of available lives.

Collectible items:



Number of gears collected.



Displayed with a check sign if you've found the blueprint hidden in the level.

In-game Menu

If you press Start, you pause the game and have the choice to quit or continue.



THE CHARACTERS

Donald Duck



Donald is impatient and aggressive, it's true! And what a temper, wow!! But, more importantly, Donald is also a devoted and sincere friend. He won't let anything stop him from helping them. Daisy is in trouble? Donald's already on his way! 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 when he knows she's safe.

Daisy

Daisy is an outstanding reporter, respected by everyone. She's a perfectionist, and never stops working on something 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, with a little help from Donald, they should be able to get them to work. 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 magician. He dreams of nothing but taking over the world. Thanks to the jewel he wears around his neck, his magic powers are awesome and startling. Today, Merlock is building a strange machine. When it's finished, he wants Daisy to tell the whole world how powerful he is...



CREDITS

PRODUCER
PROJECT MANAGER
LEAD GAME DESIGNER
GAME DESIGN

GAME DESIGN MANAGER
SOUND DESIGN
GRAPHIC DESIGN

ANIMATIONS

ANIMATION AND ARTISTIC DIRECTION
LEAD PROGRAMMER
GAME PROGRAMMING

TOOL PROGRAMMING

SOUND PROGRAMMING

Alain Tascan
Nicola Aitoro
Marc D'Souza
Giordano Nisi
Manuel Saua Llanes
Christian Cantamessa
Benoit Macon
Davide Pensato
Graziella Troncatti
Stefano Iorio
Davide Rupiani
Fabio Pagetti
Roberto Valentini
Mauro Perini
Michele Agosteo
Giuliano Boiocchi
Jean-Marc Geffroy
Massimiliano Pagani
Claudio Casadei
Luciano Morpurgo
Tiziano Sardone
Marco Cozzini
Francesco Vitale
Stefano Chiappa



DEVELOPMENT SUPERVISOR
PLANNING PROJECT MANAGER
DATA MANAGER
TESTERS

TEST MANAGER
PROJECT LEADER
ORIGINAL GAME DESIGN
ART DESIGN
MUSIC
STORYLINE
QA MANAGER
EMEA MARKETING TEAM

MARKETING PROJECT MANAGER

CEO

SPECIAL THANKS

Vincent Greco
Maurizio Sofi
Antonijo Lorenzoni
Yan Gagnon
David DeschÎnes
Jean-Fran ois Dupuis
Bruno Bellavance
Benoit Galarneau
Patrice D silets
Jean-Fran ois Malouin
Daniel Masson
Philippe Debay
Serge Hascoet
Laura Gelis
Emilie Pujol
Lidwine Vernet
Julie Tournemine
Lionel Roudil
Caroline Martin
with the help of St phane Cardin
Yves Guillemot

Agnes Lajot
Vincent P,quet
Paolo Maninetti

Sylvain Brunet
Alain Bedel
Stefano Rigoldi



DISNEY INTERACTIVE
DIRECTOR, PRODUCTION, CONSOLES
PRODUCER
ASSOCIATE PRODUCER
CHARACTER ART DIRECTION
SENIOR ARTIST
MARKETING TEAM

CREATIVE SERVICES

LOCALIZATION MANAGER

UBI SOFT
US MARKETING MANAGER
PUBLIC RELATIONS
PROMOTIONS
SPECIAL THANKS

Dan Winters
Luigi Priore
William 'Chip' Beaman
John Loter
Tom Barlow
Sue Fuller
Carole Degoulet
Heino Moeller
Nina Harju
Catherine Duperron

Mona Hamilton
Sandra Yee, Dana Whitney, Melanie Melton
Randy Gordon, Helene Juguet
Laurent Detoc
David Bamberger
Dennis Roy
John Chowanec
Jenifer Groeling
Rich Kubiszewski
Mari Sakai
Kevin Lalli
Kristen Hecht
Kawaii Carualho
Anthony Franco
Willie Wareham
Leslie Straw



**BASED ON THE
ANIMATED
FEATURE FILM,**

Disney's

Aladdin

Available November 2000



Aladdin slashes his shining scimitar, leaps across rooftops and dodges danger through the streets of Agrabah. Escape the Sultan's dungeon, snatch the Genie's Lamp and save Princess Jasmine from the evil Jafar!



9 Exciting Worlds: Agrabah Market, the Cave of Wonders & more



Intense Action: Run, jump, leap off flagpoles, battle thieves, & dash through bonus rounds

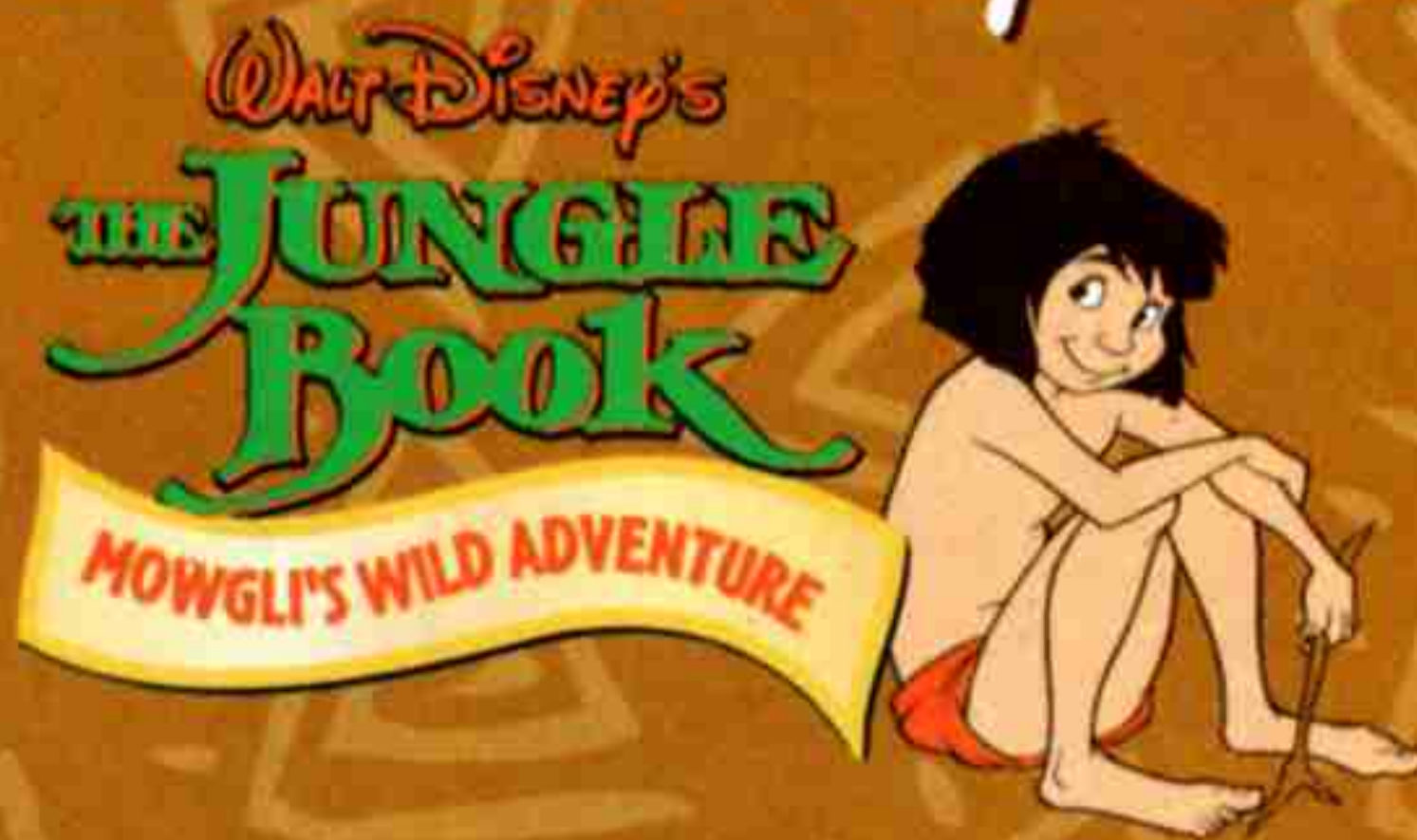


Magical tools and weapons: A high-speed flying carpet, a shining sword & unusually hard apples to throw



©Disney ©2000 Ubi Soft Entertainment S.A. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. All Rights Reserved. Game Boy and Game Boy Color are trademarks of Nintendo of America Inc. ©1989, 1998 Nintendo of America Inc. Licensed by Nintendo. Visuals, release dates and/or product names shown are of product in development and may be subject to change

Walt Disney's The Jungle Book Swings Onto Game Boy® Color!



Mowgli's on a wild adventure to the man-village! Learn to survive in the jungle by imitating all the funky jungle pals to bring Mowgli safely to his new home. Be careful, Shere Khan is on the trail!

- Favorite Movie Characters: Mowgli, Baloo, Bagheera, Kaa, King Louie, & more
- 5 Vivid Worlds : Sunset Jungle, Rainbow Jungle, Temple Run, Tree Tops & Desolate Jungle
- Unique Gameplay: learn special moves, challenge the jungle characters, & collect bonuses

Available November 2000



©Disney ©2000 Ubi Soft Entertainment S.A. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. All Rights Reserved. Game Boy and Game Boy Color are trademarks of Nintendo of America Inc. ©1989, 1998 Nintendo of America Inc. Licensed by Nintendo. Visuals, release dates and/or product names shown are of product in development and may be subject to change.

WALT DISNEY
PICTURES PRESENTS

DINOSAUR



SURVIVE A WORLD YOU'VE ONLY IMAGINED

LEAD THE DINOSAUR HERD TO THE SAFETY OF THE NESTING GROUNDS.



SIX PLAYABLE CHARACTERS

PLAY AS ALADAR, ZINI, PLIO,
SURI, EMMA THE STYRACOSAUR
OR URL THE ANKYLOSAUR



27 VARIOUS LEVELS

SURVIVE RAGING LAVA FILLED
RIVERS, PERILOUS MOUNTAIN
CLIFFS, BARREN DESERTS AND
INTENSE BATTLES AGAINST
GIGANTIC CARNOTAURS



www.ubisoft.com

©Disney ©2000 Ubi Soft Entertainment S.A. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. All Rights Reserved. Game Boy and Game Boy Color are trademarks of Nintendo of America Inc. ©1989, 1998 Nintendo of America Inc. Licensed by Nintendo. Visuals, release dates and/or product names shown are of product in development and may be subject to change





PROOF OF PURCHASE



0 08888 12017 9

UBI SOFT ENTERTAINMENT, INC. LIMITED WARRANTY

UBI SOFT ENTERTAINMENT, INC. LIMITED WARRANTY

Ubi Soft Entertainment warrants to the original purchaser that the optical media on which Disney's Donald Duck Goin' Quackers is distributed is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Ubi Soft, Inc. software program is sold "as is", without express or implied warranty of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from the use of this program. Ubi Soft, Inc. agrees for a period of ninety (90) days to replace defective media free of charge, provided you return the defective item with dated proof of payment to the store from which this product was purchased. This warranty shall not be applicable and shall be void if the defect in the Ubi Soft, Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS - This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Ubi Soft, Inc. Any implied warranties applicable to this software product, including its quality, performance, merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft, Inc. be liable for any direct, indirect, special, incidental, or consequential damages resulting from possession, use, inability to use or malfunction of this Ubi Soft, Inc. software product or documentation, even if advised of the possibility of such damages. In no case shall Ubi Soft, Inc.'s liability exceed the amount of the license fee paid. The warranty and remedies set forth above are exclusive and in lieu of all others, oral or written, express or implied. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

TECHNICAL SUPPORT - If you need technical assistance with this product, call us at (415)547-4028 Monday through Friday between 8:30AM and 5:30PM, Pacific Standard Time, or write to us at the address noted below. No hints, tips, or codes are available from this phone number or address.

TO REACH US ONLINE - Access our Web Site at <http://www.ubisoft.com>

© Disney

UBI SOFT ENTERTAINMENT, INC. 625 Third Street, 3rd Floor - San Francisco, CA 94107 Tel: 415-547-4000



UBI SOFT ENTERTAINMENT, INC.
625 Third Street, 3rd Floor
San Francisco, CA 94107