

INSTRUCTION BOOKLET

Disney's

DONALD DUCK

"GOIN'
QUACKERS!"

Disney
INTERACTIVE


Ubisoft
ENTERTAINMENT

NINTENDO⁶⁴


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MILD ANIMATED VIOLENCE



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THE NINTENDO® 64 CONTROLLER

CONTROL STICK FUNCTION

The Nintendo® 64 Control Stick uses an analog system to read the angles and directions of its movement. This gives the player a greater level of control that is not possible using the conventional + Control Pad.

When switching the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is switched ON, this position will be set to neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it returns to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument: make sure you do not spill liquids or place any foreign objects into it.



HOLDING THE NINTENDO 64 CONTROLLER

While playing Disney's Donald Duck-Goin' Quackers, we recommend you use the hand positions as shown on the left.

By holding the controller as indicated, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Use your left index finger to operate the Z Button on the back of the controller and your right index finger to operate the R Button on the top.



CONNECTING THE NINTENDO 64 CONTROLLER

To play Disney's Donald Duck-Goin' Quackers, you can connect a controller to any of the controller sockets located on the front panel of the Control Deck.

If you change the connection during the game, you will need to either press RESET or switch the power OFF to make the new connection active.

CONTROLS



Control Stick

Walk/Run

A Button

*The longer you hold the button, the higher Donald will go

Jump

A+A Button

*All you have to do is push the A Button when Donald is in the air to gain more altitude

Double jump

B Button

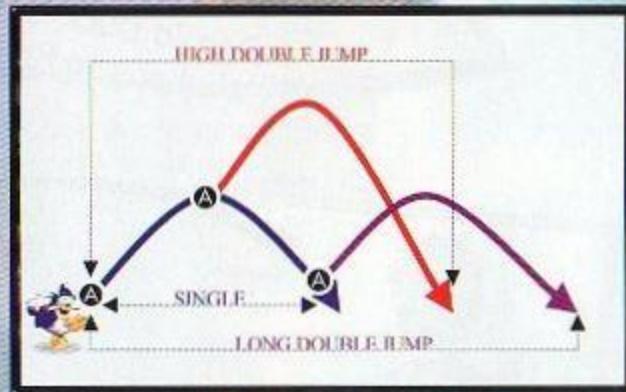
Attack/Action

Start

Pause

R Button

Inventory: Indicates how many Toys remain in the level



THE STORY

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

The Main Goal

Donald must complete the following three tasks to finish Disney's Donald Duck-Goin' Quackers successfully.

Gather the Pieces of the Boss Warp Pad

First, you must gather the four pieces of the boss warp pad.. The pieces were stolen and hidden in each of the worlds by the evil Merlock. Donald has to travel through all of the levels to find the pieces and put them back together. Then, Gyro can teleport Donald to the world's summit, where he must defeat the Boss, install the reflector Dish and rescue Daisy.

Find the nephews' toys

You have to help Donald's three nephews find their toys. They've been unhappy ever since Merlock took their favorite toys and cast an evil spell on them. You must break the magic spell and take back the toys. Once you've succeeded, the nephews will be so happy that they'll let you enter the Bonus Level!!! Be careful in this level - it is a Chase level.

Beat Gladstone's time

Once you've successfully completed the Bonus Level, you'll be able to go into the Beat-the-clock mode. Gladstone launches a challenge to Donald, so Donald must then replay all four worlds and beat Gladstone's record time for each one. If he can do it, and after a little fight, Gladstone will give him a reward...new threads!



THE MENUS

MAIN MENU

New game

Start a new adventure with Donald.

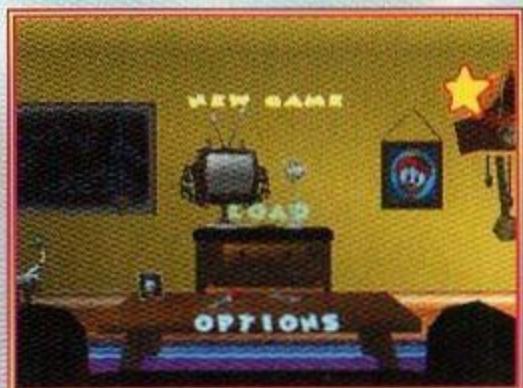
3 New Game slots are available - they become saved game slots.

Load game

Allows you to load a previous game.

Options

Leads you to another menu where you can adjust some game components (sounds, music, etc).



OPTIONS MENU

You can customize:

- Stereo/Mono Sound
- Music Volume
- Sound FX Volume



IN-GAME SCREENS

PERMANENT VIEW

During the game, you will see the following elements on-screen:

Life Counter: the number of remaining lives (and the expression on Donald's Face indicating Donald's mood)

Star Counter: the number of Stars collected

Time Elapsed: counts down the seconds

(appears only in Gladstone Time Attack)

Toys: The number of Toy collected

(appears only when you collect a Toy)

Magic Book Timer: When Donald hits Merlock's magic book, a timer is activated. That indicates how much time remains to collect the Toy.



INVENTORY SCREEN

When you press the R Button, the Inventory screen appears, indicating how many Toys remain in the level.

PAUSE

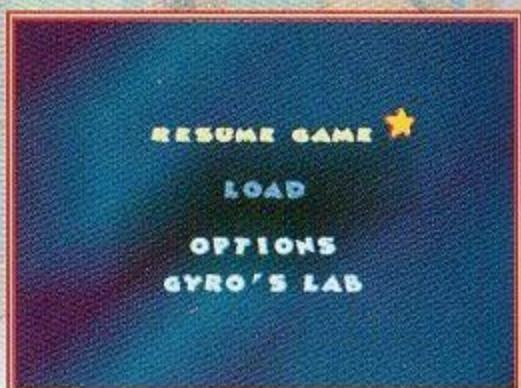
When you press Start during the game, the following options appear:

Resume: return to the game

Options: go to the Options Menu

Quit: quit the game

Gyro's Lab: go to Gyro's Lab



GYRO'S LAB

THE GYRO-GAMMA-TUBAL-TELE-PORT

Here's the astonishing invention!!!

Allows you to:

- Access worlds and maps



THE OUTFIT SWAPPER

Allows you to :

- Change costume



Press Start to access a menu page where you'll be able to:

Resume: return in the Gyro's Lab

Save: save your game

Load: load a previous game

Delete: delete a previous game

Options: leads you to the Options Menu



DONALD'S MOODS

HAPPY

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

Hit points: 2

HYPER-DONALD

When Donald is Hyper-Donald, he becomes super fast and super strong for 10 seconds. This will allow him to knock enemies out of his way.



BERSERK

When Donald is hit, he becomes Berserk. He is invincible for 3 seconds, so enemies beware!



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



COLLECTIBLES



Courier box gadget :

You can find them in the air or on the ground. Destroy the box and you will find Stars. Try to get them all: they will show you the the way to go.



Yellow Stars

Once you have collected 100 Yellow Stars, you get an extra life!!



Blue Stars

One Blue Star equals 5 Yellow Stars.



Red Stars

One Red Star equals 10 Yellow Stars.



Checkpoint

This is an auto save mechanism which saves Donald's position inside a level. If Donald passes out, he will reappear at the location of the last checkpoint he passed.



Toy

In each level, you must find three Toys. Most of them are found easily, but sometimes they are in hidden sections: be careful!!



Merlock's Magic Book

You have to attack the Magic Book before getting a toy. It's the only way to break Merlock's spell on the toy!



Extra-Life

Collect a free life.



Milkshake

This is a power-up allowing Donald to get into Hyper mood. He is very keen on it!!



Warp Boss

You must collect 4 of these per world to open the Boss map.

THE 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!...

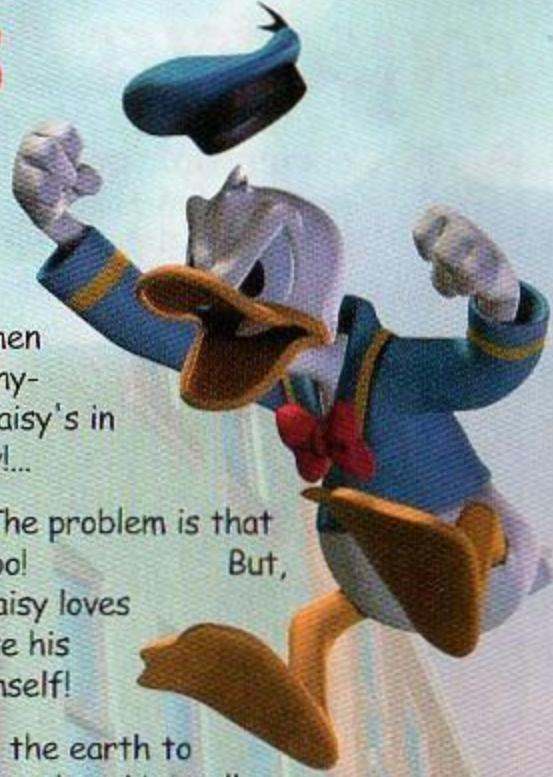
It's no secret: Donald loves Daisy. The problem is that his cousin, Gladstone, fancies her, too! But, Donald shouldn't worry too much: Daisy loves being with him... when he doesn't lose his cool! He'd better keep an eye on himself!

Today: 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...

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Goal in life: To save Daisy!

Motto: "I'm the only one who can save Daisy!!!!"



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. She's the same way with Donald: after all these years, she still thinks she can change his character! Donald should watch out; Daisy can have violent fits of temper!!!

Today: Daisy has one thing in mind: Getting the news scoop of the century by sneaking into the temple of Merlock, the terrible magician!

Goal in life: Turning Donald into an elegant boyfriend, who is quiet and attentive!

Motto: "Give me liberty and I'll give you the world...and a great news story!"



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.

Today: Daisy's his friend, and she's in trouble! Thanks to his invention, the Gyro-Gamma-Tubal-Teleport, Gyro guides Donald to the ends of the earth to save Daisy.

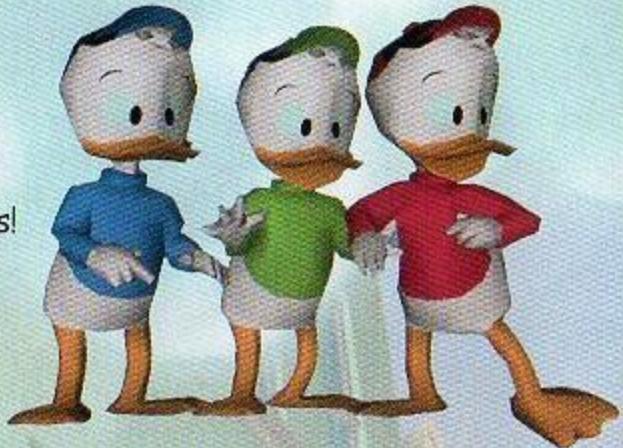
Goal in life: Inventing things that make the world a better place to live.

Motto: "You'll see, one day I'll invent an invention of an inventor I invented!"



HUEY, LOUIE AND DEWEY

The nephews are inseparable, and love to play practical jokes! Their target is almost always Uncle Donald! They do it because they really love to push Donald's buttons. The nephews are also very smart and creative: they developed and installed some sort of device in Gyro's teleporter!! No one knows what it does! It's a secret...



Today: Donald is about to go on a dangerous trip around the world. The nephews think it's "cool"!! They'll help him to be the "coolest" yet...

Goal in life: To have fun!!!

Motto: "1 nephew is good. 2 nephews are better. 3 nephews are COOL!!!!"

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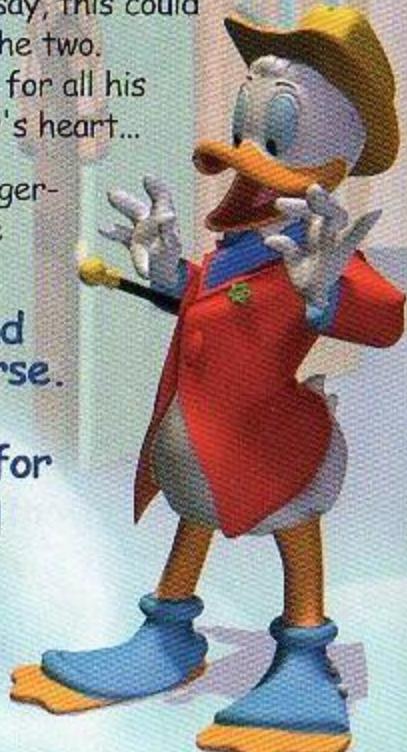
GLADSTONE GANDER

Gladstone is Donald Duck's cousin. Like Donald, Gladstone is ready to try anything to win Daisy's heart. Needless to say, this could cause some unnecessary competition between the two. Gladstone is also the world's luckiest duck! But for all his luck, he never seems to be able to soften Daisy's heart...

Today: Like Donald, Gladstone is going on a dangerous trip around the world to save Daisy. But, he should've listened to Gyro first...

Goal in life: To have fun... Oh, and rescue Daisy, of course.

Motto: "I think, the reason for living is when... Whoa! What do you know! I just found a Nickell!"

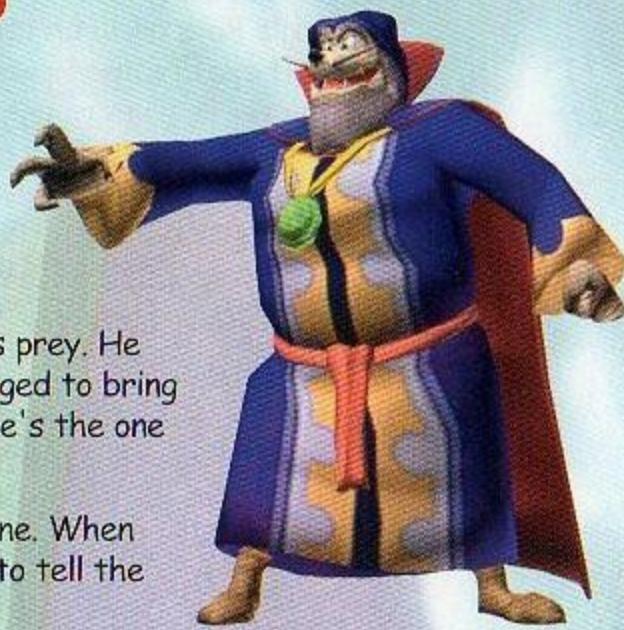


DONALD'S ENEMIES

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 is very sly, and is always transforming himself to surprise his prey. He lives in an imaginary temple that he's managed to bring into being in our world! According to him, he's the one who caused Atlantis to sink.

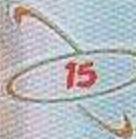
Today: Merlock is building a strange machine. When it's finished, he wants Daisy, his prisoner, to tell the whole world how powerful he is...



Goal in life: Everyone must recognize his greatness

and tremble before him.

Motto: "Ha, ha, ha, haaaaaa...!!!"



BERNADETTE THE BIRD

Bernadette is a strange bird. You can also say truthfully that Bernadette is a huge bird!!! She has controlled the top of the mountain for years. The legend of the mountain tells the tale of the summit being guarded by a giant bird. You know what? It's true!!!

Today: She guards the top of Duckie Mountain.

Goal in life: To guard her home, on the highest mountain in the world.

Motto: "Tweet-tweet!"

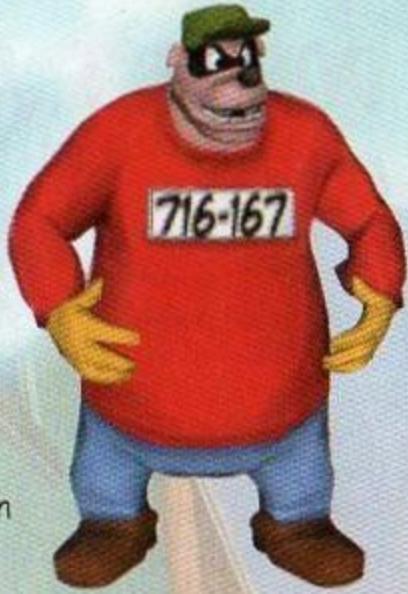


THE BEAGLE BOY

The Beagle Boys are a unruly, bunch of thieves. They dream of owning all the riches of the world. They're ugly, empty-headed and bumbling... But, there are a lot of them, which makes them dangerous.

Donald should watch out: recently, the Beagles managed to take over the tallest building in the city! Maybe times have changed...

Today: They protect their hideout, located in the tallest building in Duckburg!



Goal in life: To be the richest thieves of all time.

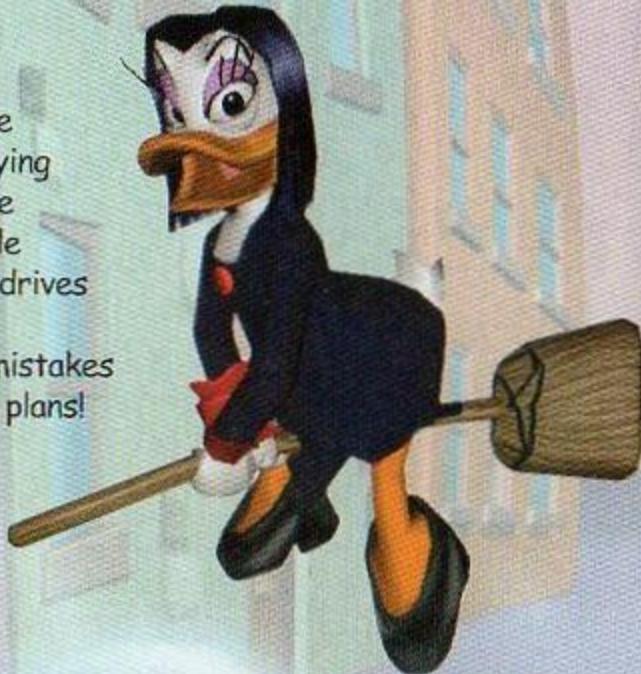
Motto: "People think we're dumb, but we're worse than they think!"

MAGICA DE SPELL

Magica De Spell is a formidable witch. She lives in a sinister flying manor... Her magical powers are awesome, but her uncontrollable hatred for Donald Duck often drives her to make dumb mistakes!

Unfortunately for her, these mistakes always ruin her most diabolical plans!

Today: No one really knows what she does. It's a mystery...



Goal in life: To stop Donald and his friends, and then... who knows!

Duck

Motto: "Abra-duck-abraaaaa!!!..."

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With The Voice Talents of
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Corey Burton

June Foray
Tress MacNeille
Russi Taylor
Frank Welker

©Disney

To the Memory of
Carl Barks. 1901-2000

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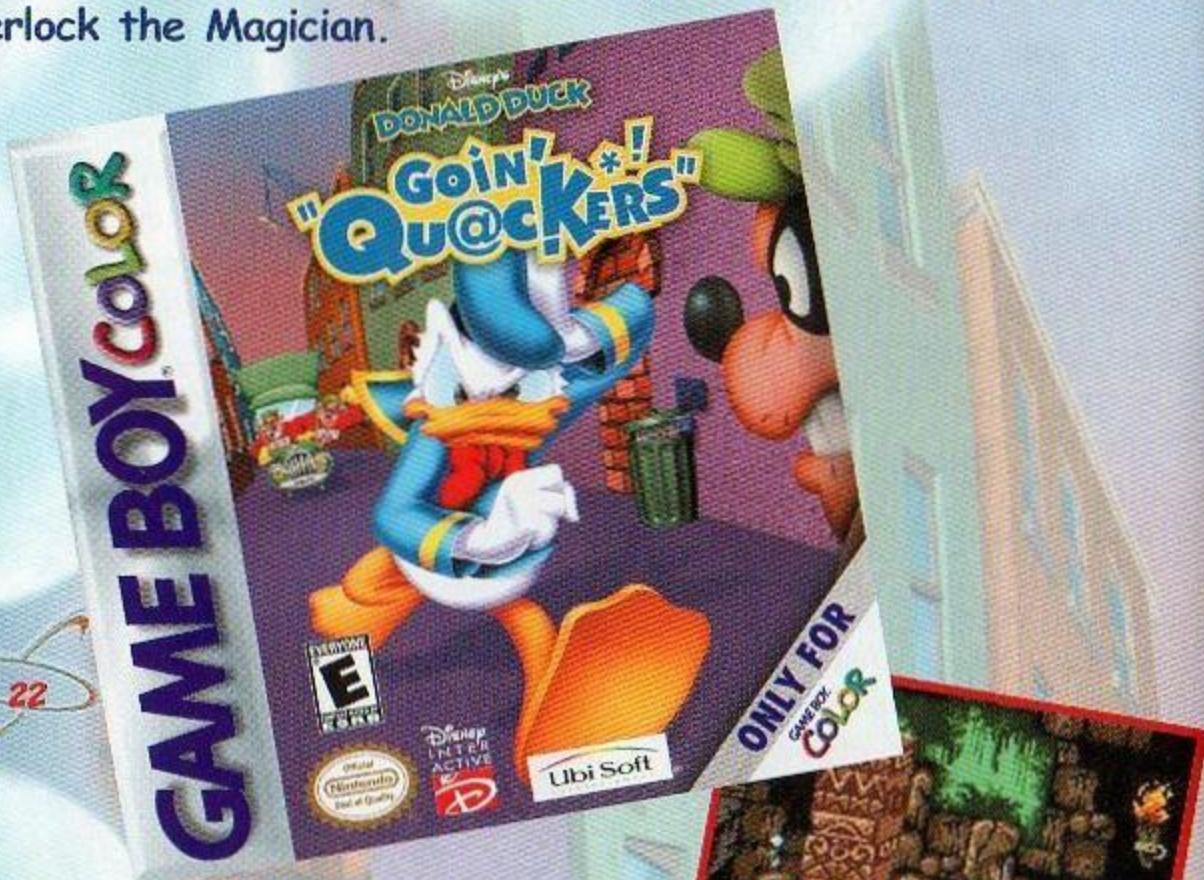
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MANass, MAhmed, HChaibia, IYo
ussef, OKhalid, RZouhair,
Rachid El Idrissi, Ronan,
Sandrine, Hicham, Zineb,
Youssef, Houda, Souad,
and all childs that help us
to set the game.

Master Donald's Explosive Temper!

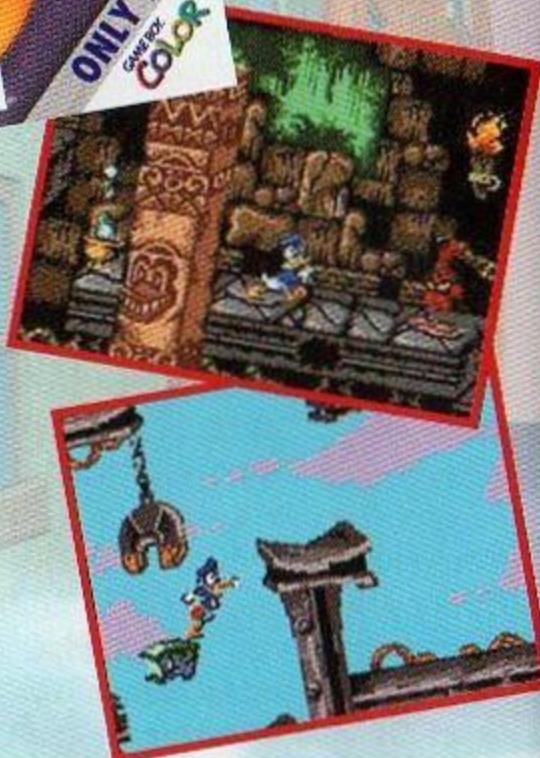
Donald Duck runs amuck, goes berserk, and gets hyper in this hilarious quest to rescue Daisy from the evil clutches of Merlock the Magician.



- **A CARTOON-LIKE ADVENTURE:** amazing graphics, zany sound effects, & Donald's unmistakable voice

- **FAVORITE CHARACTERS:** Huey, Dewy, Louie, Magica de Spell, the Beagle Boys, Gyro Gearloose, Daisy and more

- **GRIPPING ACTION:** run, jump, attack, play hot pursuit maps, confront wacky characters and obstacles



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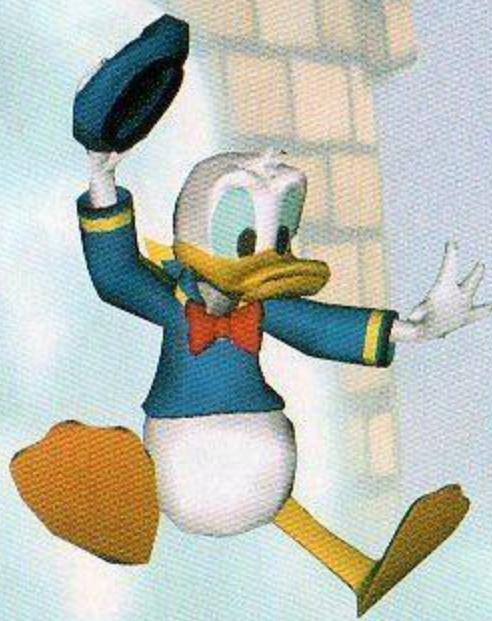


Disney's
DONALD DUCK

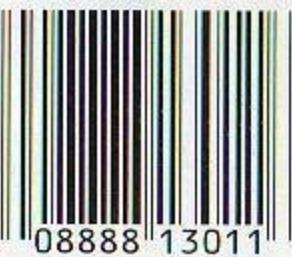
"Goin' Qu@ckers"!



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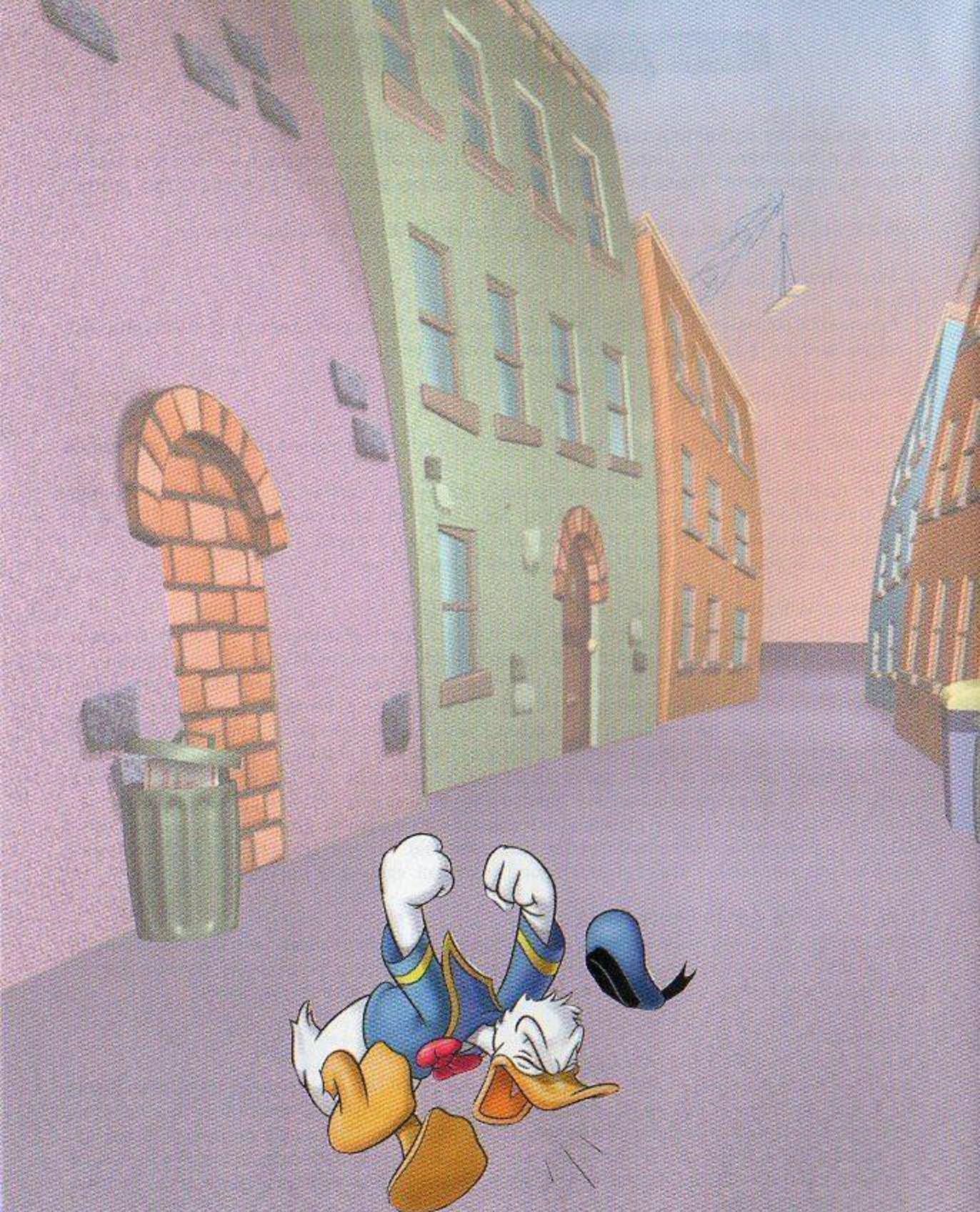
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