

Disney's

DONALD DUCK

"GOIN'! QUACKERS!"



EVERYONE
®
E
CONTENT RATED BY
ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.

Never use solvents or abrasive cleaners.

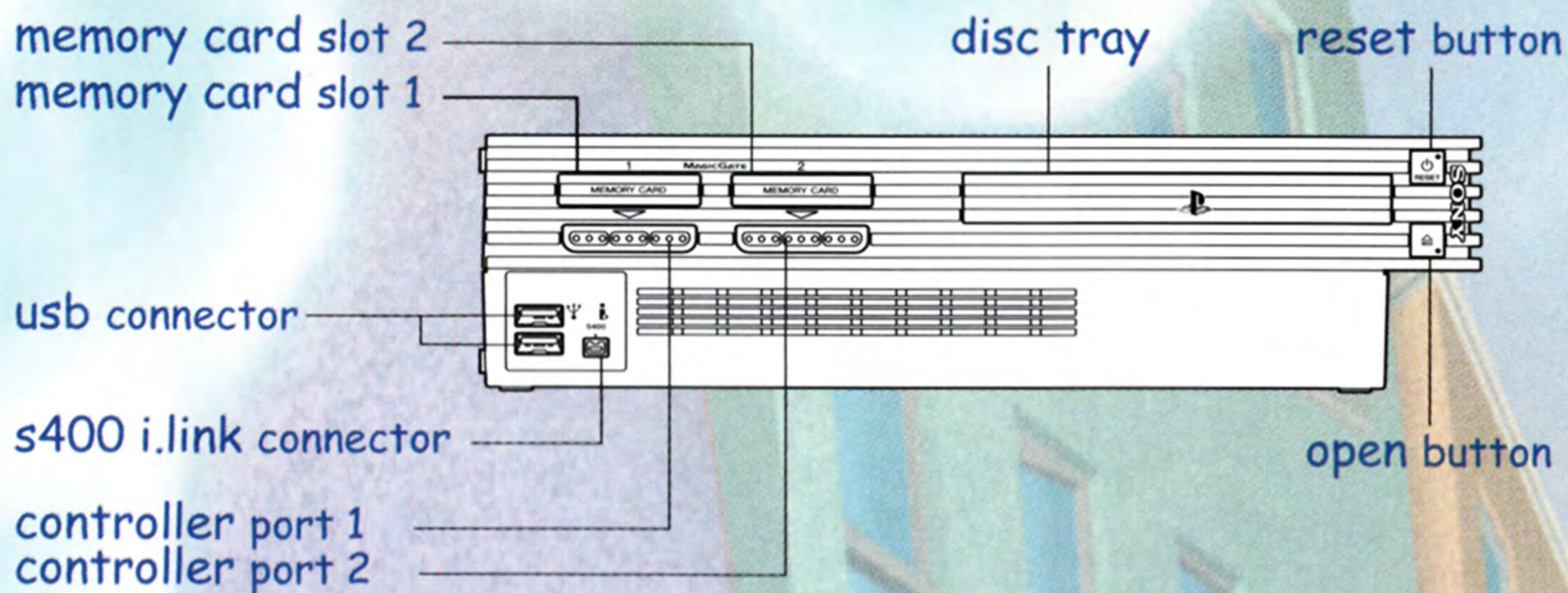
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GETTING STARTED

PlayStation®2 computer entertainment system



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located on the back of the console) is turned on.
3. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the **Disney's Donald Duck Goin' Quackers** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using **Disney's Donald Duck Goin' Quackers**.

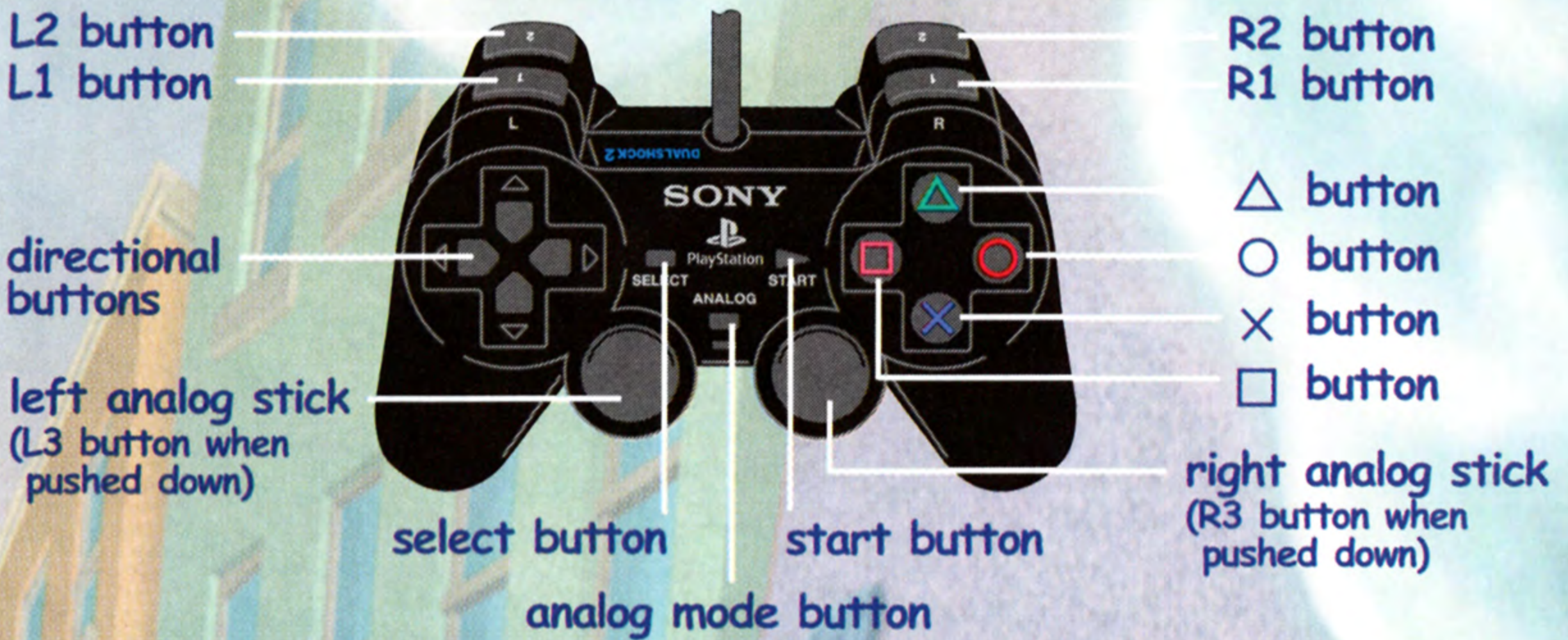
Memory Cards

Disney's Donald Duck Goin' Quackers lets you save your game at the current of play onto Memory Cards (sold separately), and resume play on previously saved games. Insert Memory Card(s) (sold separately) into the PlayStation®2 computer entertainment system BEFORE starting play.

Important: Do not remove a Memory Card (8MB) (for PlayStation®2) while saving or loading games. Doing so could damage the game data.

CONTROLS

DUALSHOCK™2 analog controller



Directional Buttons: Walk / Run

Start Button: Pause

□ or ○ : Attack

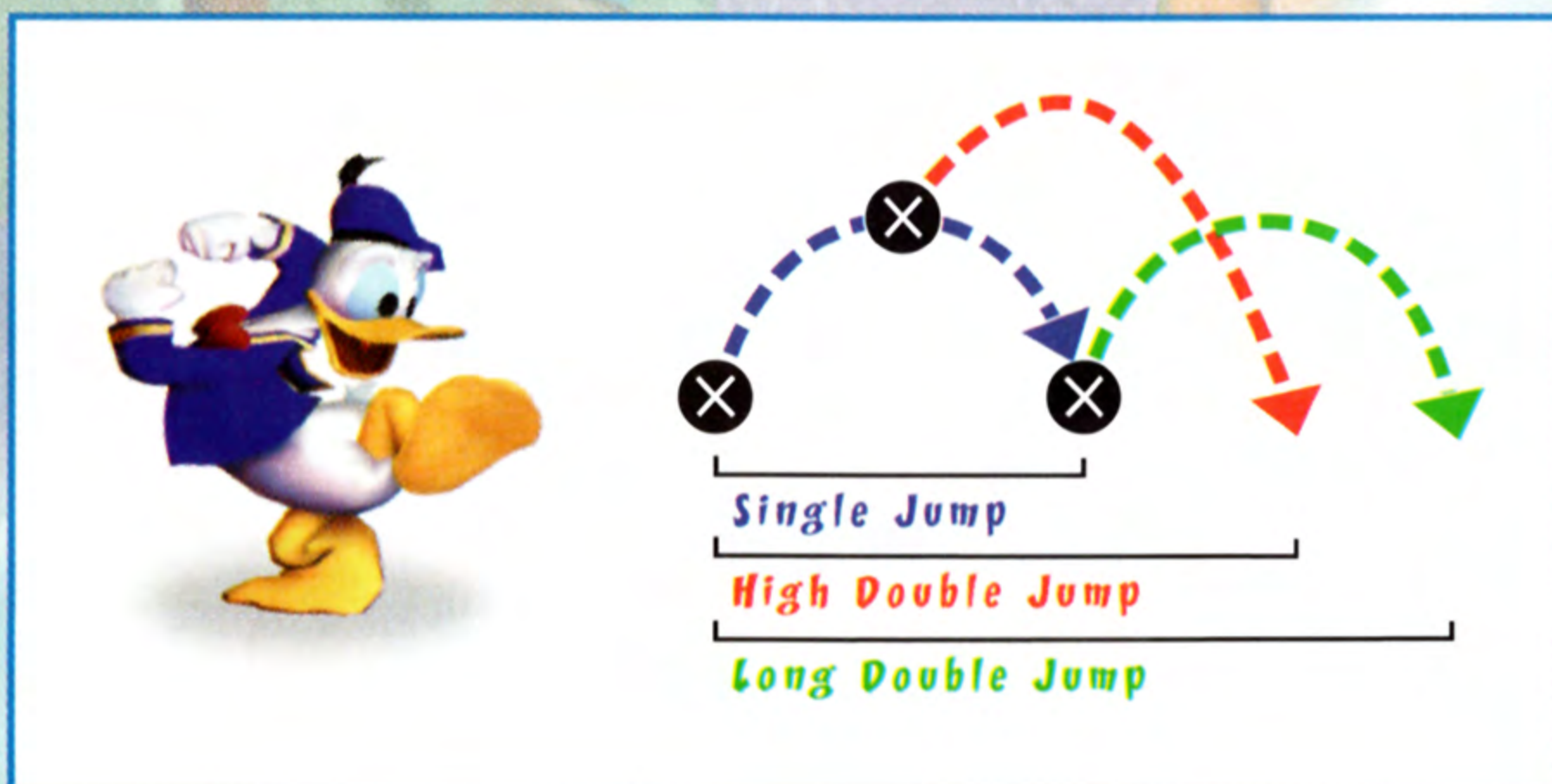
△ or R1 : Special Moves (available only in Special Moves environment) and Shout

X : Jump

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

X + X : Double-Jump

*All you have to do is to press the X button again when Donald is still in the air



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 since yesterday (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 GOALS

Donald must finish the following five tasks to complete 100% of the game.

Gather The Weather Vane Pieces And Save Daisy

Donald has to gather and put together the Weather Vane pieces in order to give Gyro's machine enough power to send him to each world. There is one piece at the end of each level. Travelling this way through the four worlds is the only way to reach and save Daisy.

Gather The S.P.E.C.I.A.L. Letters

Donald will be given a letter of the word SPECIAL each time he grabs 5 gears in less than 1 second. If he writes the word SPECIAL and finishes the map, the nephews will give Donald a Special Move once he returns to Gyro's lab.

Perform The Nephews Special Moves Challenge

Once he has successfully completed a world and collected all the SPECIAL letters, this new option opens for Donald. He has to go back in the map he completed and touch an icon representing the Nephews. Donald will have to do 2 Special Moves chosen by the Nephews. If Donald succeeds, he will receive a "Cool Coin". If he fails, he will have to start the map all over again.

Note: In chase maps, only one special move is required to succeed.

Donald will be able to exchange the Cool Coins in Gyro's lab at the end of the game in order to open the Bonus World door. It will cost 3 or 4 Cool Coins per Bonus map and there are 14 Cool Coins in the game.

Note: There is no challenge in the bonus maps.

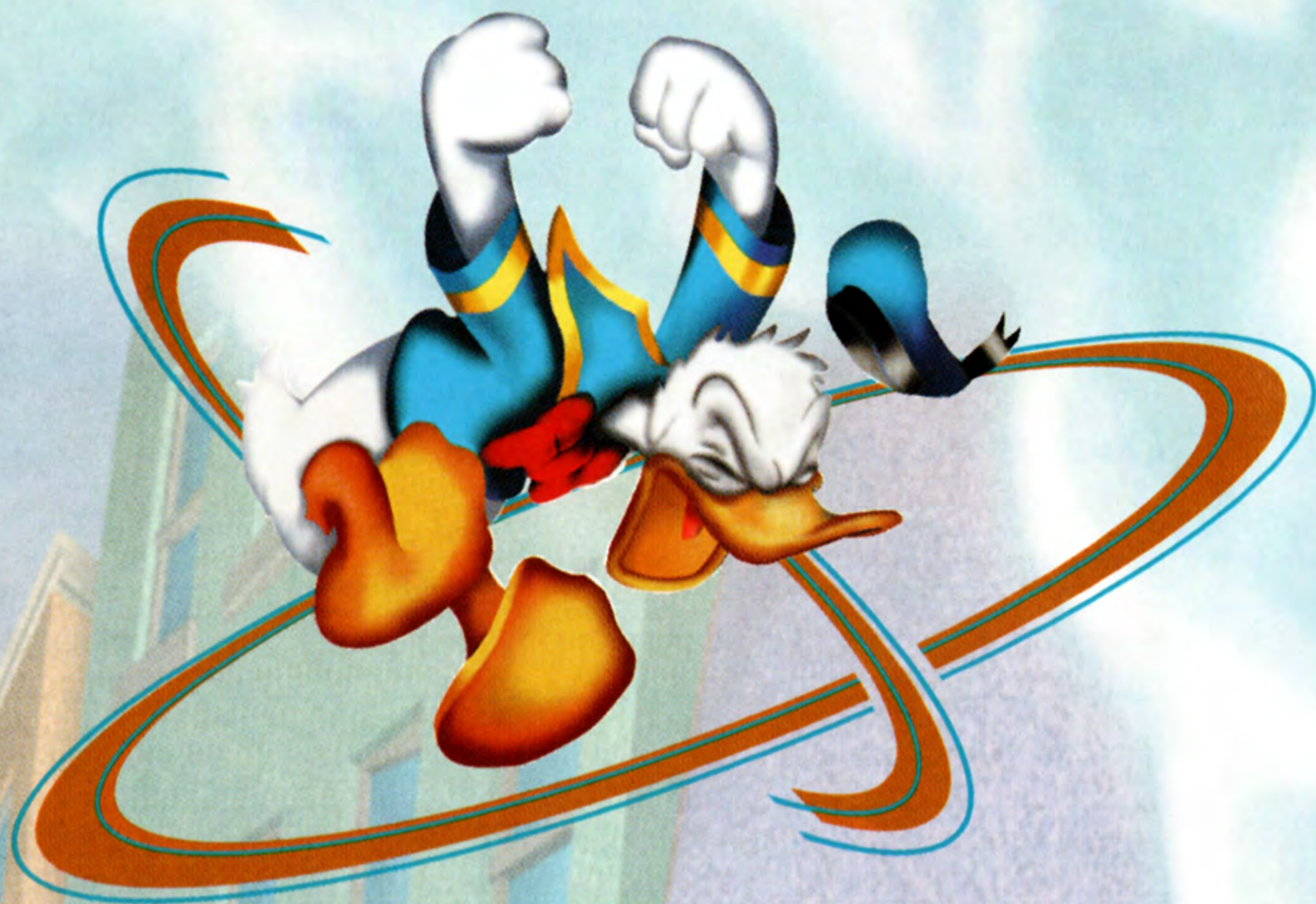
Find the Golden Threads

During his rescuing adventure, Donald must find the Golden Threads located in hidden sections. Every 10 Golden Threads can be exchanged for a new costume. There are four extra-costumes in the game, available in Gyro's lab: chose the one you prefer with the Outfit Maker.

Take Up Gladstone's Challenge In Time Attack Mode

Once Donald has completed a map, he can go back and replay this map to beat Gladstone's best time. He simply has to touch the icon representing Gladstone and a timer will start. When the map is finished, if Donald is faster than Gladstone, he will receive a "Gladstone Nickel".






SPECIAL MOVES

It's time for Donald to show off his skills!!!

The Special Moves allow Donald to enter into a special dimension that blocks out everything that is going on around him. In this environment, Donald performs different victory dances and becomes whatever he wants!

How To Perform Special Moves

Each time you bounce off an enemy without touching the ground, one of the light bulbs will light up. Donald has to bounce off 3 enemies in a row without touching the ground to be able to perform a Special Move. When the 3 lights are bright, you just have to push the R1 or «  » button and Donald will jump and freeze in mid-air. Then, it's time to enter the Special Moves Combo!!! The buttons you have to enter will appear on the screen and you have 3 seconds to enter it right. If you succeed, Donald will show you his skills!!!

After a Special Move, Donald will be invincible for a short period of time and gears will value more during this period.

*Donald must be Happy or Hyper-Donald to perform a Special Move.

**Donald can't perform a Special Move in a Boss level.

SPECIAL MOVES LIST

We give you the first Special Move Combo in the following table, but you'll have to write down the other combos as soon as you receive one! Use the empty circles to do it.

Duckie Mountain Special Moves

Name	Combo
Yogabound	↑ ⊗ ⊗ ⊗ ⊗
Ring a Ding-Ding	↑ ○ ○ ○ ○
Soap Opera	↑ ○ ○ ○ ○
Pole Pose	↑ ○ ○ ○ ○

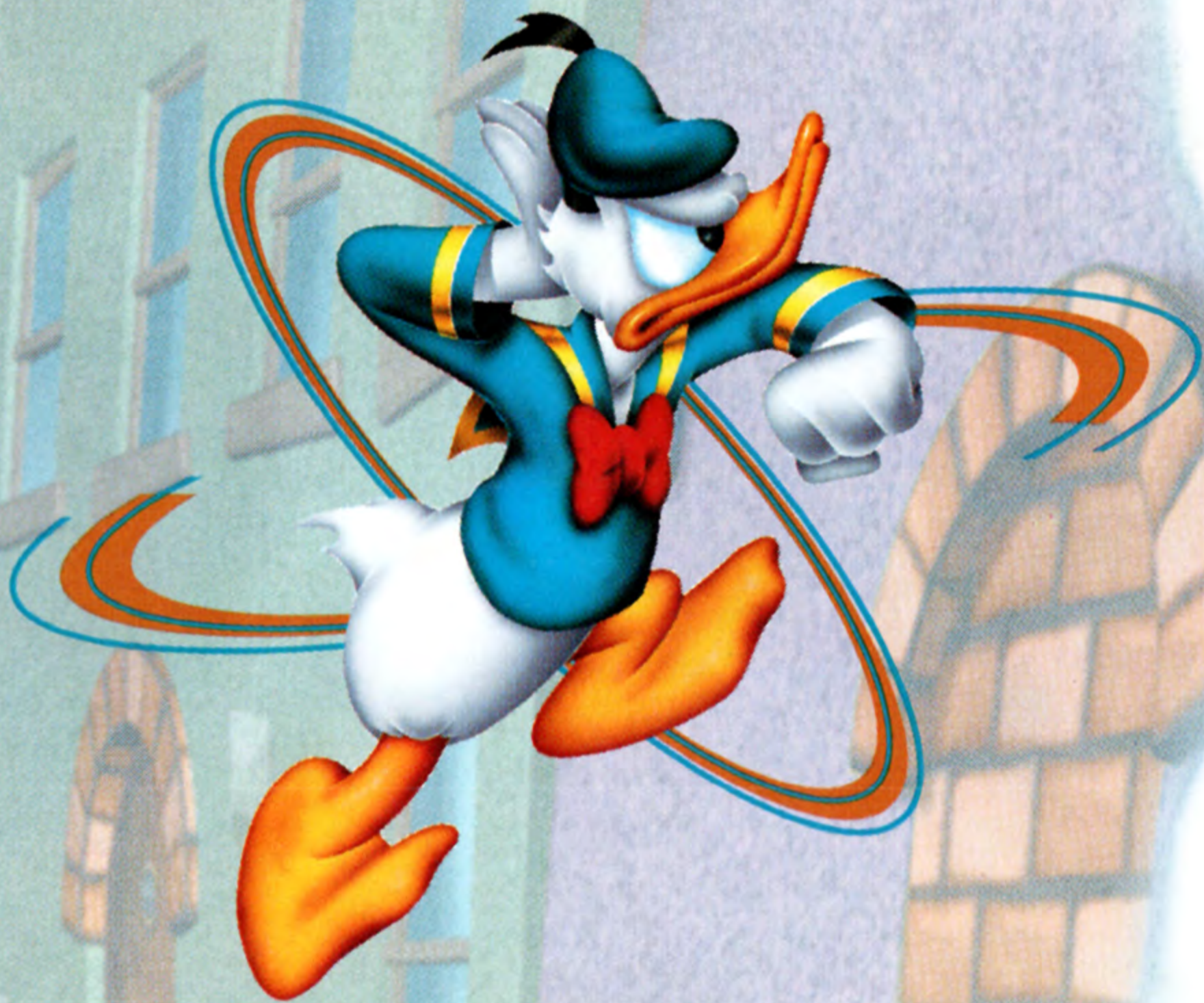


Duckburg Special Moves

Name	Combo
Soccer Shop	→ ○ ○ ○ ○
Spicy Golf	→ ○ ○ ○ ○
Fab Lifting	→ ○ ○ ○ ○

Magica's Manor Special Moves

Name	Combo
Tap Ten	↓ ○ ○ ○ ○
Ballet Basket	↓ ○ ○ ○ ○
Stilt Tilt	↓ ○ ○ ○ ○



Merlock's Temple Special Moves

Name	Combo
Hi-Sky Dive	← ○ ○ ○ ○
Canon Bulb	← ○ ○ ○ ○
Beat Box	← ○ ○ ○ ○
Servin' Skate	← ○ ○ ○ ○

THE MENUS

MAIN MENU

New game

Start a new adventure with Donald.

Use the virtual keyboard to write your name (3 spaces). Press the « X » button to validate the letter. Press the « Δ » button to go back and change a letter.



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).

Option Menu

You can customize :

- Music Volume
- Sound Effects Volume
- Stereo/Mono Sound



In Game Screen

Quick View Menu

When a gear or any other collectible is acquired, the "Quick View Menu" drops down to show you how many of them you have accumulated. You can also access this menu with the L1 button during the game.

This menu shows you:

Health Meter: Indicates Donald's mood

Life Meter: Shows the number of remaining lives

Gear Counter: Shows the number of gears collected

Special Moves Lights: Indicates the number of enemies smashed consecutively

Recently Picked-Up Object: Shows objects acquired, like power-ups

Special Moves Letters: For the Nephews Special Moves Challenge

1 Second Gear Pick-Up Meter



You can also see:

- * Time Attack Icon (only in Gladstone time attack)
- * Time to go to beat Gladstone (5) (only during Gladstone time attack)
- * Nephews Special Moves Challenge Icon (only in the Nephews Special Moves Challenge)

Pause Screen

When you press START during a level, you pause the game and three options appear:

- Options - Go to the Options Menu
- Quit to Gyro - Quit the level
- In Gyro's Lab:
 - Resume Game
 - Quit Game
- Resume - Return to the game



GYRO'S LAB

GYRO'S DESK

You can go talk to Gyro at his desk and choose among the following options:

- **Game's statistics** - For each map, see if you've won the Nephews Special Moves Challenge, beat Gladstone's time and recieved the three Goldren Threads. You can also select "best times" or "your top high score" to see your three greatest performances in each category.
- **Save game** - Allows you to save your current game.
- **Options** - Leads you to the options menu (sounds, music, etc)
- **Resume game** - Continue to play

THE GYRO-GAMMA-TUBAL-TELEPORT

This astonishing invention allows you to access worlds and maps. To choose a world, run Donald onto the Activation Zone of your choice and push the « X » button. Donald will then be transported to the Sub-Hub where he will have access to all the levels of the chosen world. When Donald stands on the wooden platform in front of each level entrance, a score screen appears to show your current progress in the map.

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NEPHEWS' TRAINING ROOM

The Gyro-Gamma-Tubal-Teleport has a special transporter with a football helmet at the top. This special transporter allows Donald to reach the nephews' training room where he can practice his Special Moves.

Three options are available:

- **Select a Special Move** - You have to choose a world and a Special Move to see the associated secret combos. Then you can jump on three enemies in a row and learn to control Donald's Special Moves!!
- **How to play** - Learn more about the Nephews Special Moves Challenge and the Special Move!
- **Quit**

NOTE: Donald can't pass out in the training room.



OUTFIT MAKER

This is where you can exchange your Golden Threads for a new costume. To activate the Outfit Maker, push the « X » button when Donald is in front of the machine. Use the directional buttons to scroll through the selection of outfits and press the « X » button to select your favorite one.



NOTE: If you press START in the Gyro's Lab, you can return to the Main Menu.

DONALD'S MOODS

HAPPY

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

Hitpoints: 2



HYPER-DONALD

When Donald is Hyper-Donald, he becomes super fast and super strong for a short time. While running and Hyper-Donald, he will be able to knock enemies out of his way and open up secret areas!



ANGRY

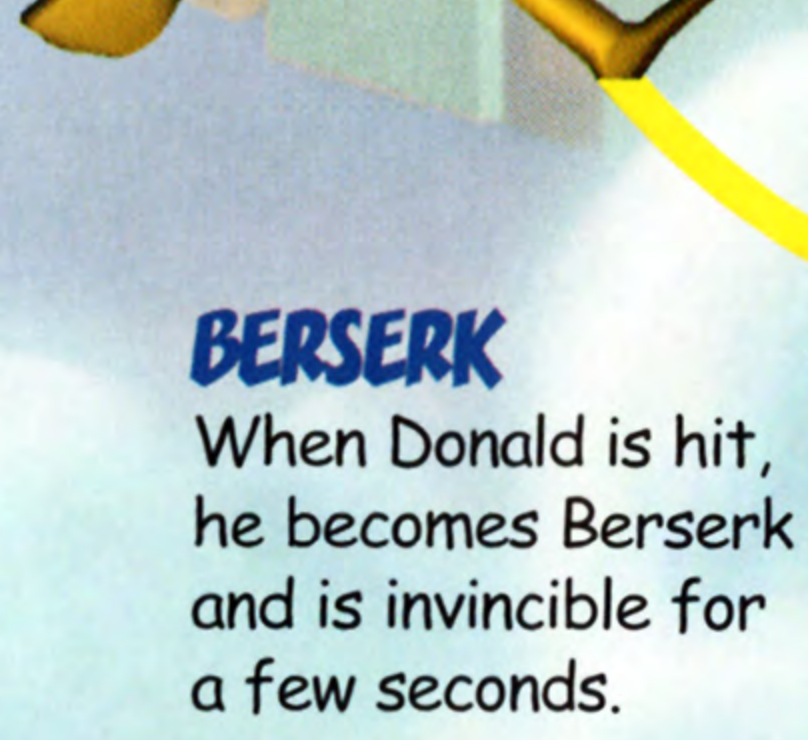
Be careful! Donald is Angry because he has been hit once: if he is hit another time, he will lose a life.

Hit point: 1



BERSERK

When Donald is hit, he becomes Berserk and is invincible for a few seconds.



COLLECTIBLES



Gears

There are different kinds of gears: some are worth more than the Normal ones! Once you have collected 100 normal Gears, you get an extra-life!!!



Weather-Vanes

Donald must defeat the bosses of each world to build the Weather-Vanes that Gyro needs.



Gifts

Gyro created these gadgets to help Donald on his adventure. Knock them open to see what's inside.



Gyro's Robot (Checkpoints)

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.



Extra-Life

Collecting a free life is always useful!



Milkshake

This is a power-up changing Donald's state from Angry (or Berserk) to Happy. He is very keen on it!!!



Orange Juice

This power-up makes Happy-Donald become Hyper-Donald and allows him to discover secret areas!!!



Golden Threads

Donald must find them to receive new costumes! They are hidden in the secret areas...



Time Attack Icon

Donald must touch this icon to take on Gladstone's Challenge.



Nephews Special Moves Challenge Icon

Donald must touch this icon to start the Nephews' Special Moves Challenge.

THE CHARACTERS

DONALD DUCK

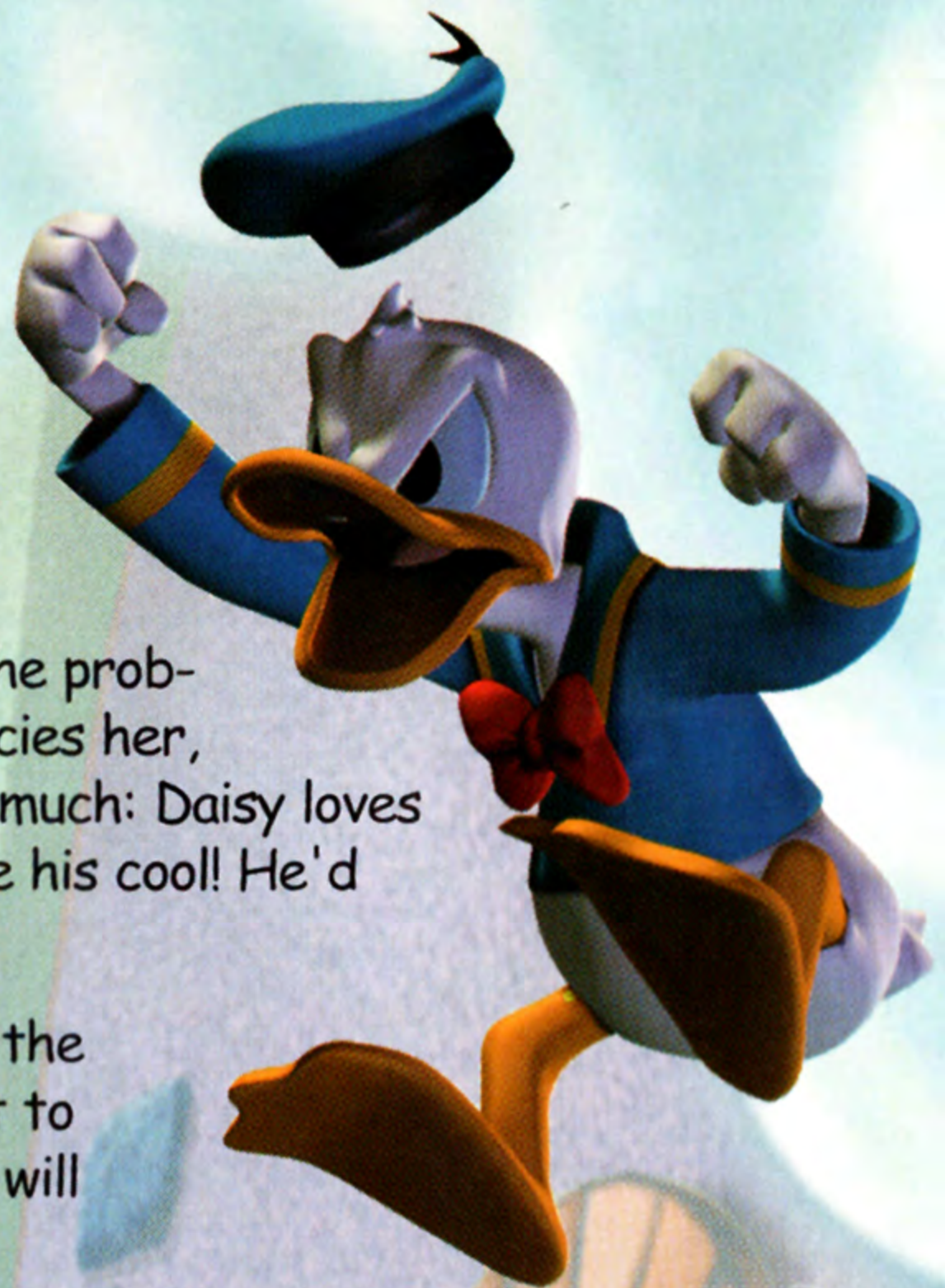
Donald is impatient and aggressive, it's true! And what a temper, wow!! But, Donald is also a devoted and sincere friend. He won't let anything stop him from helping them. Daisy's in trouble? Donald's already on his way!...

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...

Goal in life: To save Daisy!

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



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. 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 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!!"



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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.

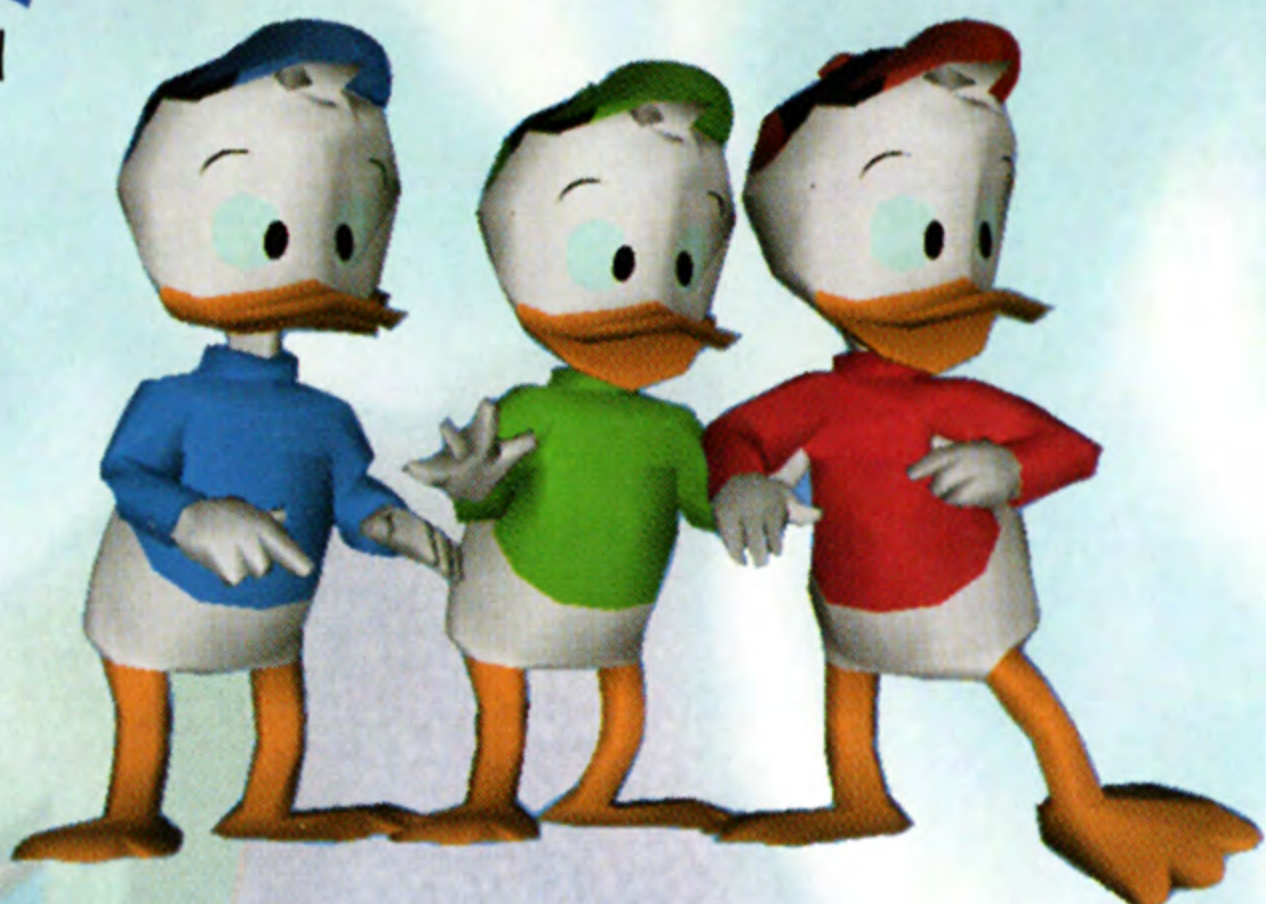
Goal in life: Inventing things that make the world a better place to live in.

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!!!"

GLADSTONE GANDER

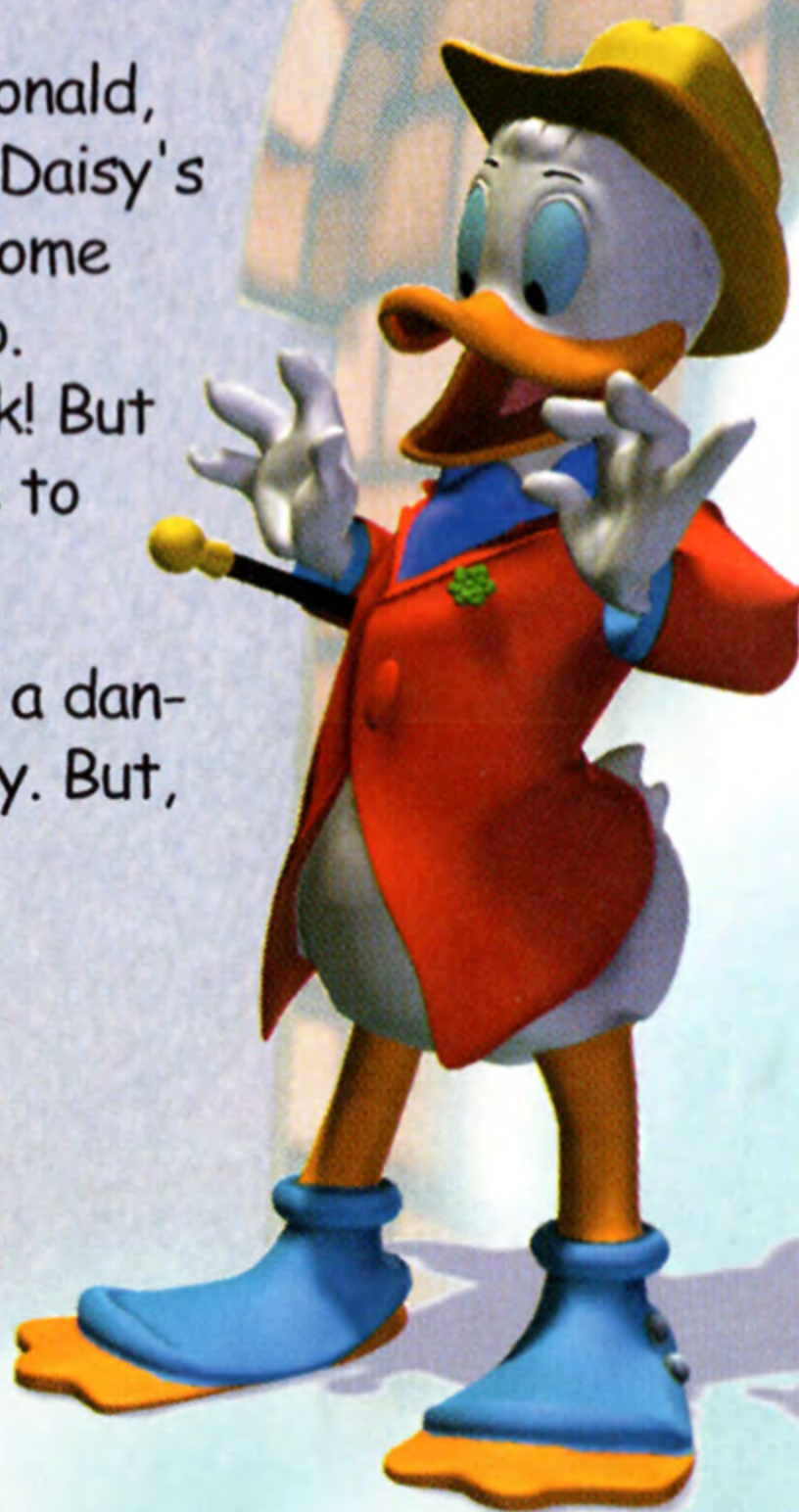
Gladstone is Donald Duck's cousin. Like Donald, Gladstone is ready to try anything to win Daisy's heart. Needless to say, this could cause some unnecessary competition between the two. Gladstone is also the world's luckiest duck! But for all his luck, he never seems to be able to soften Daisy's heart...

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 lives in an ancient temple that's almost impossible to find! 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 BOYS

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 Beagle Boy's have 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!"



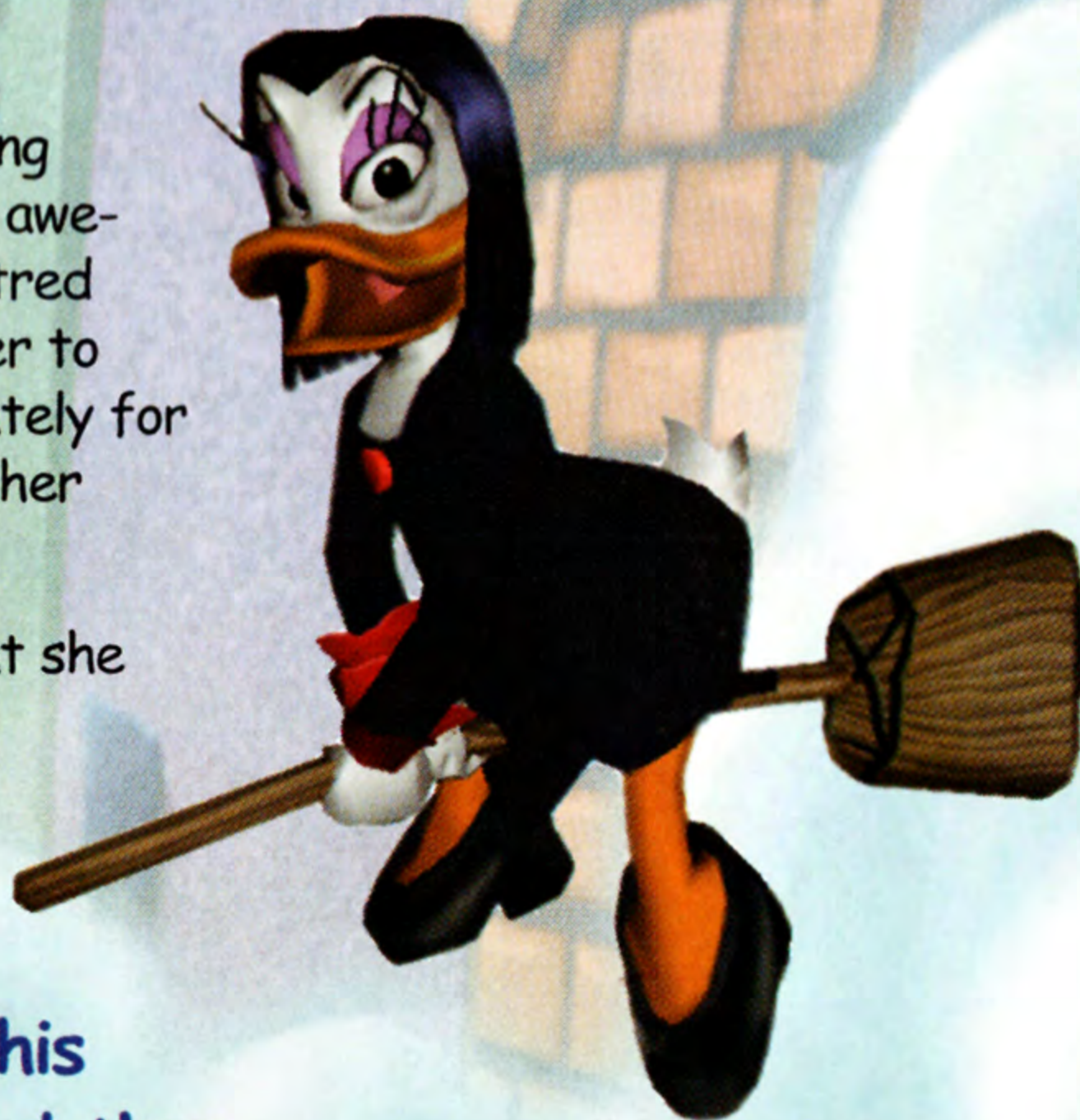
MAGICA DE SPELL

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 Duck and his friends, and then... who knows!

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



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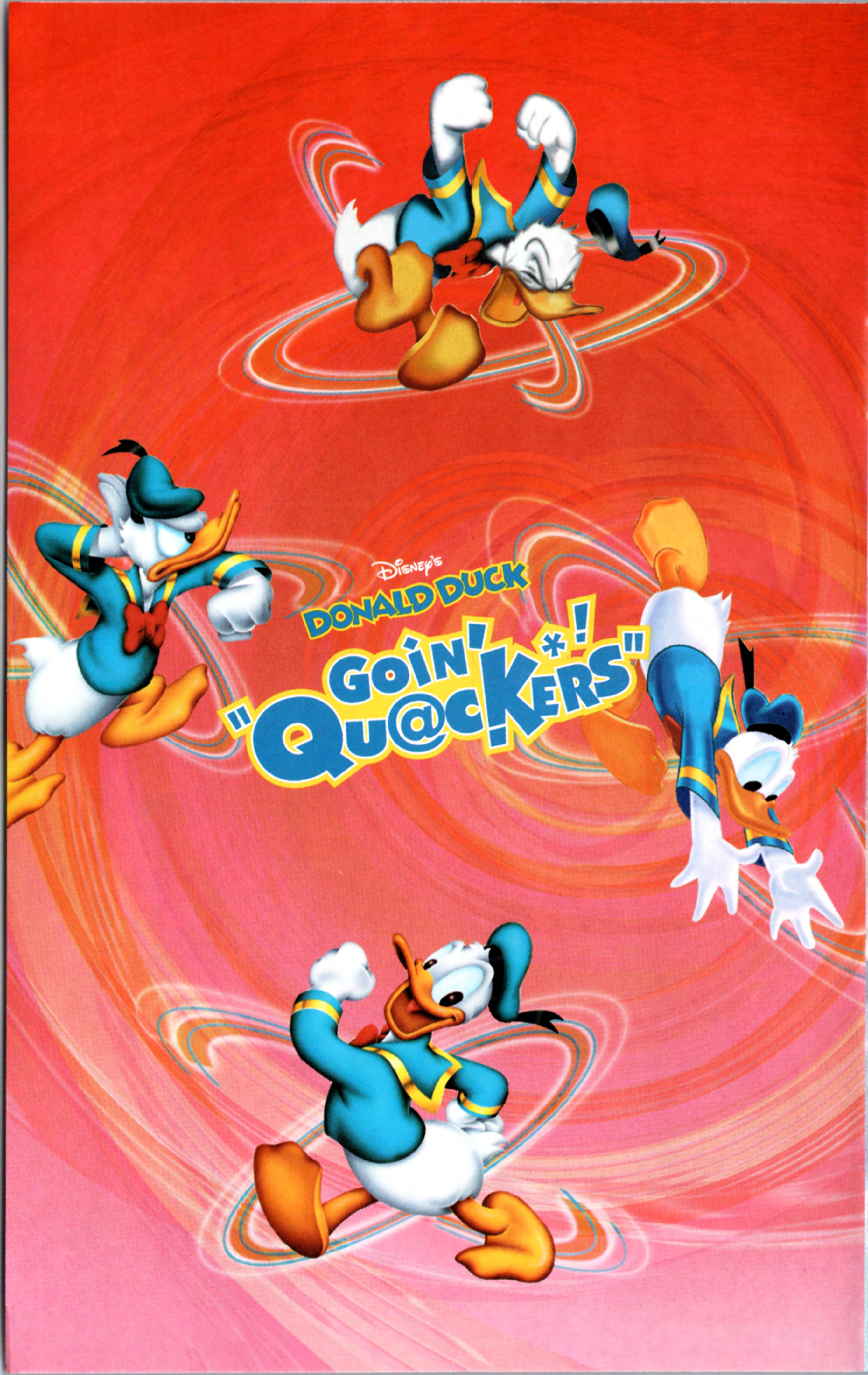
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**To The Memory of
Carl Barks. 1901-2000**



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