

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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.

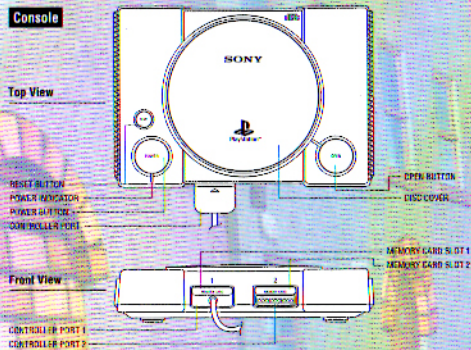
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GETTING STARTED

Set up your PlayStation® game console according to the Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **Disney's Donald Duck-Goin' Quackers** disc and close the Disc cover. Insert game controllers and turn on the PlayStation® game console with the Power Button. Follow the on-screen instructions to start a game.



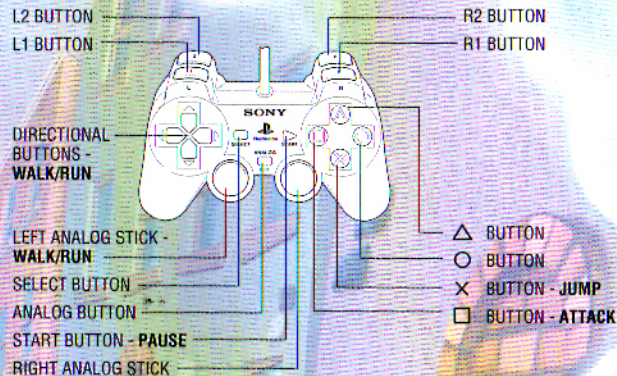
Memory Cards

To save game settings and results, or to continue play on previously saved games, insert a Memory Card (sold separately) into Memory Card slot 1 of the PlayStation® game console BEFORE starting play.

Important: Do not remove a Memory Card while saving or loading games. Doing so could damage the game data.

CONTROLS

DUALSHOCK™ Analog Controller



DUALSHOCK™ analog controller

Be sure to verify that the game is set to analog mode (red LED lamp should be lit).

You can toggle the vibration function ON and OFF in the **OPTIONS SCREEN**.

NOTE: You may have a controller that looks like this. Button functions on a digital controller are the same as those on an analog controller.



CONTROL

Directional Buttons/
Left Analog Stick

Start Button

□ Button

⊗ Button

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

⊗+⊗ Button

*All you have to do is to press the X button another time, when Donald is still in the air.

FUNCTION

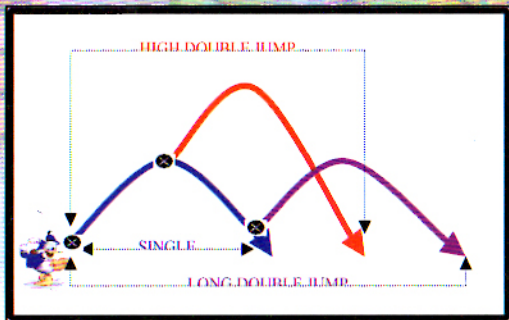
Walk/Run

Pause

Attack

Jump

Double-Jump



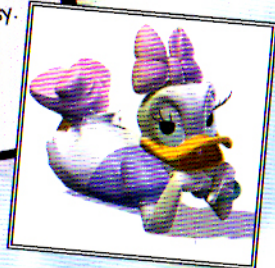
THE STORY

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 unflinching 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 GOALS

The Main Goal

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

Collect the Energy Balls for Gyro's Teleporter!

Donald needs to collect energy balls, to open up each warp pad, that will teleport him to the Boss summit of each world. At this summit, Donald needs to battle and defeat each Boss, in order to place the Gyro-Gamma-Tubal-Teleport weathervane, the main source of power for Gyro's invention. Placing the weathervanes will allow Gyro to teleport Donald to Merlock's temple, and rescue Daisy!

Find the nephews' toys

Donald also needs to rescue his nephews' captured toys. Merlock has cast an evil spell on Huey, Dewey, and Louie's toys, and it's up to their Uncle Donald to rescue them. Donald must break the magic spell and take back the toys. Once he's succeeded, the nephews will be so happy that they'll let Donald enter the Bonus 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 then launches a challenge to Donald, to beat his record time on each level. Donald has to replay all four worlds and beat Gladstone's record time for each one. It will take hard work from Donald, but when he succeeds, Gladstone will give him a reward....new golden threads! These can be used in one of Gyro's other inventions to get a special reward.

THE MENUS

MAIN MENU

New game

Start a new adventure with Donald.

4 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, vibration, etc).



OPTION MENU

You can customize :

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



IN-GAME SCREENS

PERMANENT VIEW

During the game, you'll see the following elements on the screen:

Life Counter: The number of lives remaining (This also displays Donald's mood.)

Star Counter: The number of Stars collected

Time Elapsed: Counts down seconds (appears only in Gladstone Time Attack)

Toys: The number of Toys collected (appears only when a toy is collected)

Magic Book Timer: When Donald breaks the spell from Merlock's magic spell book, a timer is activated. This indicates how much time remains to find and recover each toy. (This timer only appears once the evil spell is broken.)

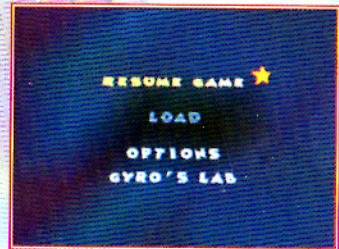
PAUSE

When you press the Start button during a level, the Pause screen will pop-up, consisting of :

- Name of the level.
- The number of toys you got
- The number of Stars collected
- The number of remaining life

Then you have to choose among the following :

- **Resume**(red button): return to the game
- **Options**(blue button): go to the Option Menu
- **Quit** (green button): quit the game



GYRO-GAMMA-TUBAL-TELEPORT

GYRO'S TELEPORT

Here's the astonishing invention!!!

Allows you to:

- Access worlds and maps



THE OUTFIT SWAPPER

Allows you to:

- Change costume



THE BIG SCREEN

Allows you to:

- save your game
- load a previous game



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

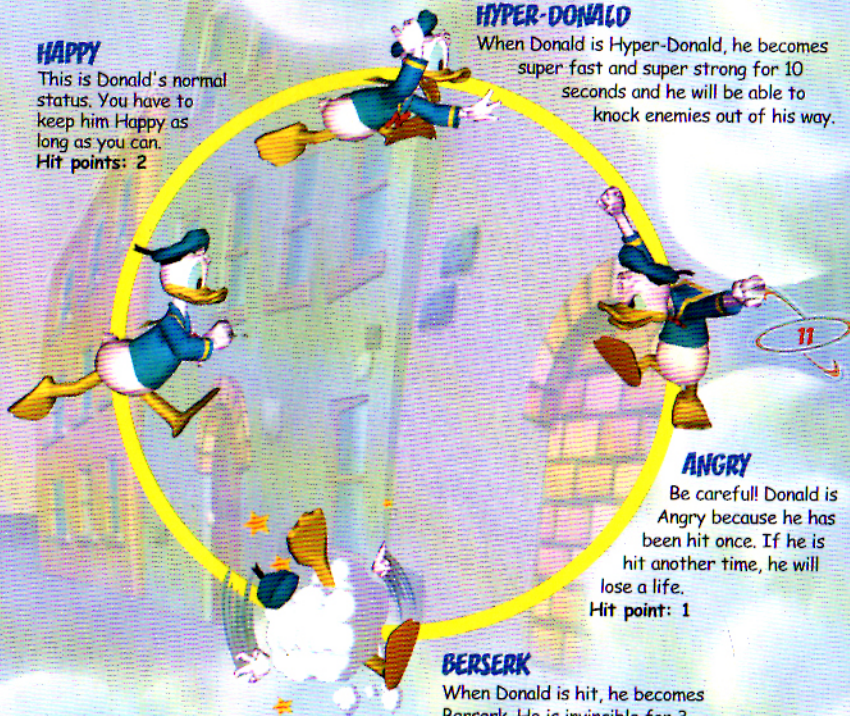
When Donald is Hyper-Donald, he becomes super fast and super strong for 10 seconds and he will be able to knock enemies out of his way.

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. He is invincible for 3 seconds, so enemies beware!



COLLECTIBLES



Yellow Stars

Collect 100 Stars, you get an extra-life!



Blue Stars

One Blue Star equals 5 Yellow Stars.



Red Stars

One Red Star equals 10 Yellow Stars.



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 way to go.



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.



Toy

In each level, you must find three of the nephew's captured Toys. Most of them are found in the hidden sections. Be careful!



Merlock's Spell Book

You have to destroy 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

It's a power-up allowing Donald to get in a better mood. He is very keen on it!!



Energy Ball

You must collect these to open up the Boss map

CHARACTERS

DONALD DUCK

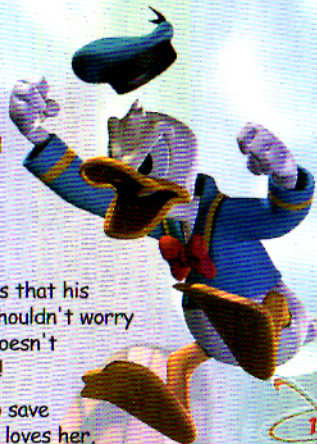
Donald is impatient and aggressive, it's true! And what a temper, wow!! But, more importantly, Donald is also a devoted and sincere friend. He won't let anything stop him from helping them. Daisy's in trouble? Donald's already on his way!

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 when 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 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 attentivel

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.

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!"



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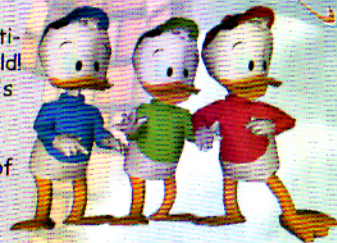
HUEY, LOUIE AND DEWEY

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. They're not really mean and they do love their uncle. 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 most "cool" yet!...

Goal in life: To have fun!!!

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



GLADSTONE GANDER

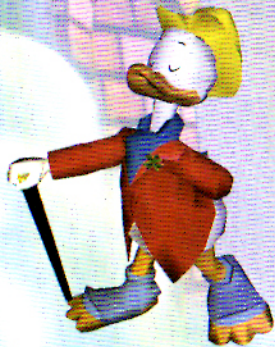
Gladstone is Donald Duck's cousin. Like Donald, Gladstone is ready to try anything to win Daisy's heart. Needless to say, this could cause some unnecessary competition between the two. Gladstone and Donald don't like each other a whole lot!! Gladstone is also the world's luckiest duck! But for all his 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 Nickel!"



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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 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 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. Mountain legend says that the summit is inaccessible because a giant bird rules over it. 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!"



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THE BEAGLE BOYS

The Beagles Boys are a 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 mansion. Her magical powers are awesome, but her uncontrollable hatred for Donald Duck often drives her to make stupid mistakes! Unfortunately for her, her 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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PROOF OF PURCHASE



DANCE THROUGH THE JUNGLE

WALT DISNEY'S THE JUNGLE BOOK Rhythm n' Groove



Dance through the thrilling adventures of Walt Disney's The Jungle Book. Move to the beat and imitate the swingin' moves of all the funky jungle pals to bring Mowgli safely to the man-village. Be careful, Shere Khan is on the trail!

- ▶ Characters from the movie in 3D: Mowgli, Baloo, Bagheera, Kaa, King Louie, & more
- ▶ Favorite songs from Walt Disney's The Jungle Book: "The Bare Necessities", and "I Wanna Be Like You"
- ▶ 1 or 2 Player: Dance as Mowgli or compete as 1 of 10 playable characters
- ▶ 9 beautiful 3D worlds drawn from each main scene of the movie

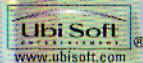


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TECHNICAL SUPPORT: If you need technical assistance with this product, call us at (415)547-4028 Monday through Friday between 8:30AM and 5:30PM, Pacific Standard Time, or write to us at the address noted below. No hints, tips, or codes are available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



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