

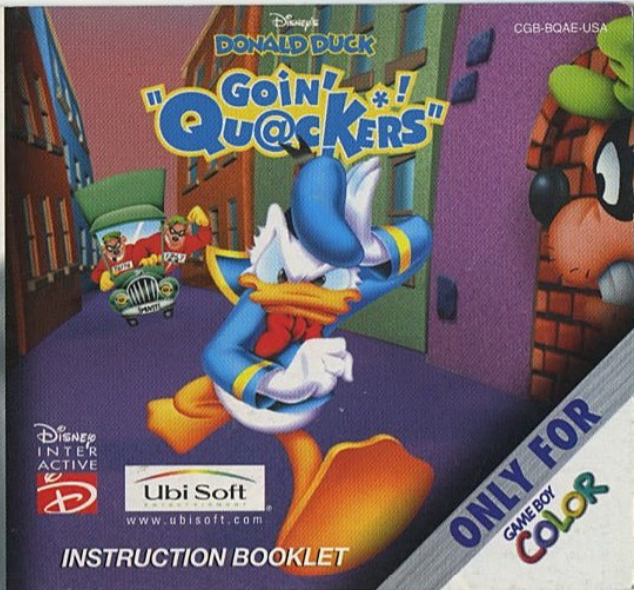


UBI SOFT ENTERTAINMENT, INC.  
625 Third Street, 3rd Floor  
San Francisco, CA 94107



Nintendo

GAME BOY COLOR



CGB-BQAE-USA



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.**



**EVERYONE**  
Mild Animated Violence

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.



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

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## 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.

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### DONALD DUCK TO RESCUE DAISY!

The Duckburg News - Special Edition



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

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.



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

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## 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.



### PASSWORD



### 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).

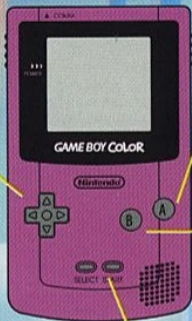
Use ◀ and ▶ to switch the options On/Off. Select with the A Button. Cancel (go back to the Main Menu) with the B Button.



## 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

### Berserk-Donald

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

### 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





## 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:** Gear 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 its 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!



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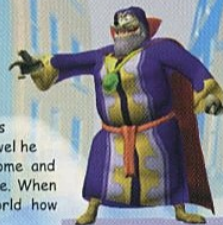
### Gyro Gearloose



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.

### 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...



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## CREDITS

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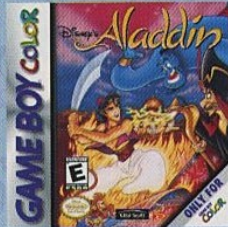
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BASED ON THE  
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FEATURE FILM

# 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!

- ✦ **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



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Walt Disney's  
**THE JUNGLE BOOK**  
MOWGLI'S WILD ADVENTURE



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!

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- 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

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Walt Disney  
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SURI, ENMA THE STYRACOSAUR  
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GIGANTIC CARNOTAURS



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