Nintendo

GAME BOY™

CAPCOM USA

DMG-DT-USA

Disney's DuckTales

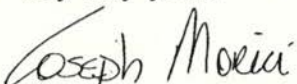
INSTRUCTION MANUAL

A special message from CAPCOM

Thank you for selecting Disney's DuckTales for your Game Boy system. We are proud to offer you this action-packed adventure, Capcom's second contribution to the Game Boy!

Disney's DuckTales offers the finest graphics and stereo sound available for the Game Boy. We hope you enjoy the excitement and challenges that await you in Disney's DuckTales.

Very truly yours,



Joe Morici
Vice President
CAPCOM, U.S.A.

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Official Nintendo Seal of Quality

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 WITH YOUR GAME BOY SYSTEM.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this manual. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**

TABLE OF CONTENTS

Safety Precautions 3
Getting Started 5
Scrooge McDuck's Treasure Hunt 6
Controlling Uncle Scrooge (if you can!) 7
Playing the Game 8
The Score Panel 9
The Bank 10
Treasure Lands 10-11
Life Savers 12-13
Uncle Scrooge's Friends 14
Treasure Hunting Hints 15
90-Day Limited Warranty 16

GETTING STARTED

1. Plug the DuckTales cartridge into your Nintendo Game Boy and turn it on. The DuckTales title appears.

2. Press **UP** or **DOWN** on the control pad (or press **Select**) to choose a game level: **Easy**, **Normal**, or **Difficult.**

3. Press **Start** (or button **A**). Now you'll see the Land Select chart. Press **UP** or **DOWN** on the control pad (or press **Select**) to decide where Uncle Scrooge will begin his adventure:

   • The Amazon • Transylvania • African Mines
   • The Himalayas • The Moon

4. Press **Start** (or button **A**). Oh, boy, here we go! Straight into Scrooge McDuck's 'round the world, out of this world treasure hunt!

5. Press **Start** at any time to pause game play. Press it again to resume play.

6. To end the game at any time, turn off your Game Boy.

SCROOGE McDUCK'S TREASURE HUNT

"Sqwack! Five lost treasures? And they don't belong to me? Where's my helicopter? I'm going to find those priceless goodies! Even if it means flying to the moon! And I'm going to bring them back!"

And that's how Uncle Scrooge McDuck, the world's stingiest millionaire, gets started on his latest adventure. It's a good thing Huey, Dewey, Louie, and Webby tag along to help him. Uncle Scrooge has never faced anything like what he's in for now!



CONTROLLING UNCLE SCROOGE (if you can!)

Move left or right - Press the control pad **LEFT** or **RIGHT**.

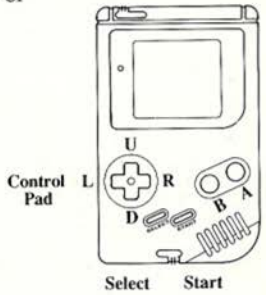
Climb up a rope, chain or vine - Press the control pad **UP** when you touch the rope.

Climb down - Press the control pad **DOWN**.

Jump - Press button **A**. The longer you hold down the button, the higher you'll jump.

Pogo jump - Press button **A**. While in midair, quickly press and hold button **B**. You'll Pogo-jump for as long as you hold down the button.

Swing your cane - Press the control pad in the direction you want to swing. Then press button **B**.



PLAYING THE GAME

Uncle Scrooge starts every game with 3 lives. He has only a short time to find the Five Lost Treasures. And it won't be easy! All kinds of villains, ruffians, and troublemakers are just waiting for someone they can push around.

Jump on your foes to do them in. Break open rocks and treasure chests to see what they hide. If a jewel appears, run over quickly to grab it. Sometimes an obstacle will slide away or fly up in the air when you swing at it. Figure out how to use this to knock out enemies or get unreachable items.

When you've collected all the treasures in a land, your biggest and worst enemy appears. Fight hard, and try to stay alive. If you can get rid of him, you've cleared that land and you don't have to come back!

If Scrooge loses all his lives, or runs out of time, the games over. But if he finds the Five Lost Treasures before any of that happens, he wins, and becomes even richer than before!

THE SCORE PANEL

Watch your Score Panel at the top of the screen to see how your doing.

Total - The amount of treasure you've collected and stored in the Bank.

Player - The number of lives you have left.

Hit Points How much strength you have left before you lose a life. You get 3 hit points per life. How strong you are depends on the game level you're playing:

Easy - You can take 2 enemy punches per hit point.
Normal - You can take 1 enemy punch per hit point.
Difficult - You can lose hit points fast. Don't let your foes even get close!

Time - How much time you have left to collect all the treasures. You start every land with 500 seconds.

THE BANK

The game starts from the Duckburg Bank, where you saw the Land Chart and chose an area to search. When you run into Launchpad, answer "Yes" to his question and he'll take you back to the Bank. Once there, deposit your treasures in the safe. The amount you've gained so far will show up on the Score Panel. Then, choose another land to search. Launchpad can be used once in each land. Also, you cannot return to a land that you've already cleared of the final treasure.

TREASURE LANDS

The Amazon - Explore the ruins of the Incan Empire. Shimmy up and down vines, knock out the spider with a rock, and watch out for traps! The Sceptre of the Incan King is the Lost Treasure of this land.

continued...

TREASURE LANDS (cont.)

Transylvania - De-haunt a houseful of monsters. Use the mirrors in this spooky abode to transport yourself to other rooms. Huey's message leads you to a special room. Find another Lost Treasure -- the Coin of the Lost Realm.

African Mines - You must obtain the skeleton key from a different land to venture into the underground mines. Hope you're not afraid of slugs! Don't leave without the Giant Diamond of the Inner-Earth.

The Himalayas - Every step is danger! If you hop in the snow, you might get stuck. Or you might take a non-stop slide on the ice. Look for the Lost Crown of Genghis Khan.

The Moon - Far out! Find the remote controller to summon Gizmo-Duck. He knows how to enter the secret room. The Green Cheese of Longevity is the Lost Treasure on this satellite.

The Last Battle - Once you have all Five Lost Treasures, your worst enemy tries to take them all away. Put him out of business and you win the game!

LIFE SAVERS

Diamonds - The small diamonds are worth $2,000. The large ones are worth $10,000. When you find 'em, grab 'em quick -- before they twinkle out of sight.

Magic Coin - Makes you invulnerable for a short time.

Ice Cream - Restores 1 Hit Point.

Cake - Restores all Hit Points.

Scrooge Doll - You gain another life.

Skeleton Key - Find this in another land so you can enter the African Mines.

Transport Mirrors - Zoom you from room to room in Transylvania.

UFO Key - You'll need this in the UFO.

Remote Controller - Summons Gizmo-Duck on the Moon.

LIFE SAVERS



Magic Coin



Cake



Scrooge Doll



Large Diamonds



Skeleton Key

UNCLE SCROOGE'S FRIENDS

Huey, Dewey, Louie, and Webby - Give Uncle Scrooge helpful hints.

Bubba Duck - Presents Uncle Scrooge with a special treasure.

Mrs. Beakly - Treats Uncle Scrooge to a delicious surprise.

Gizmo-Duck - Uncle Scrooge's "moon-man," operated by remote control.

Launchpad - The famous helicopter pilot who flies Scrooge back to the Bank in Duckburg. He also gives Scrooge a convenient ride (from time to time).



Bubba Duck



Mrs. Beakly



Gizmo-Duck



Launchpad

TREASURE HUNTING HINTS

- If Uncle Scrooge is stopped on a rope, vine or chain and you try to jump, he'll begin falling. Press **UP** on the control pad to stop the fall and climb back up.
- Pogo-jump to move safely over dangerous ground. Remember: press the control pad **LEFT** or **RIGHT** for greater distance while Pogo-ing.
- Figure out the mazes in each land, and where the bottomless pitfalls are. Doing this will save you time and lives.
- Climb as high as you can while searching. Remember: a secret attic can hide treasures, too.
- When Uncle Scrooge is damaged, he can't be hurt again for a second or two. Take advantage of this time to get past tough opponents.
- Practice until you become fast and accurate. Then practice, practice, practice some more.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Boy Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiringwarranty service by calling: Outside California State (800) 843-4632, or inside California State call (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

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GRAPHICS SO REAL YOU'LL FORGET IT'S ONLY A GAME.



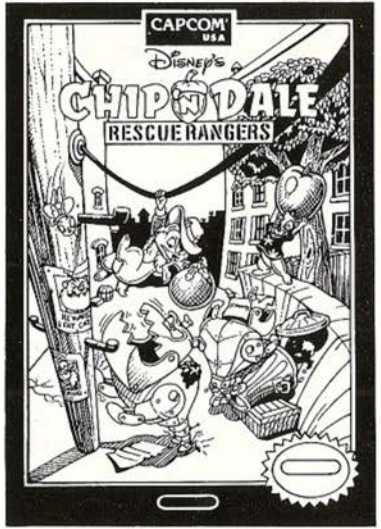
The King of the Ghoul Realm has been kidnapped and it's up to you to save him. As the guardian gargoyle's, you'll blast the invading army of Destroyers with fiery breath as you fly through their defenses. Unravel the mysteries of this multilevel universe to succeed in conquering the attackers and freeing the captive King.

- Highly detailed artwork sets new standards for the Game Boy.

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HANG TOUGH!
BE A RESCUE RANGER.

Join Chip 'n Dale Rescue Rangers to thwart the Fat Cat's evil attempt to take control of the city. Chip 'n Dale, those pint-sized, but courageous Disney Detectives, have received another call for help. The evil Fat Cat has kidnapped Gadget. Play Chip or Dale or both in this action-packed Disney adventure from Capcom.



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FAMILY FUN WITH ADVENTURES IN THE MAGIC KINGDOM.

Mickey Mouse, Donald Duck and Goofy need your help in locating six lost keys in the Enchanted Castle. Ride the most exciting attractions in the park: the Haunted Mansion, Pirates of the Caribbean, Space Mountain and more! You'll have the Magic Kingdom all to yourself in this family adventure.



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