

Donald Duck Advance FAQ/Walkthrough

by Joni

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Donald Duck Advance (Game Boy Advance) (English)  
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1- Introduction [A100]
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Welcome to another one of my FAQ's. As usual, I don't say a word about the game in the Introduction. I won't update the FAQ section not anymore after I release the complete version. But everybody can send me tips and questions. If they are big enough, I might consider updating it despite that.

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2- FAQ [A200]
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[1] [Q]. What are those numbers like [A300] next to the title of every section?

[A] It is the search engine of this FAQ. Press Ctrl and F. Type in the search code for the section you want to go to. You should be there in two steps.

[2] [Q]. Do you know any other GameShark Codes?

[A] Look at www.gameshark.com. There you'll find the codes if there are codes available. On <http://www.cmgsgccc.com> you'll find the newest CodeBreaker Codes. Older codes can be found in the Code Section. Action Replay Codes can found here: <http://uk.codejunkies.com>.

[3] [Q]. What is the gallery and how do I turn those cards around?

[A] The gallery is a bonus for when you fully complete the game. Every card represents one of the regular levels and the cards are turned around when you collect all stars from one level. At the end you get to see a picture of Daisy Duck throwing a kiss at you.

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3- Walkthrough [A300]
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3.1- Duckie Mountain 1 [A301]
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Enemies: Bird in a bush and a flying bird.

Stars: 210

After the movie, you'll land in the first level which will introduce you to some functions. Walk forwards and collect the stars. If you collect 100 stars, you get an extra life. Be sure to collect the Blue and the Red Stars. If you reach the three and you can't go further by simple walking, you have to jump on the three and then jump onto the cord. Then jump further to reach the Red Star. Jump from the platform and crawl underneath the three. Once you can stand up again, you'll see an enemy. Jump onto him and he'll be dissolved into stars. Walk forwards and jump over the holes in the ground.

When you reach the three stumps, you have to double jump. For the second jump, you have to tap the A Button almost immediately again. After that, you only have to follow the stars. The toadstools will send you flying in the air so that you can jump on the stumps easily. After the last toadstool, you jump on a cord again. You have to double jump to reach the next cord but be careful because you could get hurt if you fall down. If you're back on the ground, you have to hit the book. It activates the Energy Sphere. Go get the Energy Sphere.

Activate the weird looking machine. If you die, you can start over from that point. You're going to need because the next type of enemy is very hard. It is a flying bird and it goes up and down. You have to jump on it when it is flying low. After you've defeated the two birds, jump from platform to platform to get in the tree. Jump to the cord after you picked up the ice cream. Jump from cord to cord and pick up the Donald Duck Ball which will give you an extra life. After that you have to watch out for the bird. Try to hit him to collect the stars. Jump further until you reach some bush of needles that can hurt you. Jump over it and defeat the bird in the bush. Proceed and jump over the bushes by jumping from the toadstools to the cords. You'll soon reach another checkpoint that you have to activate.

You should now have collected 119 of the 120 stars already. Jump over the waterfall using the tree blocks and then defeat the enemies. You'll find another book. Activate it and you'll see an energy sphere light up. You can get to it by jumping from log to log above the waterfall. But you first have to crawl to get underneath the roots of a tree to get to the fall. Than jump over the waterfall to the other side and go down using the cord. Pick up the ice cream if you are wounded and crawl underneath the roots of another tree. You have to jump over the needles again by using the toadstools. After that, climb the cord. Go completely to the left to pick up an extra life. If you weren't killed, you'll have 11 lives and 164 stars. Now go back over the cords to the other side where you'll find the third checkpoint.

You'll have to jump from cord to cord again. Don't worry if you fall down. You don't die; you just fall to a lower part of the level. Up there you'll encounter another bird so watch out. You have to use the bird to jump to some platforms where you'll find a red and a blue star. This way you can also jump on a new enemy. You have to take a long run, jump on the bird so that you can land on the other platforms. After you picked up those stars, you have to go further and you'll see a gap in the ground. You'll have to jump over that but it is far to jump with the A button. You have to press the R Button first and than press A when it appears on the screen. You also have to jump like that on the next screen. This way you'll also collect an extra life. Run to the end and jump on the toadstool. You'll see another book, step on it and you'll have 30 seconds to go collect the last Energy Sphere. You'll see a stone on the ground that lights up. It is the end of the level.

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3.2- Duckie Mountain 2

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[A302]

Enemies: Hedgehog, Bird in Bush, Flying Bird
Stars: 170

Run down the hill until you come across the hedgehog. Kill him with your B Button attack and run further. Kill the bird in the bush. You'll have to use him to get to the three red stars. After you've collected them, activate the book and jump from log to log until you reach the energy sphere. Be careful because you die if you fall down. Kill the hedgehog and get the extra life. Jump onto the cord, kill the bird and jump further until you reach the checkpoint. Proceed after that and go up the hill. You'll have to climb cords again.

After you take the ice cream, you see a platform with two blue stars and a red one. Jump onto it by using the R button charge and the double jump. Go down the cord after that. Kill the bird and get the two stars. After that, go further

down and use that bird as a jump board to jump to the platform with a couple of stars and an extra life. Go further down the hill until you reach another book. Activate it and go over the waterfall. Get the stars and go over the second waterfall. You'll see the second checkpoint after that.

Continue further and go up the third waterfall. Watch out for the bird at the top and get the extra life. Jump onto the logs again to reach the cord to climb further. Hit the book and go get the last Energy Sphere which is only a bit further. Your best bet is to use the R Charge attack. Go down where you'll find a new checkpoint and again a waterfall. Don't worry this time. You can't get killed by falling. Go up and jump onto the cord. Jump on the board to reach 3 blue stars. Get back on the rope after that. You'll have to jump from cord to platform after that. Watch out for the hedgehogs and finish the level.

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3.3- Duckie Mountain 3
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[A303]

Enemies: Bear, Hedgehog, Bird in bush
Stars: 120

This is a very easy level. Despite what you might think. You just have to press the R button at the beginning of the level so that you automatically run forwards so that the bear behind you doesn't catch you. To get past the spider webs you have to crawl.

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3.4- Duckie Mountain 4
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[A304]

Enemies: Bird in bush, flying bird
Stars: 160

When you start this level, press the R button and charge run forward. Jump over the gap and collect the stars and the extra life. Go further and kill the enemies. Do another jump by pressing R and then double jumping to reach the life. Proceed and jump to the next level by using the toadstools. Activate the book and you'll see the first energy sphere. After you collected it, you have to proceed and crawl through the tunnel.

Go up the hill and activate the checkpoint. Once you are up the hill, you have to charge using R again to reach three red stars. Jump over the needles after that and activate the second book. There is no need to jump from platform to platform for going down. Just jump immediately and collect the stars afterwards. You'll find the second checkpoint soon after that.

Now you'll have to jump from toadstool to toadstool. This is a very difficult part because the needles are so high. You have to time your jumps carefully. If you can't complete this without touching both the needles, hit the first pair and jump over the others while you're recovering from the first. You can heal yourself after that because there is an ice cream after you jump on the new platform using the toadstool. Remember that you can still double jump after a toadstool jump.

Another book lies on your road. So activate the book, jump over the needles and kill the enemies, you'll get to the Energy Sphere in time. The end of the level

is a bit further behind another waterfall. You can collect all the stars or you could just jump down. If you don't jump down, you better get the extra lives that are available.

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3.5- Duckburg 1
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[A305]

Enemies: Working Man, pigeon

Stars: 210

You first come across a working man. Jump on him and make sure you use him to get to the platform with the blue stars. After that you have to jump from platform to platform, these platforms are just like the toadstools and make you jump automatically. You have to be careful because you get killed when you fall. After those platforms you land on solid ground. Go further but watch out for the flute that sends out steam. Jump on the cord and then activate the book. Go up the platforms within 15 seconds to reach the Energy Sphere.

After you have the Energy Sphere jump on the stone that keeps falling down and going up, you can get the Red Star like that. You have to do that twice. Then you'll reach the checkpoint. You'll find another working man; use him to jump on the platform with the blue star. Go down the cord after that where you have to defeat a new working man. Pick up the ice cream if you're hurt. Watch out for the flute and jump quickly on the rope. Don't fall down because there are sticky objects that hurt you. When you're jumping from rope to rope watch out for the pigeon.

After you reached the last cord, you can go down, or you can try to get the stars by jumping over all the pins in the right. After that you have to go back to the cord that leads down. You can see an ice cream when you're going down on your left side. Defeat the working man and go to the left to find an extra life, a pigeon and a red star. You reach the life by jumping on the pigeon. Watch out for the pins which guard the Red Star. Go back and use the moving platforms to advance. You have to use two of them and then you reach a book. You have 20 seconds to cross the four platforms to reach the energy sphere. After that you have to cross some ropes again.

Watch out for the steam-blowing flute and the pigeon. Go down the last rope and pick up the ice cream. After that you have to do some regular platform gaming by jumping from platform. Watch out for the Pigeon at the last platform. Once you are up there you have to use the pigeon as a platform to jump to the stars. Then do your R Button Charge to reach the red star. If you reach the rope you can see an extra life. Jump on the pigeon and land on the platform with the blue stars. Go down and pick up the life. Now return to the rope, go down and kill the working man. Go up using the two moving platforms.

You'll reach the third book for this level. Activate it and jump from rope to rope to get to the energy sphere. Watch out for the flute. You have to do this within 20 seconds. After that you'll see the end of the level. You can reach it by going up the wall and then avoiding the steam-blowing pipes. Don't worry, you'll find an ice cream between them. After that you have to jump from platform to platform. If you fall off, you have to get back up the platforms using the purple barrels. You've reached the end of the level.

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3.6- Duckburg 2
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[A306]

Enemies: Working Man

Stars: 170

This level begins pretty easy with some standard platform jumping. Climb the rope and kill the working man. After that you reach a balloon course. Jump from balloon to balloon but watch out for the electricity. Avoid the electricity and jump on the cable. Run towards the end and jump over the electricity. Jump on the platform and jump to the Donald Duck Icon but watch out because there are spikes next to the platform. If you go down, you find the first book of the level. You have 16 seconds to get the Energy Sphere.

Jump onto the moving sphere, go to the left and jump to the top platform and go down to get the energy sphere. After you've collected that, jump on the rope that is hanging a bit lower. You'll get three red stars like that. After that go back up and take a long run using R and jump over the gap to the checkpoint. Kill the working man you encounter after the checkpoint and proceed a bit. Go down using the little platforms and kill the working man by jumping on him from the second highest platform.

Now things get dangerous, you reach a long field of spikes and lost of stars. Jump on the first balloon and from there on the second. After that it gets easier, you have to jump to rope and then from the last rope to a platform with a checkpoint. If you go further, you activate a book so you can collect your second Energy Sphere. This is a relatively easy one.

Jump on the blue balloon that pops up and when the second one is almost to the top, jump on it and get the Energy Sphere. You have to do this in 10 seconds. Go back down and kill the working man. Now you have to jump on some red balloons to avoid spikes again. Proceed further and climb the rope. You can activate the last checkpoint here and the last book a bit further. You have to defeat a working man and rise to the Energy Sphere using the second blue balloon. You have to do that in 20 seconds.

If you want to get an ice cream you have to use the first blue balloon and go to the right. Go over the gap using the red balloons and collect the ice cream. Jump down where the stars are. Climb the rope and then defeat the working man. Go up using the moving platform a bit further and jump on a blue balloon to go up even further. Then you have to go the right and do that a second time. Another moving platform and a blue balloon follow that. Jump of the balloon and you're at the end of the level.

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3.7- Duckburg 3

[A307]
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Enemies: Squirrel

Stars: 131

In this level you have to chase a squirrel and you have to stay close to him or you will lose a life. Just turn R on every time and watch out for the electricity. You're going to have to jump much and crawl a couple of times. You have to crawl underneath the spikes behind the first checkpoint. Behind the checkpoint it gets difficult when you have to do some regular platform jumping because you only have about 10 seconds to do so. Jump the rope after that. After you jump the rope after that, you reach the end of the level.

Enemies: Pigeon, Working Man

Stars: 160

Climb the pipes and jump from pipe to pipe and avoid the steam-blowing flute. Jump on the red balloon and you'll see your first enemy. Jump on it so that you land on the floating Red Balloons and go pick up the extra life. Go a bit further and watch out for the flutes. Ascend the rope when you saw them blow steam. Activate the book and watch out for the flute and spikes that follow. You have to crawl underneath the spikes. You have to crawl twice underneath spikes but don't worry because you have enough time. Pick up the ice cream and climb down the pipe. Go to the checkpoint and jump onto the blue balloon and than on the red ones followed by a blue one again.

Jump on the working man reach the cable with the blue star above it. Repeat this with the second working man to get an ice cream and a couple of stars. Go back down and go to the second book. If you go down in the hole before the book, you can get an extra life if you get past the spikes and the flutes. If you activate the book, you have 20 seconds to get the Energy Sphere. It is pretty easy. You have to jump to the Energy Sphere. You'll also find two enemies there.

You have to jump on the Working Man and then jumping on the bird in order to reach an extra life and numerous blue and red stars. Go to the right again to the checkpoint. Kill the Working Man and go further down using the pipes and avoiding the spikes. When you're down, jump over the spikes using the R charged run. You'll have noticed that platform with the 2 blue stars; you can reach it using a charged run.

Jump on the three blue balloons to reach the last checkpoint. Activate the book. Jump on the electrically charged wires and go up. Fetch the ice cream and jump on the working man. Avoid the steam-blowing flute by crawling and jump to fetch the energy sphere. You can go down and pick up another life but that is dangerous. Just finish the stage by going up the electrically charged wires again, avoiding the pigeon and beating the level. You're now practically half way through the game.

Enemies: Skull, Candle Skull, Grandma

Stars: 150

Run forward and defeat the enemies on your way. Watch out when you're going up the second staircase because after you get to the top, 3 chandeliers fall down from the ceiling and turn into fire. Wait for them too fall and proceed. Jump on the ropes and make sure you don't fall down because there are spikes present there. After that you'll come across the first book. Activate it, go down the rope, jump down the platforms and catch the Energy Sphere but watch out for the little ghosts that appear. You have to do that in 10 seconds. Now go back to the top. Defeat the candle Skull. Proceed and jump from the closet

to the ropes.

Go to the platform and go down using the rope. Jump to the Red Star and jump back to the rope. Activate the checkpoint that is located a bit further. Slay the Grandma by using the B Button attack when she has her back turned to you. Don't do this in real life. When you see a gap in the ceiling, go in it and go the top and use your R Button Charge to cross the spikes in the ground. You have a new life now. Jump over the spikes with the rope and defeat the grandma. Another checkpoint is waiting for you. Another swing from rope to rope course follows.

You'll find the second book there. Run towards the end of the platform while dodging the chandeliers and killing the skulls. Catch the rope and jump to the Energy Sphere. Go back to the rope and jump on the closet and then go to the extra life. After that skulls and chandeliers await you in plenty. Use the R charged run and the double jumps to cross the gaps and collect the stars. Directly behind is the third checkpoint.

Go down in the hole, use the ice cream and kill the grandma. Jump over the flames created by chandeliers that fell down and activate the book. Turn your R Button Charge on, run, and double jump over all the gaps until you reach the energy sphere. Use the B button attack to kill your enemies. You have 15 seconds to do it and that is long enough. You're almost to the end of the level.

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3.10- Magica De Spell's Manor 2

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[A310]

Enemies: Pumpkin, Candle Skull, Skull
Stars: 130

Go up the stairs and go through the gap. Jump over the spikes and when the pumpkin spits his fire attack, jump over it and defeat him when you reach him. Defeat the skulls and activate the book that is located down a hole. Jump out of the pit and use your R Button charge, double jumps and the B Button attack to reach the Energy Sphere within the time limit of 15 seconds.

Go up the flying carpets after getting the first sphere, you're already at the first checkpoint. The best way to defeat the pumpkin that awaits you next is by dodging his attacks and when you reach the tunnel quickly attacking with the B Button Attack. Jump to the platform for a healing ice cream after that. Avoid the flaming axe that swings up and down by jumping over it. You'll only lose your health when you hit the flaming part and not when you hit the chain. Or you could just crawl underneath them.

After that, you have to jump up some carpets again and you face a new pumpkin. Use the same tactic as with the first. Proceed and watch out when you have to jump over some candles, they can kill you. Your best bet is to use the R Button charge and the double jump. Two flaming lanterns follow, just crawl underneath them. After that, another trio of candles follows which you'll have to cross to be able to grab the rope. Once you're attached to the ropes, watch out for the pumpkin and grab the life. Go to the top of the ropes and avoid flame spits.

The second book follows after that. Reaching this Energy Sphere is easy to do within 11 seconds. Kill the candle skull and jump on the carpets. Kill the pumpkin and get the Energy Sphere. Now go back down and proceed while killing the enemies. After you defeat the pumpkin you'll have to climb a series of

platforms that disappear every 5 seconds or so. Just jump quickly from platform to platform. When you reach the top, you can activate the checkpoint. Do a R Button charge because you have to jump over spikes again.

Crawl down the stairs to avoid the flaming lanterns. You can heal using the ice cream after that. Jump over the spikes while the pumpkin attacks you. You reach the last checkpoint and the third book. You have to climb the closet and defeat the enemies within 20 seconds to reach the energy sphere on time. You also have to climb ropes to get there. Climb the first rope to the top after that to reach the end of the level.

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3.11- Magica De Spell's Manor 3

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[A311]

Enemies: Ghost, pumpkins, candle skulls
Stars: 210

This is another level where you get chased. This time you get chased by a Ghost. Try to stay as far from him as possible. Use, like the last two times, always the R Button charge. If you are quick enough you can get an extra life in the beginning of the level on the closet. You'll have to climb many ropes this time and avoid pumpkins and candle skulls. There are also falling lanterns.

There is also a life hidden in the gap in the stairs behind the first checkpoint. After the second checkpoint, you'll be close to a place where you'll have to crawl underneath lanterns. You'll have to jump some more gaps after that and crawl underneath some more lanterns before you reach the end of the level.

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3.12- Magica De Spell's Manor 4

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[A312]

Enemies: Candle Skulls, Grandma
Stars: 150

Immediately after the start you'll find a book. Activate it and jump on the floating chairs. Go up to the next level and kill the grandma. Go to the closet and jump up but remember the platforms disappear. After that you'll get the Energy Sphere. You have 30 seconds and that will suffice. Use your R Button charge and jump over the spikes. Jump from coffin to coffin after that.

Defeat the Grandma after that and activate the second book. You have 15 seconds to jump from coffin to coffin and reach the star. Go down in the gap and go to the right. Jump on the floating chairs. Kill the grandma and go up the closets. Jump from rope to rope and kill the grandma before the checkpoint. Jump from coffin to coffin using your R Button charge and climb down the ropes while avoiding the candles.

You'll find the third book. You have 15 seconds to reach the Energy Sphere so use your R Button Charge and jump over the spikes, kill the grandma and jump to get the Energy Sphere. Go back and go to the right, kill the grandma, jump on the coffins and the chairs. Just be careful and you'll reach the end very soon. Another stage completed.

Enemies: Monkey, Guard

Stars: 150

Jump over the hook that swings and jump on the stones in the lava. Watch out because the stones sink after a couple of seconds. Jump over the hook again and on the stones. You'll reach your first enemy soon after that, a fire spitting monkey. Avoid his attack and then kill him. After that you have to use a R Button charge to jump onto the ropes.

Jump on the sinking platforms after that. You'll reach the first checkpoint after that. Now you have to get your first energy sphere but it is difficult because the stones you have to jump on turn around. You have 25 seconds and it is a long course. Don't worry about it though; you'll do it in about 20 seconds. If you use the guard with the spear as a jump board, you can reach the extra life. Go down the rope and jump from rope to rope and kill the monkey. Watch out for the spears and the guard behind the spears. Use the R Button charge to jump over those spikes.

Climb the ropes and avoid the Monkey Fire Spit. There is a checkpoint there. You'll find the second book soon. You have to climb the hills while you avoid the lava balls. You have 18 seconds to do it. If you back down again and go to the right of where the book was, you'll find an extra life. Jump over the gap and watch out for the spikes in the ceiling. Watch out for lava balls again.

Jump on the switching platforms after that and kills the monkey when you reach the top. You have to go to the right but on the left you can find a life. After that you can find a checkpoint, defeat the enemy and jump over the spikes. After those spikes, you'll encounter a hill of which lava balls glide. You have to avoid them all. Luckily you get an ice cream and after that it is back to defeating enemies.

After that two hills with lava balls follow. You get another ice cream after that. Defeat the enemies after the first set of spikes and jump over the second. You have reached another checkpoint. The third book is located a bit further, down the hill. It gives you 32 seconds the time to collect an Energy Sphere. Go over the lava, defeat the monkey, go up the hill, and avoid the lava balls. Fetch the live and the Energy Sphere. Go further and you're at the end of the level.

Enemies: Guard, Bat

Stars: 150

Jump on the hovering pedestal and defeat the enemy. Crawl underneath the stones and jump up on the next platform. Then jump onto the blocks who switch sides. Defeat the bat and jump onto the ropes. Climb up them, kill the guard and jump on the rope. Jump from the rope on the moving blocks. You'll see the first checkpoint. If you used the previous rope to climb the top, you would

have found an ice cream. Crawl underneath the spikes and watch out for the guard.

Jump to the next platform. Don't forget to jump over the lava balls that come gliding of the hill. You'll find the first book which gives you 12 seconds to reach the Energy Sphere. Go back down the hill you just came up and go underneath the sets of spikes to find the Energy Sphere. Go back up the hill and climb down the rope. Three lava ball hill slides follow. On your way you'll find an extra life and an ice cream. Jump on the sinking platforms and through the checkpoint.

Use your R Button charge to cross the huge gap. Kill the bat and jump over the second gap. Defeat the guard. Follow the road and defeat the enemies. Activate the book, which gives you 10 seconds to reach the Energy Sphere. Go back down a stage, defeat the guard, crawl underneath the spikes and avoid the lava balls. Go up the hill and avoid the lava balls to get to another checkpoint. Go to the left and collect an extra life. Go back to the right then. You have to watch out there because there are spears falling down the ceilings. Quickly run past that point.

Jump over the lava balls and avoid the spears again. You'll quickly find the third book. The timer gives you 12 seconds to reach the final Energy Sphere. Jump down to the left, jump over the lava and on the ropes until you reach the Sphere. Now you can finish up the level. Go back to the book and jump to the next platform. Activate your R Button Charge and jump on the platform. This way is used to avoid the guard which otherwise will cost you a part of your health if you attack him directly. Use the R Button charge from there and the level is finished.

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3.15- Merlock's Temple 3

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[A315]

Enemies: Lava Ball

Stars: 180

In this level you're chased by a lava ball. You have to jump over spears, lava and other gaps. Crawl underneath the spears from the ceiling. Normally you will have enough experience to pull it of. After a long time you will reach the end.

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3.16- Merlock's Temple 4

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[A316]

Enemies: Bat, Monkey

Stars: 170

Jump on the platforms that keep appearing. Defeat the bat and go past the swinging grapple hook. Jump over the spikes that are everywhere in the level. Go further and defeat the monkey and the bats. Jump on the ropes and go through the checkpoint. Go to the top of the rope for an extra life and jump to the next rope after that. When you jump from the last rope, watch out for the swinging hook. Crawl underneath the spikes and jump over the spikes after and kill the monkey. Crawl underneath another set of spikes and activate the checkpoint.

You'll soon find the first book. You have 9 seconds to climb the platforms. Jump on the floating platforms and go to the left to find an extra life. Go back to the first floating platform and go to the right this time. Jump on the platform and crawl so that you don't hit the spikes. Jump of the platform and defeat the Monkey. You have to jump on a new platform after that. Just use the same tactic as before. Avoid the hook, kill the bat and activate the checkpoint.

After that checkpoint you'll find the second book. You have 10 seconds to collect the Sphere. Quickly kill the monkey, avoid the grappling hook and jump on the platforms to reach the Sphere. Jump on the rope and go activate the checkpoint. Kill the monkey, jump on the platforms to get over the spikes. Go to the left and activate the book. Jump over the platforms to the right to reach it within 10 seconds. After that you can end this level, just avoid the hooks, and kill the monkey and the bats.

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3.17- Merlock's Temple 5 [A317]
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Enemies: Merlock
Stars: 0

This is the last level of the game in which you have to defeat Merlock. First he is in his human form. He is surrounded by flames so you can't attack him directly. Run to right of the screen and jump over him when he attacks. After that he'll go in the air and shoot flames at you. Dodge them and then jump and attack him with the B Button Attack. He'll now change into a bat. This bat will frequently come flying at you to do damage. Jump aside and than beat him by jumping on him. If you don't do it quick enough, he completely heals and if you defeat him on time, you get an ice cream.

After that he'll attack you again like he did first. So you just have to dodge him and his flames after that. Now attack him. This time he won't transform into a bat but he will attack you. Don't try to jump over him but crawl on the ground. He will fly over you. After that he'll unleash his flames again. Attack him and he'll transform into his bat form again. He only has 1/4 of his health left. After you defeat the bat, you'll get a new ice cream and you probably need it so use it immediately.

He'll transform back in his human form. This time it is a bit harder to dodge his attack because he goes up and down. Your best bet is to hide in a corner and crawl. Normally he won't be low to the ground when you are in the corner. He'll stay in his human form. He only has two health bars left so you better watch out not to die now. That would be frustrating.

He'll use his up and down attack again so go hide in the corner if you can. If the corners are filled with flames, go lay two places behind the fire because he comes down immediately after the fire, goes up again, and goes down until he reaches the other side. After that he'll use his flame attack again which will give you the chance to beat his seventh form. His last form is again the bat. Be extra careful. After you beat that form, the game is over. Congratulations, you beat the game, wasn't that fun. Enjoy the movie.

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4- Miscellaneous [A400]
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4.1- Controls

[A401]
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Button	Function
Directional Pad	Move your character. (Left and Right) Make him look up. or make him crawl. (Up and Down)
Start Button	Open pause menu.
A Button	Jump. Press a second time for a double jump.
B Button	A charge while you're standing still. An attack.
R Button	A run straight forward.
L button	Scout the environment.

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4.2- Menu

[A402]
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Name	Description
New Game	Start a new game.
Continue	Continue from a previous save game.
Demo	Show Donald Duck at the start of a random level.
Option	Change the options.
Gallery	You can unlock pictures in this gallery by finding stars.
Credits	Show the credits. Advance by pressing A.

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4.3- Enemies

[A403]
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Duckie Mountain 1 - 4

Bird hidden in a bush

This is a simple enemy and it will give you 3 stars of you defeat it. You only have to jump onto it once. It always walks from one point to another.

Bird hidden in a bush

It is a very tough enemy. You get one blue and two yellow stars to defeat him. Because he flies up and down, you can't run past him without running the chance to get hit. Your best bet is to hit him when he is flying low.

Hedgehog

This is the first enemy that you can't defeat by simply jumping on him. You have to use your B Button attack for this enemy. If you hit him any other way, you lose a bit of your health.

Bear

This enemy can't be defeated; you just have to run fast so that you can avoid getting caught by him.

Duckburg 1 - 4

Working Man

This enemy is a regular man who is working with a drill machine. He is always shaking for- and backwards. The safest way to defeat is by jumping on his head.

Pigeon

This pigeon is an enemy like the flying bird. It flies always up and down between two places and can be defeated on the same way as the flying bird.

Squirrel

This enemy can't be defeated; you just have to run fast so that you don't lose him. If he gets out of the screen, you'll have about 5 seconds to get back to him.

Magica De Spell's Manor 1 - 4

Skull

This skull is an easy critter to defeat. You only have to jump on him once. If you defeat him, he will turn into two yellow and one red star.

Candle Skull

This skull is almost completely identical to the regular skull. The only difference is the candle on his head so you can't jump on him. You have to use your B Button attack.

Grandma

This Grandma has a whip and is very dangerous. You have to defeat her by using your B Button Attack when she has her back turned to you.

Pumpkin

This is a fire spitting enemy. You have to avoid his fire attacks and defeat him by jumping on his head.

Ghost

This enemy can't be defeated; you just have to run fast so that you can avoid getting caught by him.

Merlock's temple 1 - 4

Monkey

This is a fire spitting enemy. You have to avoid his fire attacks and defeat him by jumping on his head.

Guard

This Guard has a spear and is very dangerous. You have to defeat him by using your B Button Attack when he has his back turned to you.

Bat

This Bat is an enemy like the flying bird. It flies always up and down between two places and can be defeated on the same way as the flying bird.

Lava Ball

This enemy can't be defeated; you just have to run fast so that you can avoid getting caught by him.

Merlock's temple 5

Merlock

First he is in his human form. He is surrounded by flames so you can't attack him directly. Run to right of the screen and jump over him when he attacks. After that he'll go in the air and shoot flames at you. Dodge them and then jump and attack him with the B Button Attack. He'll now change into a bat. This bat will frequently come flying at you to do damage. Jump aside and than beat him by jumping on him. If you don't do it quick enough, he completely heals and if you defeat him on time, you get an ice cream. After that he'll attack you again like he did first. So you just have to dodge him and his flames after that. Now attack him.

This time he won't transform into a bat but he will attack you. Don't try to jump over him but crawl on the ground. He will fly over you. After that he'll unleash his flames again. Attack him and he'll transform into his bat form again. He only has 1/4 of his health left. After you defeat the bat, you'll get a new ice cream and you probably need it so use it immediately.

He'll transform back in his human form. This time it is a bit harder to dodge his attack because he goes up and down. Your best bet is to hide in a corner and crawl. Normally he won't be low to the ground when you are in the corner. He'll stay in his human form. He only has two health bars left so you'd better watch out not to die now. That would be frustrating.

He'll use his up and down attack again so go hide in the corner if you can. If the corners are filled with flames, go lay two places behind the fire because he comes down immediately after the fire, goes up again, and goes down until he reaches the other side. After that he'll use his flame attack again which will give you the chance to beat his seventh form. His last form is again the bat. Be extra careful. After you beat that form, the game is over. Congratulations, you beat the game, wasn't that fun. Enjoy the movie.

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4.4- Game Script
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[A404]

Game Intro

Newspaper: Breaking news! Merlock kidnaps our reporter Daisy. "She'll write how I conquered the world!"

Donald: Gosh... Gyro, have you seen the headlines? I... I mean... We... We need to do something to save Daisy.

Gyro: I have an idea! We'll use my new invention, the Gyro - Gama -Tubal - Teleport! Just a few finishing touches and I'll send you to the rescue.

Narrator: ...but someone is not keen on Gyro's new invention...

Merlock: How dare you defy me, inventor! Let's see how you get by after I've taken all of your energy spheres! Ha ha ha ha.

Narrator: Donald, determined as ever to rescue his beloved Daisy, has no intention of giving up...

Donald: Uhm, Gyro, are you sure there's no other way? You see, I...

Gyro: Trust me, even if it's not finished, it will still work... Remember, the machine needs the energy spheres in order to work, but most of the spheres have been lost. You must find the transportation door, and be sure to collect three spheres in order to activate the door; otherwise you'll be stuck there forever! Mmm... Maybe I should have warned him that I have no idea where I'm sending him!

Game Ending

Merlock: Aaarghhh!!!! Donald!!! I can't stand that duck!

Daisy: Oh, Donald! You came all the way here to save me! You're my hero!

Donald; Zzott! ... And then I said... "Get out of here before I punch you on the nose! It was easy..."

Narrator: In Duckburg it's time to party... The end.

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5- Codes [A500]
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5.1- Codes [A501]
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Code	Description
2C1LTD!P	Unlock all Levels.

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5.2- Code Breaker Codes [A502]
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Code	Description
95AE8460 3802 EBFCEE60 20A6 D28C577F 045B	Enable Code
2D3562FC F264	Infinite lives
2D15E2F4 FB64	Max stars.

DBAF087A 60A5	Have all energy spheres.
69B562F8 F2E4	Infinite time.
970BA940 49A8	Unlock all Levels.
956C4B1F 93C2	All stars collected/Unlock Pictures in Gallery.

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5.3- Action Replay Codes

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[A503]

Code	Description
468c935a d4f4b60a	Master Code
0e812926 70521dfb	Infinite lives
cec6088b 4d5af447	Infinite double jump
0666e206 6f28a181	Big Jump
bc906072 c0e42d31 53b8d452 055b3799	99 Stars