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001-General Information

This is a walkthrough for the Nintendo Entertainment System (NES) game called Duck Tales 2, perhaps THE most awesome videogame involving Scottish ducks with canes.

You can e-mail me at ilovecartoonssomuch@yahoo.com if you have questions about the game or my guide. You should probably make the subject blank if you do. And I'm told to say that this guide is copyrighted, so you should ask me for permission.

Thanks to BAK2562@aol.com for pointing out some incorrect information I had on Webby and Launchpad.

002-Story

Huey, Dewey and Louie have found part of a treasure map in the basement, and by the looks of it, the treasure map leads to the famous Lost Treasure of McDuck! Uncle Fergus must have ripped the map up into pieces and hidden them all over the world!

That means Scrooge is now going to all over the world in order to find the pieces of the treasure map! Hopefully, this will lead him to the treasure of McDuck.

003-Characters

Scrooge McDuck: Scrooge is the richest duck in the world, and he's got a nasty reputation for greediness. He lives in Duckburg, but he spends a lot of time going around the world and having adventures.

Huey, Dewey, and Louie: These three are triplets, and they're also Scrooge's nephews. Huey wears red, Dewey blue, and Louie green. They help Scrooge throughout this game, and each level generally has one or more of the triplets.

Fergus: Uncle Fergus is the duck who ripped up his treasure map and hid it all over the world. You never see him in this game.

Webby: Webby is daughter of Mrs. Beakley (Scrooge's maid). She's a little younger than Huey, Dewey and Louie. She doesn't play a very large role in this game--she appears once in Niagara Falls and again at the

very end.

Launchpad McQuack: Launchpad is a pilot who's a big friend of Scrooge and the triplets. He's very good natured, and in this game he flies Scrooge to and from various locations. He also marks the halfway point of every level--should Scrooge die past this point, he will restart the level near Launchpad.

Gyro Gearloose: Gyro is an inventor. He has three inventions in this game, all of which make Scrooge's cane more powerful. You can check up on these gadgets in my Gyro's Gadgets section.

Flintheart Glomgold: Glomgold is the second richest duck in the world, and he is very upset that Scrooge is richer than he is. He sometimes comes up with foul schemes to discredit Scrooge.

004-Controls

A button	Jump
A + B	Pogo Jump
Up	Climb up
Down	Climb down
Down	Duck (quack quack)
Left	Walk left
Right	Walk right
B + Right	Golf swing right
B + Left	Golf swing left

005-Video Walkthrough

Hey! Want to see how to beat the game instead of reading about it? Well, I've got a video walkthrough, and you can see it at...

https://www.youtube.com/view_play_list?p=5F372E2187931408

Sometimes, it's more helpful to see the puzzles solved than to read about them. Plus, you get to hear the comments I say while playing the game!

I will also include links to the videos at the start of their respective sections.

006-Walkthrough

You can do the levels in this game in any order, but I list them in my recommended order. I prefer this order because it lets you get the three pogo stick upgrades in the first three levels you visit, and you don't have to do any backtracking.

It should be noted that Launchpad appears halfway through every level. He offers you the choice of going home or continuing on to the end of the level. If you continue on to the end of the level and defeat the boss, Launchpad automatically takes you home.

Whenever Launchpad takes Scrooge home, he stops off at the shop. At the shop you can buy a piece of the map for a very expensive price. The other quite useful item at the shop is special energy, which increases

Scrooge's life meter. You can only buy one piece of map at the shop, and you can only buy two special energy items.

You can also buy extra lives, some cake that refills your life (just pause the game and select the cake to refill your life whenever you want) and an item that lets you hold onto the money you gain even if you die during a level.

006a-Niagara Falls

Watch the video at <https://www.youtube.com/watch?v=8pcbMK8Z7T4>

Niagara Falls is said to have a crystal flower that blooms once every 1,000 years. Watch your step on this level, and look out for landslides!

Launchpad literally drops you off here. You land on two rocks. Go to the left of the rocks and then go right so you are next to the rocks. While pushing right against these rocks (you won't go anywhere because you can't walk through rocks), press B. That's the golf swing! Golf swing the other block right and head right. For some reason, you get a small diamond if you kill the frog by pogo jumping on it. Pogo jump to the hook and Scrooge will automatically hold on. Then jump up and right to the platform. Golf swing right to open the chests, and golf swing right again to hit the box off the platform and on the flower (you can get a big diamond for this).

Go right and destroy the frog. Destroy the rocks, also. Now, do a golf swing right onto the can. Your cane gets wrapped around the can. Now pull it left and get the chest which restores some life if you lost any. There are diamonds hidden under the iron to the right, so break them when you get the iron adapter. In any case, jump up and right onto the platform for a jewel. Jump off the platform to the right. While it seems you cannot go through the waterfall, there is a hidden pathway across the waterfall, which you can't see. It's above Huey and to the right if you can't find it. Walk through the pathway to the right. Now pogo off the block and that will make you bounce just high enough to reach another hidden pathway across the waterfall. Go across it to get an extra life. Go back right, get the jewels from the chests, go right again, and talk to Huey.

Huey tells you that Gyro has made some rubber rafts for you and you need to golf swing them into some water and golf swing a second time in the direction opposite of the one you want the raft to go. Sounds simple, right? Well, no, but it is simple. But don't worry about that now, climb down the rope. Fall down and pull the can as far left as possible. Pogo off the can to reach the cleft in the wall to find a diamond. Here's the tricky part. You have to golf swing left while in midair. If you do this, an unseen block is broken, and you can jump on top of the rock and out of sight. Then you can walk left and destroy the chest for a jewel. Jump left over the

hook, and then walk right against the wall for another jewel. Go left until you see a really big chest. Golf swing against it to open the chest and a piece of the map appears. Grab it.

Uh oh, a landslide! You get trapped, but Bubba the Cave Duck saves you and gives you some helpful advice about the trap that guards the treasure chest with a map piece inside that you find in Mu. Head back right to the can (you may have to golf swing to destroy the block again).

To the right of the can is a chest. Open it and pogo up onto the hook by pogoing off of the moles. Jump right once, and jump right onto the third hook and right onto the chest. Open it and head right. A jewel is in the area above Webby and one is in the top left hand corner of the wall left of Webby. At any rate, you should talk to Webby. Great Scott, the landslide Scrooge caused has trapped Gyro! Well, you'd better go down and save him.

When you go down, you land on a rock surrounded by water. You see the brightly colored block, which is one of the rafts Huey mentioned. Golf swing it left to turn it into a raft, which lands nicely in the water. Jump on the raft, and golf swing right against the wall to go left. Duck under the wall and head left to save Gyro. He thanks you with his new invention, the Iron Adapter. This weapon allows you to destroy iron blocks by pogoing on top of them.

Ride the raft back to the right, to the rope. Right of here is another raft. Knock it into the water. Then pogo off of it onto the platform in the air to reach the chest and a hidden diamond. Get them and go back to the raft. Golf swing left against the wall to head right. When you finish your trip, quickly beat the frog. Then destroy the iron blocks using your iron adapter for a jewel and some life. Climb up the rope one screen.

Jump off to the left. Golf swing the rock out of the way. Now pogo left off of the spikes (if you don't pogo off the spikes you get hurt) to reach a chest with a jewel that is worth a lot of money (a jewel like this replaces the piece of the treasure map if you redo this level). Now pogo off the spikes to the right to get back to normal land. This is tricky because there are spikes protruding from the ceiling. In any case, reach the rope and climb up another screen.

On this screen, change ropes. Then fall down to the screen under it. You land on two chests, containing a jewel and some life, so this handily makes up for the life you lost if you hit the spikes (is handily a word?). Go back up again and change ropes again to get to a puzzle screen.

Destroy the rock on the right. Pull the can left a little bit. Then golf swing the remaining block left, and if all goes well, it will fly through the air and open a chest for you. If you go up again, you will run into Launchpad. At this point you can go home, or head on to finish the level.

If you want to go on, tell Launchpad no and jump left. Jump across the two logs (look out for the dodo) and land on the platform in the air. Then jump left across two logs again and land on a platform. Jump left off another log and then

onto another platform. Jump off the log to the left onto the rope in midair. All this time, avoid the dodos.

Climb up the rope, jump to the hook and jump left. Break the two chests and then pogo left across the bridge, not stopping for anything. The bridge starts to break after you start walking across it, so that's why you go as fast as possible. You'll also meet a dodo, but if you pogoed left like I said, then you will kill it. Destroy the chests and get the hidden jewel between the two platforms.

Go down the rope and kill the frog. Jump around in this room to get a few hidden jewels. Go down again to meet Dewey. He tells you that your landslide released a fire-quacker, who is the boss. He tells you that you kill it by pogoing off his head five times.

You can jump from hook to hook right to reach a jewel, but either way you'll need to use the raft to raft right. Then knock the next raft into the water. Jump off it to get to the chest, then go back to it. Raft right, duck under the first platform and pogo over the second. Don't worry about hurrying up with the raft over the second platform because it stops within landing distance. Go right to reach the boss, firequacker. Firequacker has a predictable pattern, as it does only two things.

1. He moves across the screen in a UU fashion. That is, he starts in one of the upper corners of the room, and swoops in a U-shaped curve to reach the upper/middle part of the room. Then he does the curve again to reach the other corner of the room.

2. He starts in one of the upper corners of the room, then he moves diagonally to the bottom left or right hand corner. Once this happens, he stays at the bottom of the screen for a while, then throws a few easy-to-dodge fireballs at you.

Simply pogo jump off his head five times to kill him. It's slightly easier to pogo off his head when he's one of the lower corners of the room, but it is possible to pogo off his head while he's swooping. Each time you hit him, he moves slightly faster.

Once firequacker is dead, you get the crystal flower, worth one million dollars!

006b-Bermuda Triangle

Watch the video at <https://www.youtube.com/watch?v=9kJVoSCKR04>

A cargo ship carrying the famed jewel The Mermaid's Teardrop has gone missing in the Bermuda Triangle due to pirates. This whole level is pirate-themed.

You land on a big barrel. If you golf swing at the barrel, a jewel pops up. Go right, and you meet Louie. Louie tells you that the mast is so huge that you can't pogo over it, and he's right. Luckily, some lightning hits the mast right then, so you can now pogo over it.

Kill the crab, and fall off to the right. Kill the second crab, and then golf swing against the barrel for a jewel. Go right, and pogo off the fourth box you see (just go straight up) and you get some hidden jewels. Go back left and kill the crab again. Now enter under the platform you fell from before. Golf swing left against the cannon and then press right (just like pulling a can) to fire the cannon. It destroys the wall in your way. Go left and then head down the rope.

Go into the hole in the left wall for a hidden jewel. Head right and kill the pirate. Pogo onto the hook and jump left off of it to reach a hidden jewel. Get back on the hook and jump off right. Then head right until you reach a level. Pull it to the right, and it gives you a chest. Get the chest and head right. Pogo off the barrel to get a hidden jewel, but don't golf swing against it or a rat will come out instead of treasure. Go down the rope.

If you try to pogo right, you find the barrel is too high for you to pogo over. You need some elevation...pogo left and a pirate runs at you, going from left to right. Follow him right, and pogo off his head which gives you the elevation to go over the barrel. Kill the crab and land down. Pull the cannon just like you did the first one to get access to a chest. Go back to the rope and head left again. Kill the pirate and the crab. Destroy the iron blocks with pogo jumps (thanks to Gyro's iron adapter) to get the chest. Pull the can left (watch out for the rat) and pogo off the can onto the high platform with the big chest on it. Open the chest for an extra life. Fall off the platform and go down the rope.

There's a jewel in the little crevice above Launchpad. Knock the raft right into the water. Raft right and try to avoid the dodos with shells. You can use a combination of pogoing off them and the hooks to get past here without the raft. There are also two jewels on platforms in the air. When the raft stops, get the chest on the pole you stopped next to (it's an ice cream cone). In case you didn't notice standing still prevents the shells the dodos drop from hitting you. They have bad aim.

Jump left onto the hook, and keep on doing that until you reach another platform (there are four hooks in all). Golf swing against the barrel to get an ice cream. Climb up the rope to reach a perfectly normal room which is the last place you'd expect to find treasure. Fall off the rope to the right and walk right into the wall to enter a hidden pathway just like the ones behind the waterfalls in Niagara. Golf swing against the chest to get a jewel. Now pogo up and to the right to reach another hidden area. Remember being out of sight of the screen in Niagara? Pogo off the boxes to the upper right to do the same thing again. Walk across the top of the screen to reach a chest with a piece of the map. Go back left, open the chests, go left again and climb up the rope.

Jump off your rope to the left and enter the small crevice for another hidden jewel. Then head right, and you'll see a pulley device. Just jump up to the hook and you'll hold on automatically, causing the weight to rise. Now jump off and go under the weight. Then you see another pulley. Grab the hook, and pogo off the weight to go over the barrels. Finally, grab the last pulley, and go under the weight. Kill the crab and go up the rope.

There's nothing to do in this room but keep going up the rope. Don't worry about the Dodo because he won't hit you with the shell, but make sure he passes offscreen so you don't accidentally hit him. Keep climbing up to another screen. Drop down to the right to get a chest and climb up the rope there.

Walk left to the edge of the mast. Fall to the left of it and quickly press right to see Gyro, who has a hammer adapter for you. Jump left and climb up the rope. Jump left to the next rope, and climb up that one. Continue this jump left and climb up motion until you pass through all five ropes and get to the other side. Kill the crab and go down.

Here, jump off to the right. Pogo off the pirate to reach the chest, and golf swing against the third barrel from the left for a prize (the other barrels have rats). Go left and down the ladder again. Use the golf swing to break the chests (jump to get them). Pull the lever to the left. Pogo off the chest to reach the big chest (it has an extra life) and go back right to the rope. Go right to reach the Pirate Cap'n.

Yar, a pirate Cap'n. He has a hook for a hand, and on the wall are several hooks of the variety you've seen a few times in this level. He will jump onto the various hooks and then jump off, trying to land on top of Scrooge's head.

The captain can be hard to hit because he moves a lot in a seemingly random pattern, and since Scrooge automatically holds onto the hooks, your great pogo jumps to bounce off his head result in you hanging in midair above him, which makes you a perfect target for him. That's all you need to look out for, and it takes five hits to defeat him, just like with the firequacker. The main difficulty of the boss fight lies in the fact that it is hard to hit him.

If you beat him, you get the mermaid's teardrop.

006c-Mu

Watch the video at <https://www.youtube.com/watch?v=J9EgOt2gAuw>

Mu is an island in the middle of the ocean. It is said that a stone plate with magical powers exists in the sanctuary offshore. Can you find it?

You get dropped off on the island, so walk right a little to run into Dewey. Scrooge tells Dewey that legend has it that there used to be a city here, but it sank deep into the sea. An original story to be sure (cough, cough, ATLANTIS, cough). Get the chest and head right. Now use your hammer adapter to break the iron and get the chest. Go back left and then right over where the blocks were. Kill the crab and get the hidden jewel in the small crevice. Head right.

You meet a big stone statue. Bounce off his head and continue right. You'll see a pillar with blocks on it. Golf swing the blocks to the right so one opens the chest and pogo right to touch the jewel. Now pogo right over the spikes and the Statue. You'll see a pillar with two blocks on it. Destroy the left block. Now jump up and golf swing the other block to the right so it flies through the air and destroys a big chest on the ceiling. Get the jewel that falls. Now pogo to the vine on the ceiling that was behind the chest and

climb up.

Go left here to find Gyro with a power adapter (see Gyro's Gadgets section). Go right over the gap. Now pull the double barrel left. Hop over it and pull it right. Pogo off it left to reach three chests. Go back right. Now pull the flower left and it shoots you to the right. Kill the crab. To the lower left of the platform in the air is a hidden chest. Pogo off it to get on the platform and follow it right to get three hidden jewels and two chests (one has an extra life). Go off the platform and fall down past the vine.

Just like in the pirate ship, do the climb up, fall down motion to get across the four vines to the left. Kill the Statue and continue left. You'll see the double barrel. Pull it and pogo off the iron in the ground. Fall through the hole and get the big chest. Now go left (look out for mermaids) and down the chain.

You see Louie. He tells you that if you sink a stone into the sea, the city will arise. Note the pattern of the floor green, stone, red, stone, red, stone, green, stone, green, stone. Kill the crab and go left. Golf swing left three times to pass through the blocks. You can pogo off the blocks to break them and get the hidden jewels underneath. Whatever you do, you'll have to pogo left off the totem pole and over the rose. Go down again and you'll reach Launchpad.

The wall directly behind Launchpad's head is fake. Pass through it, and you see a hidden area. The floor pattern is water and stone five times. Drop barrels into the second and third water holes (just like the red was second and third on the floor earlier). This causes the city to arise.

Go right past Launchpad. Kill the crab. Use the hooks to jump right. Get the chests, and jump right. Now go down the chains (you couldn't do it if the city didn't arise). There are two big chests, one with a life, and the other with a hidden treasure! Right past the treasure is a lot of iron Pogo and golf swing your way right through the iron to reach a chest with the treasure map. But going back is tricky, just like the cave man in Niagara said. Instead of following the path you did to get there, stay as high as possible in your path back. Climb back up the chains.

Now is a good time for you to be a wimp and go back to Launchpad because the boss is the harder than the other two you killed combined. If you don't, which you shouldn't, pogo right, then use the hook to go right. Kill the crab and pogo right. Kill that crab. You can pogo or golf swing off the iron here to reach the chests. Climb up the chain and go left to reach a Robot Duck, the boss.

The Robot Duck is considered difficult because it has a randomized pattern, and due to its big shoulders, it's more difficult to pogo-jump over this boss than the others.

A good idea is to buy cake from the store in preparation for the battle.

The boss walks from the left side of the room to the right side (and vice versa). When this happens, you want to pogo-jump over the boss' head to the side of the room that the boss is not walking towards.

Once the boss stops on one side of the room, it will do one of two things. It will either fire its arm like a missile at you, or stomp on

the ground. This is the randomized part of the battle--which attack gets used is randomly decided. After an attack, the boss walks to the other side of the room and attacks again.

When the boss stomps its foot, three blocks will fall from the ceiling. Try not to get hit by them as they fall. Two of them break when they hit the ground, but one does not. Move towards this block and use a golf swing to send it towards the boss.

When the boss is hit, it will break into pieces, revealing a red ball. Bounce once on this red ball, then back away. After you bounce on it five times, the boss fight is over.

006d-Egypt

Watch the video at <https://www.youtube.com/watch?v=jZsB4b3Yxz8>

Egypt is in, uh, Egypt. It is said that a treasure called King Khufu's Knife is in one of the pyramids, but no one has laid eyes on it. Look out for traps!

You land on some stone. Go right through the quicksand (jump so you don't fall to the bottom) and go past the mosquitoes to the pyramid entrance. Pull the barrel to the left so you can go inside. Approach the chest, but you will fall through the floor (the walls made up of the small square stones are the only stones that are fake). You can go left through the quicksand and golf swing to get the two chests. You can see Louie to hear about how the pyramid has traps. What you really want to do is go right.

See the mummy? Pogo off his head to reach the chest in mid-air. Walk right to see that part of the floor is iron. Pogo off it and fall through the hole. You'll see Dewey, who says that one is three, three is two, four is one, and two is four. I wonder how Dewey can read Egyptian? He must be using the Junior Woodchuck's Guidebook. Anyway, jump left over the blocks and you'll see a thing in midair with a down sign on it. Pogo to land on top of it. It moves down. A platform appears in the air. Another platform appears and the first one disappears. It goes on like this for all the platforms. Pogo off them to cross the gap.

You enter a room, with the numbers one, two, three and four on the floor. Pogo off one thrice, two twice, four once, and one four times (frice?) It opens the stone door to lead you to the map piece. Go right back to Dewey and jump right over him. Keep going right and kill the mummy. You see another down arrow box, and use it to reach the rope in the upper right hand corner. Climb up two screens. Kill the mummy and get the chest. Go up the second rope. Golf swing the blocks to the right to reach the chest. You can go to Launchpad here.

Go left across the quicksand (kill the cobras) and golf swing against the block to pass. When you reach normal land, you'll see a double barrel. Remember the double barrel--if you want to get all the various treasures in this level, you'll have to do a lot of backtracking, and I decided to use the double barrel as a central location to backtrack to. If you don't want to go on these optional treasure hunts, just skip to the second-to-last paragraph of this section to learn how to get to the boss fight from here.

Go left and you can sink under the quicksand to pass under the wall and reach a chest. You should then go back to the double barrel. Pull it away and pogo off the iron floor. Fall through the hole you made.

To the left of you is a chest, but right to the right of it are the small square tiles that are fake. Jump over them and get the chest. Now go left (ignore the chests for now) and you should reach a big chest. Get the big chest and go back right. You need one of these small chests to pogo off of so you are high enough to get back over the wall to the right, so get all the chests but that and then use it to pogo right. Fall through the fake tiles and use your golf swing against the iron to reach the big chest. Fall down the hole and you end up in an area you were in before. Backtrack to the double barrel.

At the double barrel, this time go up twice. Golf swing left against the small blocks and pass through the fake tiles to get a big chest. Go back right and down the vine and go back up again. Now pogo off the blocks and hug the left wall and you'll go through the fake tiles that are high in the wall. Pass through them and you'll reach a sacred-looking area. Pull the mirror right and go through the hole that appears. You'll reach a big chest with a hidden treasure.

Fall down and get the chest. Go right to reach the double barrel. Go up once, and go to the right. There's another down arrow box, so jump on it and follow the appearing platforms. Go right through the fake wall, and jump before falling down (there are three hidden diamonds here). To escape from this room, stand in the middle of the floor (it is fake) and you see Launchpad again. Backtrack to the double barrel.

At the double barrel, go up twice. Now go right, and hold onto the hook. This makes the platform go down. Jump off the platform to the right and pull the second platform down. Go right to finally face the boss, King Tut.

King Tut's room has stone floors and quicksand. He pops out of the quicksand and shoots a laser thing at you and sinks back in the quicksand. You can tell which part of the quicksand he'll pop out off because you can see his headdress. Pogo off his head at any time to hurt him, and like the other bosses, five pogo jumps defeats him.

006e-Scotland

Watch the video at <https://www.youtube.com/watch?v=1S3eBbYNFsE>

Yay, Scotland should make Scrooge feel like he's at home. Scotland is an ancient castle guarded by a sorcerer with the lamp of eternity. Good luck.

If you go right, you'll see a hand lamp, and get used to avoiding them because they're everywhere. They also come in handy because you can pogo off them for altitude. Go right and kill the frog. You'll see a row of four blocks. Break the first, third and fourth blocks, and golf swing the remaining block right to get the chest. Go up the chains.

Get the chest above you, and go right. Here are the mine carts, which take you in a certain direction for a while and then drop down to the bottom of the screen. You die if they drop when you're on them, so make sure to avoid that. These

two carts head right. Jump on the first one and then jump onto the second one before the first drops and then jump onto the ground before the second one drops. Go right past the chain. If you stand to the right of the wall and jump, a hidden chest materializes. Pogo off it to the right to go over the wall. You'll be in an area with six blocks and spikes below the blocks. Walk across the blocks for a big chest. Now pogo off the first three blocks to the left. Then pogo off the spikes and under the other three blocks. You can go through the wall here for another hidden area. Jump over the chest to the two small chests. The golf swing to get the big chest and grab the jewel before it falls through the floor. Fall through the floor, too, and head left as far as possible (you'll reach some chains).

Use the golf swing to the left to destroy the iron blocks. Go through to the left and pogo around to get some hidden jewels. Go right and use the down arrow block (just like the ones in Egypt) to continue right. You land on a platform in the air. Use the golf swing to destroy the two iron blocks, then get the two chests, and the golf swing the two remaining iron blocks. Keep going right.

Here, you'll see four blocks on the floor. Destroy all of them except the one farthest to the left. Now pull the lever left, which makes a platform appear. Pogo off the remaining block to this platform, and jump right. You'll see a chain in midair, surrounded by six hooks. Jump from hook to hook (this is rather difficult) to reach the chain. Climb up two screens. Kill the frog to the left, and you can pogo off the iron to the right for a big chest. Go left, and you see more carts (three this time). Follow them, and on the last cart pogo off it to reach a hook in midair. Jump left to reach Launchpad, and a chain in the air. Destroy all the iron on the floor here to get some hidden jewels, and you can walk left through the wall for a hidden area with three chests. Go back to Launchpad and up the chain.

Get the two chests to the left of you. Now go to the right, and you'll reach an area just like in Niagara. There are spikes on the ceiling and the floor. Pogo off the spikes on the floor to avoid getting hurt, but you need to stop in mid-pogo and fall right to avoid hitting the spikes on the ceiling. You'll probably get hit. Get the two chests and go up.

From here, you can find the last piece of the treasure map. Just jump off to the right here and go through the wall. You'll reach an area with no floor, and just hand lamps going diagonally across the room. Pogo off the first hand lamp to the right to reach the second hand lamp (pogo off that to the right to reach the third hand lamp, which you pogo off of to land on normal ground). You should fall down to the right and you'll reach some small chests and a big chest. The big chest holds the final map piece, and reveals that the treasure is in the basement of the castle you are in. You'll be transported to the basement.

If you haven't gotten all the other treasure map pieces, you won't get transported to the basement level. If you do get transported to the basement, you'll have to return to Scotland to finish this level.

It's not that far from the spot where the treasure map piece is to the boss fight at the end of the level. Backtrack to the spot where you jump off to the right, go through the fake wall and pogo off of a few floating hands in a row. That's the spot I mentioned two paragraphs ago. Here, instead of going right to the treasure map piece, go left to reach the boss.

When you go left, kill the soldier and destroy all the blocks. Now pogo off the mine cart to the platform in the air. Follow it to the left and fall off it to land on the cart. Jump left and get the chest. Now go down, and left to face the sorcerer.

The Sorcerer has a rather easy attack pattern. He appears in opposite sides of the room at the same time. One of the sorcerers disappears and the other doesn't. He will then summon lightning from the sky to fire at you, or shoot a tornado at you.

Jump over the tornado and move left or right to dodge the lightning.

You want to pogo off the Sorcerer's head to hurt him, although this might be tricky, as you can only hurt the Sorcerer who doesn't disappear. The best strategy is to pick one of the two Sorcerers and attack it. If the Sorcerer you picked ends up not being the real Sorcerer, quickly pogo to the other Sorcerer and attack it before it disappears.

Five hits defeats the boss, and when you win, you get the Lamp of Eternity and you're taken back to the main screen.

006f-Basement

Watch the video at <https://www.youtube.com/watch?v=uEUQt9Ovhkw>

When you get all seven pieces to the treasure map, you get taken to the basement where the famed Treasure of McDuck is. Each of the six stages contains a piece of the treasure map, and the seventh piece can be purchased at the store for a million dollars (the same price as the Treasure of McDuck, oddly enough).

The Basement is a unique level in that it has two different pathways leading to the boss.

Start off the level by getting the chests to the right. Now set the raft in the slime and sail to the right.

This is where the level splits into two pathways. You can stay on the raft to reach one of the pathways, or you can pogo off the stationary hand lamp to reach the platform on the top of the screen, which is the other pathway. In this guide, I describe how to go through the pathway you reach by pogoing off the stationary hand lamp.

Once you land on the platform up top, golf swing to the right to get some chests and go up the chain. To your right are weird platforms, if you jump on one, it will fall to the bottom of the screen in two seconds. Pogo off three of them to make it to the upper platform. Go right and kill the soldier. Destroy the four iron blocks here and get the two treasure chests. Go back left to the falling platforms.

This time fall to the bottom right platform and walk through

the wall to the right. Get the chest, and sail on the raft to the right (make sure to duck). Get the chest and go down the chain, but hug the left wall. Get the big chest and jump to the barrel to the right (part of the floor is fake, and you can fall through it, that's why you hugged the wall). Golf swing the barrel to the right and fall to the right. Get the chest.

Here's the set up: There are spikes on the ground, then a platform with two chests and spikes on the ground. There are also spikes on the ceiling above the chests so you can't get them without being hurt. Use your technique you used on the spikes earlier in Scotland to pass through. Destroy the frog and walk left past the chain through the wall for a big chest. Go back right and down the chains.

Go down to the left (kill the soldier), to the right, and up again. Destroy the four blocks here and golf swing the barrel to the left twice. Now pogo off it to the left so you go through the wall in an area with three chests. Go back right. Now pogo off the soldier to land on the higher level. Go right and down the chain. Get the chest, and set sail on the raft to the left. Jump to the left and get the two chests (one is hidden). Pass left (you get an ice cream) to meet the boss guarding the treasure of McDuck, the Sorcerer.

The Sorcerer is also the boss for the Scotland level, but he's somewhat different here.

Like in Scotland, he will appear on both sides of the room at the same time, and one of the Sorcerers will disappear. Your goal is to pogo off the Sorcerer's head, so your best strategy is to pick one of the two Sorcerers and attack it. If the Sorcerer you picked ends up not being the real Sorcerer, quickly pogo to the other Sorcerer and attack it before it disappears.

Unlike in Scotland, the Sorcerer doesn't use tornados or lightning to attack. Instead, he uses a red spell. If this spell hits Scrooge, Scrooge turns into a red frog with a top hat. Ribbit! After hopping around as a frog for a while, you will turn back into a duck.

Needless to say, you want to avoid being turned into a frog, so try to dodge this attack if you can.

After you pogo off of the Sorcerer's head five times, you get the Treasure of McDuck!

006g-Aftermath

Watch the video at <https://www.youtube.com/watch?v=0RakXWmwfYI>

Once you beat all the levels, the end-of-game sequence starts. This happens whether or not you get the hidden Treasure of McDuck by finding all the various map pieces in the game.

What's that? Glomgold stole Webby and is holding her ransom on his pirate ship. Well, you'll have to go get her. You'll land on the ship from Bermuda, but you can't explore like

you did before. All you can do is go right and up the rope in the newly available area. Then go right to see Glomgold.

The first thing Glomgold does is steal your treasure. Then you fight him, as he jumps into the D-1000, which I'm guessing is some kind of suit.

Glomgold fights in a predictable pattern. Here it is: first, he turns into a grayish blob. A hand shoots up and sticks to the ceiling. He then pulls himself up, and turns into a gray duck. While holding onto the ceiling, he shoots his leg at you two times. He then drops from the ceiling and turns into a blob again. You shouldn't have to worry about his leg shooting at you, which is very easy to dodge. The problem is hitting him, because you can't hit him while he's on the ceiling, and when he's a blob, his hand will shoot up to the ceiling through you if you're there. Try to hit him ASAP after he falls from the ceiling and get away ASAP. It's a tough fight, but five hits later, he dies, and you get to see the ending.

007-Gyro's Gadgets

In Niagara Falls, Gyro gives you an Iron Adapter. This allows you to destroy iron by pogo jumping off of it.

In Bermuda, Gyro gives you the Hammer Adapter. This allows you to destroy iron with a golf swing.

In Mu, Gyro gives you a Power Adapter. This allows you to pull things that were previously unpullable.

008-Endings

This game has more than one ending. First of all, there is the ending you see whenever the game is beaten.

If you get all of the map pieces, you then see the same ending, but with a twist; Scrooge has gotten the legendary treasure of McDuck.

If you beat the game with no money whatsoever, you see the ending, but when everyone gets back to Duckburg, they notice that Gloomgold is on the news for finding the lost treasure of McDuck.

009-Credits

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