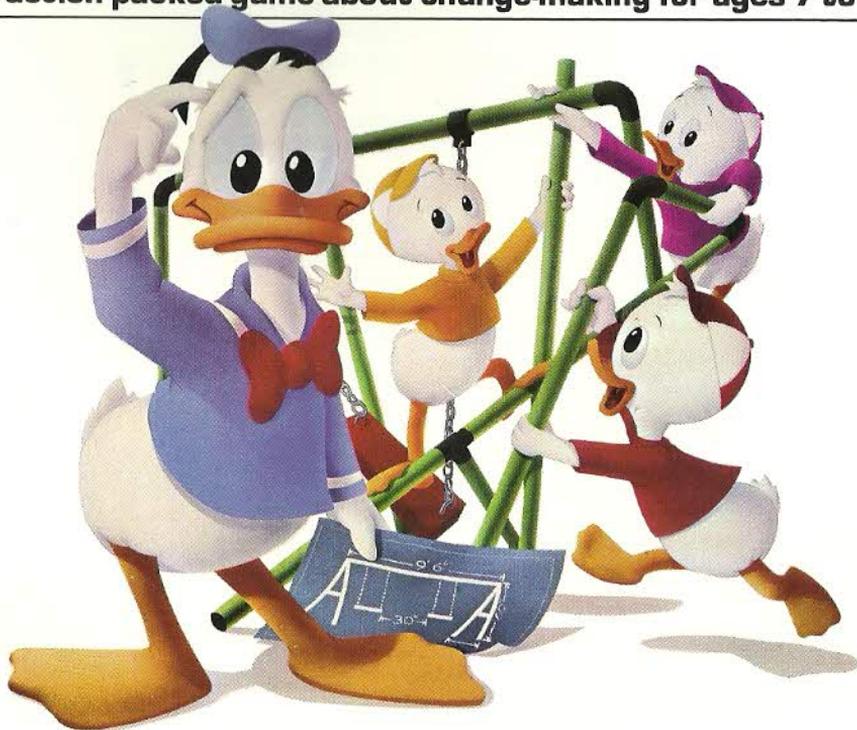


WALT DISNEY  
PERSONAL COMPUTER SOFTWARE

# DONALD DUCK'S PLAYGROUND

An action-packed game about change-making for ages 7 to 11



SIERRA™

DONALD DUCK'S PLAYGROUND

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## A NOTE TO PARENTS:

### DONALD DUCK'S PLAYGROUND

#### Playing for Fun/Learning for Life

Walt Disney Personal Computer Software for your Tandy Computer will capture your child's imagination while developing necessary skills and building knowledge. Your child's attention is engaged with stunning graphics, delightful characters, and compelling and challenging activities, all of which motivate your child to grasp the concepts involved.

Donald Duck's Playground is designed for children from ages 7 to 11. The colorful screens will motivate your child to develop abilities in many areas. Four separate games teach spatial relationships, as well as matching and logic skills, while they entertain. Working at each "job" to earn "money," your child will learn the concept of "labor for pay" in a positive way. Because the "money" players earn can be used to purchase equipment for a playground for Donald's nephews, your child will develop money-handling skills and an idea of the value of money. Finally, creative expression is encouraged in the construction of a playground for Donald's nephews.

Three different skill levels make Donald Duck's Playground suitable for players of varying abilities, and enable you to adjust the game to challenge your child.

## To the Player:

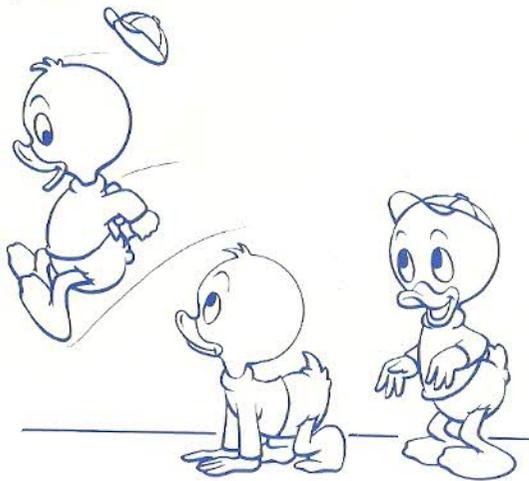
You can help Donald Duck build a playground for Huey, Dewey and Louie. First, you will need money to buy parts for the playground; you can earn it at four different jobs. Then, you and Donald can visit three shops where you may buy playground equipment. After you pay for your purchases, you may design and construct your own playground in the park at the end of Main Street, then watch one of Donald's nephews play.

## How to Play:

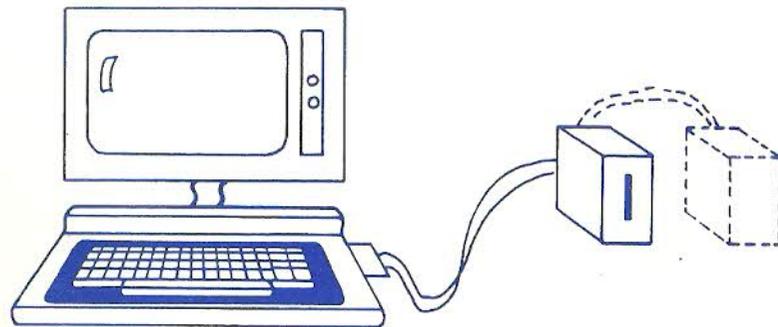
To begin, select a skill level. If this is your first time with Donald Duck's Playground, you'll want to start at the "beginner" level. If you've played before, choose a level that challenges you. At "intermediate" and "advanced" levels, things may move a bit faster, but you can earn more money. Move the joystick up or down to review your choices. Press the joystick button to choose the one highlighted.

When you arrive on Main Street, you can move Donald into one of 7 different buildings or into the park at the end of the street. If you choose McDuck Airlines, The Produce Market, The Toy Store or AMQUACK Railroad, you're hired. Enter the number of minutes you would like to work, then you can begin.

After you work an entire shift you'll watch as the money you earned is counted out. Then you can go to either the Hardware Store, the Junk Shop, or the 5 & 10, where you may buy parts for the playground. The equipment you purchase will be delivered to the park where you can design the playground and then have fun with one of Donald's nephews.



## LOADING INSTRUCTIONS



NOTE: The dotted lines represent the connection of additional add-on drive.

1. Plug your joystick into the right joystick port.
2. Turn on your monitor or television set. (If you are using a T.V. set, select channel 3 or 4 and set the antenna switch on the T.V. to computer.)
3. Turn on the disk drive.
4. Turn on the computer.
5. \*When you see the prompt:  
OK  
insert a backup copy of your Donald Duck game disk side 1 into the disk drive and type:  
DOS ◀ENTER▶\*\*
6. When you see:  
SHELL  
OS 9:  
type:  
Donald ◀ENTER▶
7. After the title screen, push the joystick up or down to review your skill level options. Press the joystick button to pick one.

\*These instructions work on Color Computers with BASIC versions 1.1 or higher. If you have version 1.0 of BASIC, please see the special loading instructions in the appendix.

\*\*Note to the user: A word enclosed in ◀ ▶ brackets refers to a special key. When you see these symbols, it means press the indicated key. Example: ◀ENTER▶ key.

- When Donald arrives on Main Street, use the joystick to guide him through any of the doorways along the street. The buildings on the right represent the places where Donald can work. The buildings on the left represent the shops where Donald can purchase playground equipment. Walk Donald into the park at the far end of the street to visit the playground.
- When Donald enters any of the buildings on the right, you'll see the workplace. Move the joystick up or down to change the number of minutes in the work shift. Then press the joystick button to begin.

## CONTROL KEYS

- ◀SPACEBAR▶ Pauses the game. Press any key to continue.  
S Turns the sound off (and on again).  
F Changes the color set on the computer. (Note: This key can only be used when the title screen appears.)
- ◀CLEAR▶ C Allows you to move playground equipment to new locations. Toggles between movement of equipment and playing on the equipment.
- ◀CLEAR▶ M Returns Donald to Main Street.  
or ◀ENTER▶
- ◀CLEAR▶ R Restarts the game from the beginning.  
◀BREAK▶ Takes you out of the game and back to the prompt at any time. If you use the BREAK key, you will no longer have playground equipment earned previously.

## McDuck AIRLINES — ACTIVITY ONE

Donald has always been fascinated by airports. They're so busy, with planes coming and going all the time. There is always plenty of cargo that has to be sorted.

Your job at McDuck Airlines challenges you to sort packages moving by on the conveyor belt. Each box is marked with a three-letter code, which stands for the airport it is going to. Look at each package as it passes. If its code matches the code on one of the tram cars passing behind Donald, it belongs on the plane now parked on the runway. Pick up the box and throw it into the correct car. After a period of time, the tram will proceed to the runway to unload cargo into the plane and another tram will appear for Donald to load.

You'll be paid for each package you correctly load onto the tram. At higher levels, you'll also have to pay closer attention to the airport codes -- they'll have one or more letters in common, so they'll look more like one another.

## CONTROLS

Use the joystick to move Donald to a package, and press the joystick button to pick it up. Move Donald in line with the matching car. Then, push the joystick up to face Donald toward the tram, and press the joystick button again to throw the package.

Donald is very careful to avoid dropping or misrouting packages. He won't throw one on the ground or into the wrong tram car. For example, if you pick up a package that doesn't match any of the cars on the tram, the only way to get rid of it is to drop it back in the first available space on the conveyor belt (face forward again and press the joystick button).

## THE PRODUCE MARKET — ACTIVITY TWO

One of Donald's favorite places is the produce market. There are so many good things to eat there! There is something mouth-watering for every season. Large potatoes and fresh grapefruit in the winter, strawberries in the spring, bright green broccoli and juicy melons in the summer, crisp apples and plump pumpkins in the fall.

Your job at the produce market challenges you to catch produce thrown off the produce truck, then sort it into bins. Each bin is marked, showing which variety of produce belongs there.

You'll be paid for each piece of produce you catch and correctly sort. At higher skill levels, the produce may fly off the truck faster, making it a little harder to catch.

### CONTROLS

To catch the falling produce, use the joystick to move Donald under it. Then move Donald to the correct bin, and press the joystick button to drop the produce into it.



## THE TOY STORE — ACTIVITY THREE

Donald's nephews love to visit the toy store. There are trains, teddy bears, dolls, cars, rockets, balls, and stuffed bunnies. Donald likes to buy toys and take them home.

Your job at the toy store involves placing toys where they belong on the toy store shelves. To put away a toy, first move the ladder just to the left of the toy that looks exactly like it. Then get the toy, climb the ladder and place the toy on the shelf.

Keep one eye on the train schedule, which shows the time remaining until the next arrival of the AMQUACK Special. When it passes through town, it causes toys to fall off the shelves and break. To protect them, Donald can activate a special shield which slides in front of the shelves, and keeps the toys from falling.

You'll be paid for each toy you put away. Your salary will be reduced, though, if toys fall when the AMQUACK Special comes through town. At higher skill levels, there are more toys on the shelves to keep track of, and the AMQUACK Special will pass by more often.

### CONTROLS

Use the joystick to move Donald left or right. When Donald is near the ladder, press the joystick button to grab it. Push the joystick left or right to move the ladder (remember, place it to the left of the compartment containing the matching toy). Press the button and Donald will release the ladder.

To pick up the toy to be shelved, go to the lower left corner where the toy is located, and press the joystick button. Then use the joystick to walk Donald to the ladder and climb it. Press the button to release the toy.

To activate the protective shield, go to the lever in the lower right corner. Press the joystick button to have Donald grab the lever, then move the joystick to close and open the shield. Press the button again to have Donald release the lever and resume play.

