

**WALT DISNEY**  
PERSONAL COMPUTER SOFTWARE

# DONALD DUCK'S PLAYGROUND

An action-packed game about change-making for kids of all ages



COMMODORE 64/128

Designed by Al Lowe and the  
Walt Disney Personal Computer Software Staff

© Walt Disney Productions, 1984.

Illustrated by Mark Crow

# A Note to Parents

## DONALD DUCK'S PLAYGROUND

### Playing for Fun/Learning for Life

Walt Disney Personal Software by SIERRA will capture your child's imagination while developing necessary basic skills and knowledge. Your child's attention is engaged with stunning graphics, delightful characters, and compelling and challenging activities. Rewards for successful performance encourage your child to grasp the concepts involved.

Donald Duck's Playground is designed for all ages.

Over ten colourful 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 "labour 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 design and 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 monitor your child's progress.

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### How to Play:

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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 button 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.



## 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 you own playground in the park at the end of Main Street, then watch one of Donald's nephews play.

# How to Load

## DISK INSTRUCTIONS

To load the disk version, turn off all the hardware and remove any cartridges from the computer. Turn on the disk drive and insert the game disk the correct side up. Then switch on the computer and type...

Type **L O A D " \* " , 8 , 1** and press **RETURN**



## CASSETTE INSTRUCTIONS

To load the cassette version, turn off all the hardware and remove any cartridges from the computer. Insert the rework tape into the player. Hold the shift key down then press the **RUN/STOP** key, then release both keys and press play on the cassette unit. When the computer finds the game press the Commodore key.

Load time is about 4 minutes.

Plug the joystick into Port # 2.

## CONTROL KEYS

Press....

**F1** to restart a game.

**F3** to return to Main Street.

**F5** to construct (rearrange) the playground (only works while you're at the playground).

**F7** or **SPACEBAR** to pause the game

Please note Donald Duck's Playground has been developed by specialists in educational software and in not wishing to alter the superb graphics and outstanding scenarios you will therefore find reference to American currency (\$, cent, etc). Do not worry as these multiples of currency units equate exactly with the

denominations £ Sterling with which your child is already familiar and will in no way impair the learning benefits.

Donald says: "It makes learning more fun, introducing children at an early age to other people's cultures".

# 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 the 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 into 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 top 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 favourite places is the 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

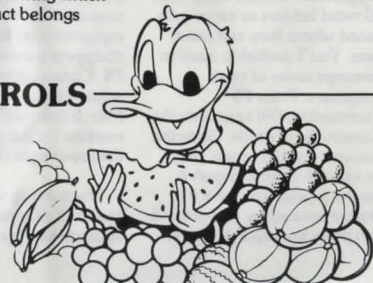
plump pumpkins in the autumn.

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

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

## CONTROLS

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

# Amquack Railway

## ACTIVITY FOUR

Donald likes to watch the trains coming and going at the railroad station. He has always wanted to guide them on their delivery routes.

Your job at the railroad challenges you to operate the junction switches of the

AMQUACK Railroad, guiding the AMQUACK Special between two towns on a delivery route of your own choosing.

Your goal is to pick up a package at one town, and deliver it to another. Find out

which town to visit next by reading the message at the bottom of the screen.

You'll earn money for each package picked up and delivered. At higher levels, you'll have less time to plot your course before the train departs.

## CONTROLS

Donald can switch a junction by pushing the lever marked with the same number as that junction. Simply move him to

that lever and press the joystick button to have him grab it. Then push the joystick either left or

right to move the lever. Press the joystick button again to have Donald release the lever.

## GETTING PAID

After completing each shift, you'll get to see how much money you've earned. You'll watch as your wages are automatically deposited into Donald's account at the bottom of the screen. Afterwards, press the joystick button to return to Main Street.

Each of Donald's stacks holds up to 10 of any coin or note. If a stack is already full, before another coin or note can be added, some of the money in the overflowing stack will automatically be changed into

the next highest denomination. For example, if there are 9 pence in the pence stack and Donald earns 2 more, 5 of the pence will be changed into one 5 pence before the last penny can be deposited.

## SHOPPING

Visit any of the stores described below to buy equipment for the playground.

Look through each catalogue to see the items for sale. Select the equipment you want. You'll

pay for it at the cash register screen. Everything you buy will be delivered to the playground.

## Minnie's 5 & 10

The 5 & 10 is a general store that contains lots of different things. It is called the 5 & 10

because years ago most of the things in it used to cost only a few pennies. You'll see fun

things like slides, rings, trampolines, and toy horses.

## Mickey's Hardware Store

The hardware store is a handyman's dream. There

you'll find ladders, monkey bars, swings and slides for your playground.

## Goofy's Junk Shop

The junk shop is a real adventure! Here you'll find lots of old things that people don't

want anymore. You'll find old tyres, boxes, ships' wheels, slides and cargo nets. Use your

imagination to think of how Huey, Dewey and Louie could have fun with the junk!

## CONTROLS

Move the joystick left or right to have Donald turn the pages of the catalogue. You'll see a blow-up of each page in the upper left corner of the screen. If you see something you want to buy, press the joystick button. A coloured box will frame the item you've selected. If you wish, you may continue to page through the catalogue. If you decide you don't want an

item you had selected, go back to that page and press the joystick button again.

If you're a "beginner" or "intermediate", you can buy only one item at a time. If you're playing at the "advanced" level, you may choose up to three different items. After you've made your selection(s), push the joystick up. The storekeeper will ask if you want to pay now.

If you do, press the joystick button. You will then exit to the purchasing screen.

if you are just browsing, and want to leave without buying anything, push the joystick down. You'll be asked if you'd like to leave. Press the joystick button to exit to the street.

## PAYING FOR YOUR PURCHASES

After you've selected items for purchase and signalled that you're ready to pay, you'll see the cash register screen. The amount that you owe is shown at the top of the cash register.

You must pay for your purchase(s) by placing Don's money on the counter. If you count out too much money, the cash register drawer will open so that you can take change out

of the drawer. When you've counted out the correct amount of change, it will automatically be deposited into Donald's account.

## CONTROLS

Use the joystick to move Donald's money to the counter. Move to a coin or a note in Donald's stacks; press the joystick button to pick it up. Then move it to the counter to the left of the cash register, and press the joystick button to drop it. It will automatically be moved to an open space on the counter.

When you think you have placed enough money on the counter to cover your bill, move to the TOTAL key on the cash register and press the joystick button. If you are correct, you will be thanked. Press the joystick button to exit to the street. If you haven't given the shopkeeper enough money, you'll get a NO SALE notice. Try again.

If you've placed on the counter more than enough money to cover your bill, you're entitled to change. The money you placed on the counter will be taken, and you will be asked to MAKE CHANGE when the register drawer opens. Use the joystick to take coins or notes out of the cash register and place them on the counter. Move to one of the drawer compartments and press the joystick button to pick up a coin or note from that compartment. Move it to the counter where it will automatically be placed in an open space when you drop it by hitting the joystick button.

You won't be allowed to take too much change – the buzzing noise means that if you were to take the coin or note you've

selected, you would have more change than you're entitled to. Try a coin or note of lesser value. After you have counted out the correct change, it will automatically be put away. Afterwards, press the joystick button to exit to the street.

If you run out of counter space while either paying for your purchases or making change, try replacing some of the smaller coins or notes you've selected with larger ones.

# At the Playground

The playground equipment you purchase will be delivered to the park at the end of Main Street. Each piece of equipment will be installed in one of the empty spaces there.

You'll find one of Donald's nephews at the playground, ready to play. Use the joystick to walk him up a ladder or slide him down a slide. Press the

joystick button to watch him play on a piece of equipment, like the rings or the toy horse, then press it again when you want him to stop.

## CONTROLS

To climb around the playground, Donald's nephews will need ladders or cargo nets placed where they can reach them. You'll probably need to rearrange some of your equipment. Press **F5** (Commodore 64) to go into the "Construction" mode. Go to the item you want to move; press the joystick button to grab it. Use the joystick to move it to another area of the playground, then press the joystick button

again to anchor it in place. If you drop a piece of equipment over another one, the equipment underneath will disappear permanently. Press **F5** (Commodore 64) to begin playing again. To RETURN to Main Street, walk Donald's nephew off the playground to the lower right of the screen.

There are spaces for only 15 pieces of playground equipment. Once you get 15

items in the playground, any new equipment you buy will be randomly installed over the old equipment. If you decide to buy more equipment, you would be wise to create a blank space yourself, by picking up something and dropping it over an object you want to replace. Then you will have space for your new equipment. If you don't plan ahead for new equipment, you could lose something you want to keep.

# What Next?

Here are some activities that reinforce the skills and

knowledge taught in Donald Duck's Playground.

## 1. Activity: Airport Jumble

Skill: Abbreviation identification  
Materials: Pencil

This jumble of letters contains the codes for 24 different United States airports. They are spelled in straight lines forward and backward, vertically, horizontally and diagonally. The full names of all the cities are listed below. See if you can find all 24. The first one is circled for you.

Aspen, CO  
Atlanta, GA  
Baton Rouge, LA  
Battle Creek, MI  
Bloomington, IN

Dallas, TX  
Denver, CO  
Detroit, MI  
Honolulu, HI  
Houston, TX  
Jackson, MS  
Las Vegas, NV  
Little Rock, AK  
Madison, WI  
Oakland, CA  
Palm Springs, CA  
Philadelphia, PA  
Phoenix, AZ  
Salem, OR  
Salt Lake City, UT  
Toledo, OH  
Topeka, KS  
Tulsa, OK  
Washington, DC

T B A G X H P S  
V P S M L S R A  
J L T B P H T W  
C N U O H I T W  
N H T U L J E Y  
A E E A K A L V  
T T D A S N S M  
L M O K R E I U

(HINT: Here are some of the tougher abbreviations: BTR, BTL, BLM, JAN, MSN, Psp, PHL, PHX, SFE.)

## 2. Activity: Flight In Sight

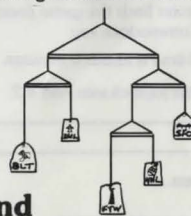
Skill: Identification of Abbreviations  
Materials: Drinking straws cut to different lengths, string, 3" x 5" cards, scissors, crayons or markers, hole punch.

You can create a mobile with your own stylized luggage tags. On each 3" x 5" card, write down the abbreviation of an airport and draw a picture that

represents the city it is in. For example, you can draw the Golden Gate Bridge on the SFO card. (If you can't think of any cities, look at the list in Activity 3). Punch a hole through the top of each card, and attach it to a piece of string which has been threaded through a straw.

When you're done, each straw should have two

strings passing through it: one that connects it to a higher level, and one that may hold a tag on each end or a tag and another straw.



## 3. Activity: The One Pound Playground

Skill: Creative thinking  
Materials: Small, unwanted household materials, glue, tape.

Like Donald, you can collect unwanted objects from your own "junkyard" to build a miniature playground. A jar lid and a spool can become a picnic

table. Use a perforated lettuce bag to make a net for a tennis court. Press a golf tee into an old eraser to make the drinking fountain. The possibilities are endless!



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