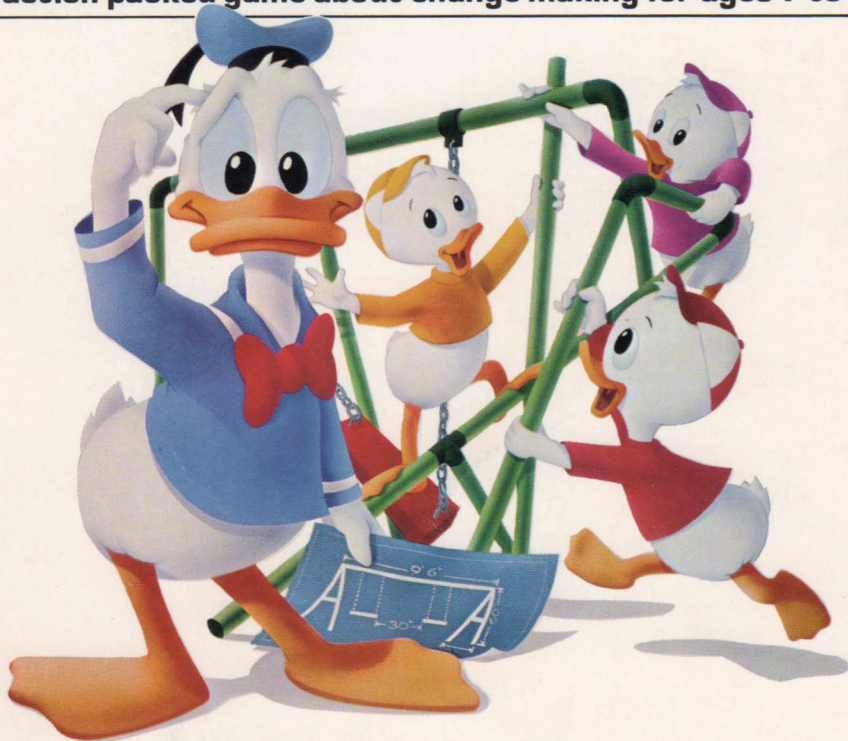


WALT DISNEY  
PERSONAL COMPUTER SOFTWARE

# DONALD DUCK'S PLAYGROUND

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



SIERRA™

**DONALD DUCK'S PLAYGROUND**

**Designed by the SIERRA and  
Walt Disney  
Personal Computer Software Staffs**

**IBM program and design by Al Lowe  
Graphics by Mark Crowe  
Music by Al Lowe**

**Player's Guide by Annette Childs  
Illustrations by Mark Crowe**



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## 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 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:

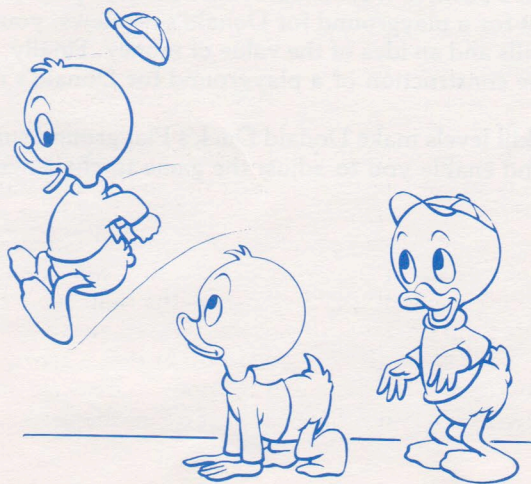
You can help Donald Duck build a playground for Huey, Dewey and Louie. First, you will need money to buy parts for the playground; you can earn it at four different jobs. Then, you and Donald can visit three shops where you may buy playground equipment. After you pay for your purchases, you may play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

## 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. Use the joystick or arrow keys to guide Donald through the archway of the skill level you want.

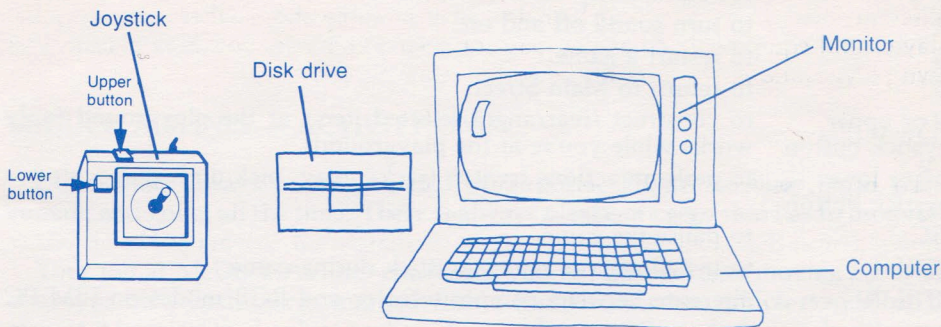
When you arrive on Main Street, you can move Donald into one of 4 different buildings. To the west, you will see 3 different stores where Donald can shop. If you move Donald northwest of here, you will find the park. If you choose McDuck Airlines, The Produce Market, The Toy Store or AMQUACK Railroad, 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 have fun with one of Donald's nephews.





## IBM PC, TANDY AND COMPATIBLE COMPUTERS



### Loading instructions:

1. Remove any cartridges from the computer (PCjr and Tandy only).
2. Insert the Donald Duck's Playground program disk into drive A and close the door.
3. Turn on power to the computer and monitor. (Tandy users with a composite monitor hold down F12 while loading.)

### To Play:

1. After the title screen, use the joystick or arrow keys to walk through the archway of your choice, and indicate options.
2. Whenever you see a text message appear in a box on the screen, read the message, then press Enter or the lower joystick button to continue the game.
3. When Donald arrives on Main Street, use the joystick or arrow keys 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 northwest of the shops to visit the playground.
4. When Donald enters any of the buildings on the right, you'll see the workplace. Move the joystick up or down or use the arrow keys to change the number of minutes in the work shift. (If you use the up or down arrow keys to change the number of minutes, the numbers will continue to increase or decrease until you press the arrow key again.) Then press F10 or the lower joystick button to begin.

## CONTROL KEYS

Press...

F1	to display Help screen.
F2	to turn sound off and on.
F3	to restart a game.
F5	to return to Main Street.
F9 or upper joystick button	to construct (rearrange) selected items at the playground (only works while you're at the playground).
F10 or lower joystick button	to perform actions (switch tracks, play, pick up luggage, etc.).
ESC	to pause the game.
CTRL J	to install and/or center joystick during game.
CTRL R	alternate between composite color and RGB modes on IBM PC without EGA card.

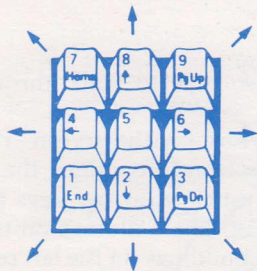
Note: PCjr users may substitute appropriate number keys for function keys without holding down the



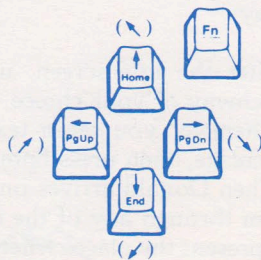
key.

## MOVEMENT KEYS

- IBM PC & compatibles: use the keypad to move N, S, E, W and diagonally
- Tandy: use the keypad as above, but with the Num lock key down



- PCjr: use the arrow keys to move N, S, E and W. To move diagonally hold down the Fn key and press the appropriate arrow key



Also note: to halt Donald's steps with the keyboard, strike the last direction key again. Do not hold down the directional key--it will cause Donald to start and stop, start and stop, which will appear as very slow movement.

## SPECIAL FEATURE

The Z and X keys may be used in place of pressing the upper or lower joystick buttons or the F9 or F10 keys.



## 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 or arrow keys to move Donald to a package, and press F10 or the joystick button to pick it up. Move Donald in line with the matching car. Then, push the joystick up or press the up arrow key to face Donald toward the tram, and press F10 or 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 F10 or the joystick button).



## THE PRODUCE MARKET — ACTIVITY TWO

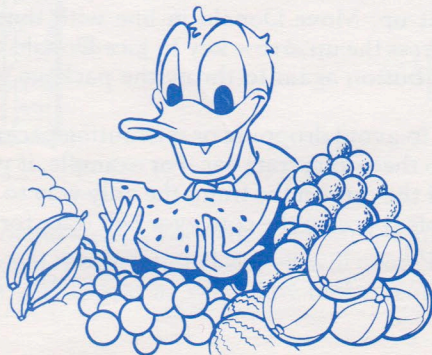
One of Donald's favorite places is the produce market. There are so many good things to eat there! There is something mouth-watering for every season. Large potatoes and fresh grapefruit in the winter, strawberries in the spring, bright green broccoli and juicy melons in the summer, crisp apples and 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 or the arrow keys to move Donald under it. Then move Donald to the correct bin, and press F10 or 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 and rockets. 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 of bars 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 or arrow keys to move Donald left or right. When Donald is near the ladder press F10 or the joystick button to grab it. Push the joystick left or right (or press the left or right arrow keys) to move the ladder (remember, place it to the left of the compartment containing the matching toy). Press F10 or the joystick 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 F10 or the joystick button. Then use the joystick or arrow keys to walk Donald to the ladder and climb it. Press F10 or the joystick button to release the toy.

To activate the protective bars, go to the lever in the lower right corner. Press F10 or the joystick button to have Donald close the bars. Press F10 or the joystick button again to have Donald open the bars and resume play.



## AMQUACK RAILROAD — 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.

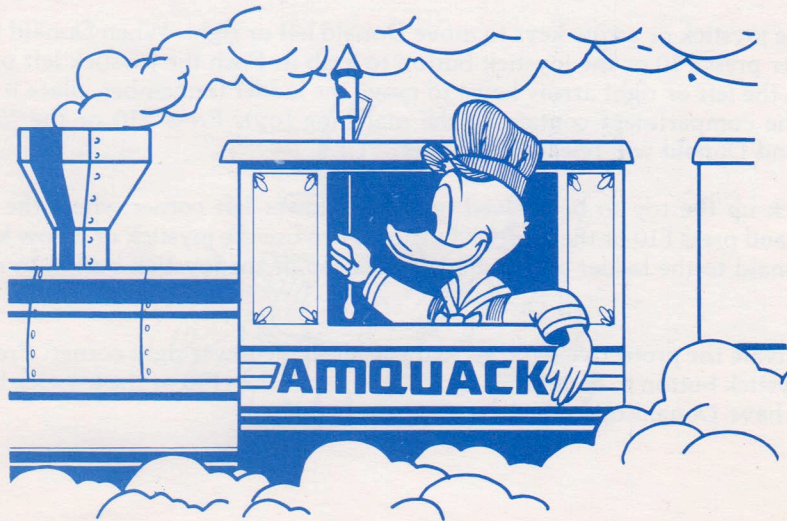
Your job at the railroad challenges you to operate the junction switches of the AMQUACK Railroad, guiding the AMQUACK Special between two towns on a delivery route of your own choosing.

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 F10 or the joystick button to have him grab it. Then push F10 or the joystick button again to move the lever. Press the left or right arrow key or push the joystick to move Donald away from 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 bill. If a stack is already full, before another coin or bill 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 pennies in the pennies stack and Donald earns 2 more, 5 of the pennies will be changed into one nickel before the last penny can be deposited.





## SHOPPING

Visit any of the stores described below to buy equipment for the playground. Walk around the store to see the different 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 nickel or a dime. You'll see fun things like parallel bars, a rocking horse, and a tetherball on a pole.

### MICKEY'S HARDWARE STORE

The hardware store is a handyman's dream. There you'll find a somersault bar, a trapeze bar, a trampoline, and other fun things for your playground.

### GOOFLY'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 a fireman's pole, a tire swing, a slide, and more. Use your imagination to think of how Huey, Dewey and Louie could have fun with the junk!

## CONTROLS

Use the joystick or arrow keys to move Donald to the item you want to buy. Press F10 or the joystick button to pick it up. If you decide you don't want an item you are carrying, take the item back to the place where you got it, and press F10 or 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), walk Donald over to the counter and press F10 or the joystick button. You will then exit to the purchasing screen.

If you are just browsing, and want to leave without buying anything, walk back out the door 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 bottom of the screen. You must pay for your purchase(s) by placing Donald'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 arrow keys or the joystick to move Donald's money to the counter. Move to a coin or a bill in Donald's stacks; press F10 or the joystick button to pick it up. Then move it to the counter to the left of the cash register, and press F10 or 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 F10 or the joystick button. If you are correct, you will be thanked. Press F10 or 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 arrow keys or the joystick to take coins or bills out of the cash register and place them on the counter. Move to one of the drawer compartments and press F10 or the joystick button to pick up a coin or bill from that compartment. Move it to the counter where it will automatically be placed in an open space when you drop it by hitting F10 or the joystick button.

You won't be allowed to take too much change -- the beep means that if you were to take the coin or bill you've selected, you would have more change than you're entitled to. Try a coin or bill of lesser value. After you have counted out the correct change, it will automatically be put away. Afterwards, press F10 or 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 bills you've selected with larger ones.



## AT THE PLAYGROUND

The playground equipment you purchase will be delivered to the park northwest of Main Street. Each piece of equipment will be installed in an appropriate position in one of the four playground screens. 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 or F10 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.

The playground is located behind the stores and to the left. Walk Donald past the stores and follow sign that points to the playground. Cross the tracks and enter the playground through the sign posts.

### CONTROLS

Use the joystick or arrow keys to walk around the playground. To climb a ladder, press the up arrow key or push the joystick up. Press F10 or the lower joystick button to "play" on a piece of equipment.

You may move selected pieces of playground equipment within the screen it is in. Press F9 or the upper joystick button to pick up the tetherball, parallel bars, etc. Walk to where you want the item, then press F9 or the upper joystick button again to drop it. Be careful not to place two objects too close to one another.

Press F5 to go directly from the playground back to Main Street.



## WHAT NEXT?

Here are some activities that reinforce the skills and knowledge taught in Donald Duck's Playground.

### 1. Activity: You Can Do It With Your Eyes Closed

Skill: Identifying coins

Materials: Two dollars' worth of assorted coins

While walking to the playground one day, Donald discovered that different coins feel different. Quarters are large with rough edges, and pennies are small with smooth edges. Dimes are small with ridged edges, and nickels are medium-sized with smooth edges. With some practice you can become expert at telling different coins apart, even when blindfolded.



With a friend, find two dollars' worth of assorted coins and place them on a table. Take turns being blindfolded and searching for 40¢, 36¢, and 16¢, or make up your own numbers. If you can't find the exact amount, hand your friend an amount that is a few cents over, and ask for change. Remember what you gave your friend, and feel carefully the change he or she gives you (your friend may try to trick you). Keep practicing until you can find exactly the right amount of money every time.

### 2. Activity: Can You Spare A Dime?

Skill: Money handling

Materials: Pencil, paper, several quarters, dimes, nickels and pennies

Play a variation of tic-tac-toe with four columns and rows instead of three. Draw the grid on a piece of paper; make the boxes a little larger than a quarter. With a friend, take turns placing a coin into an empty square. To win, a player must complete a column or a row to make an equation that equals 10 cents. (See the diagram for examples of winning equations:  $25 + 5 - 10 - 10$ , and  $10 - 5 - 5 + 10 = 10$ .) If you keep adding, subtracting, multiplying and dividing as you place each coin, you'll stand a better chance of winning.

	10		
	5		
25	5	10	10
	10		



3. 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      | Honolulu, HI     | Philadelphia, PA   |
| Atlanta, GA      | Houston, TX      | Phoenix, AZ        |
| Baton Rouge, LA  | Jackson, MS      | Salem, OR          |
| Battle Creek, MI | Las Vegas, NV    | Salt Lake City, UT |
| Bloomington, IN  | Little Rock, AK  | Toledo, OH         |
| Dallas, TX       | Madison, WI      | Topeka, KS         |
| Denver, CO       | Oakland, CA      | Tulsa, OK          |
| Detroit, MI      | Palm Springs, CA | 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	B	G
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, BMG, HNL, JAN, MSN, PSP, PHL, PHX, SLE.)

4. Activity: Handle With Care  
 Skill: Making change  
 Materials: Several coins of each value, a stack of 3" x 5" cards, tape, pencils, (crayons or markers optional)

Use clear tape to attach a group of coins to cards. Be sure to attach a different amount to each card. These cards form the "payment" deck. Now make a "cost" deck. Take some other cards and write on them various amounts of money, for example \$1.25. The amounts on the "cost" cards should be close to some of the amounts on the "payment" cards.



To play, take turns with a friend being the buyer and cashier, each holding a deck face-down. The buyer holds the "payment" cards; the cashier holds the "cost" cards. Together, each of you draws one card and puts it on the table, face up. The first player to correctly call out "even exchange" (if the amounts on the cards are equal), "change needed" (if the amount on the "payment" card is greater than the amount on the "cost" card) or "not enough" (if the "payment" card is less than the "cost" card) is the winner of that round. Keep drawing until both decks are gone, then reshuffle and switch decks.

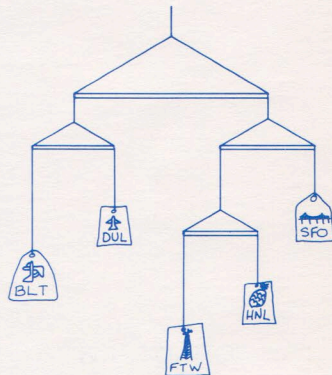
An extra point is earned if the player calling out the correct answer can also tell how much the "payment" is different from the "cost" within 5 seconds.

5. 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.

6. 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!



WORK PAGE

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