

Quackshot FAQ

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QUACKSHOT-WALKTHROUGH

Faq by GavLuvsGA

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1 Items

1up

This looks like a hat with "1up" written on it. Nothing more needs to be said.

Food

Increases your energy bar (ice-creams increase it by 1, a roast chicken increases it to its maximum level.)

Corn

This can be used with the popcorn shooter; taking one increases the amount by five. When you fire the popcorn shooter, you use up five pieces of ammo.

Money Bag

These are for bonus points.

Red-Hot Chilli Pepper

There are five of these on each of the following levels: Duckburg, Maharajah & Egypt. Getting all five gives Donald a "Quack Attack" (he is temporarily invincible).

Some of the bad guys are holding items; you can tell which as they are carrying bags!

Other items you need to access different parts of the game are:

The Hero Key (Duckburg - This opens the Aztec Temple)

Red Plunger (found in Aztec Temple - Helps you climb walls).

Bubble Gun (Duckburg - To blast away some walls)

The Real Map (Transylvania - This accesses the rest of the game!)

The Sphinx Tear (Mahajarah - Opens the pyramid)

The Scepter of Ra (Egypt - This is more obscure, but try melting ice with it...)

The Viking Key (South Pole - Accesses the hull of the Viking Ship)

Green Plungers (Viking Ship - Used only twice in the game, it allows you to cross gaping chasms using one of the parrots)

The Viking Diary (South Pole - This reveals the location of the treasure, but you must fight Pete to retrieve it after he steals it).

2 Enemies

Pete's henchmen (Every level except the Duck Treasure Island)

They get harder as you go on; they start off shooting tomatoes, but later they're throwing bombs at you (very hard to avoid).

Parrots (Every level except the Duck Treasure Island)

They drop things on you - usually a bees nest, but occasionally bombs.

Tortoises (Duckburg, Mexico, Maharajah, Egypt, Pete's Hideout)

These run around with boxing gloves on and are usually easy to pass- unless they retreat into their shell (they'll bop you if you approach, so you must use popcorn or bubble gum on them.)

Caterpillars (Duckburg)

These jump up and down out of bins, but are easy to avoid.

Loudhailers (Duckburg)

These are invincible and keep blasting out the word "BOOM" (Ha Ha!). Hitting this sound effect takes of one energy point.

Cacti (Mexican Desert)

These seem harmless-until they break up and throw their segments at you; avoid!

Moving faces (Aztec Temple)

A sort of baddie; they move up and down and can only be stunned with a plunger. Then you can jump on them and use them as a platform.

Temple/Pyramid guards (Aztec Temple, Egypt)

They throw fire so it forms a wall in front of them, but this is easy to overcome.

Bouncing faces (Aztec Temple, Pete's Hideout, The Duck Treasure Island)

These will bounce up and down and are hard to avoid. They are totally invincible and cannot be used as platforms.

Bats (Transylvania)

These remain invisible except for their fangs until they get close, then they fly at you, but won't hang around to attack you if you hiss them.

Ghosts (Transylvania, Viking Ship)

Only one is friendly; the others attack you (much like the ones found in Sonic & Knuckles), and can't be killed.

Skeletons (Transylvania)

These are really easy to dispatch of; attack as soon as the coffin opens, rather than waiting to see their lame party trick (their heads fly off

towards you).

Snake Charmers (Maharajah)

If you get too close, they'll spellbind Donald with their music long enough for him to get bitten by their snakes! Stand well back and fire pocorn at them.

Sand People (Egypt)

Really wierd; they pop out of the quicksand and then vanish. The easiest baddie in the game to avoid by a long shot.

Vikings (Er... Transylvania? (Duh! Where do you think?))

Only one viking on the ship helps you; the others appear out of barrels to shoot at you. Shoot the barrels with bubble gum to kill the vikings!

Penguins (South Pole)

They slide towards you; very hard to avoid on slopes.

Fat Henchmen (Viking Ship, South Pole, Pete's Hideout)

These are really annoying; they run around and occasionally stop to flex their muscles before letting their stomach flop forward. These are really hard to pass without losing energy!

Whales (South Pole)

These pop out from under the ice flows while you're trying to cross; invincible.

Walruses (South Pole)

Don't kill these straight away as they often break ice blocks for you, saving your bubble gun. I usually hit baddies with a plunger if I can, but I always shoot these with bubbles or popcorn to dispatch of them; the look of agony on their faces when you attack them with a plunger is almost unbearable (what would the RSPCA think?) Sorry, got a bit sidetracked there...

Snakes (The Duck Treasure Island)

They drop down from the sky and crawl about on the ground.

Piranhas (The Duck Treasure Island)

They leap out of water pools occasionally and - THIS BLATANTLY RIPS OFF SONIC!!!. Easy to dispatch.

Duck Stautues (The Duck Treasure Island)

Their only defence is to use swords and shields. They can only be killed using popcorn.

3 Bosses

Big Ghost (Transylvania)

A sort of mid-level boss; the ghost pops up twice. Follow him along until you

hear a ghost noise; at this point the ghost splits into loads of smaller ghosts which fly at you. There's a way out somewhere, but you cannot kill the ghost in either of its states.

Dracula (Tansylvania)

When Dracula wraps his cloak around him, he's invincible so don't attack him; wait until he opens his cloak and four bats appear. Avoid these, then stand under the count and fire a plunger upwards. He takes five hits to kill.

The Tiger (Mahajarah)

The tiger will jump towards you, so, Donald, duck (groan!). Quickly stand so you are facing the direction the tiger is jumping and shoot a plunger to hit the tiger just before it lands (it is invincible on the ground. When the tiger leaps onto one of the high platforms, it is about to breath flames at you; run directly under the platform and run across the floor, and the flames should hit the area where you just were and miss you. After about six hits the tiger dies.

The Riddle of the Sphinx (Egypt)

The clue to this is in Goofy's scroll. It reads: 1 Sun, 2 Moon, 3 Star
On the floor of the room with the ceiling that lowers down to crush you, jump on the tiles with these symbols on - in that order (Sun, Moon, Star) and the ceiling will rise. (N.B. Donald only dies when the ceiling is touching the floor, so he can still make it even after it is below his head!)

The Viking Ghost

This is fairly easy; as soon as the ghost looks over his shield, fire a plunger at him, before he throws his hammer. His head will come off and roll towards you, then he will disassemble and fly across to the other side of the screen. Repeat this and after about 8 hits he will be killed.

Pete

After he challenges you to a duel and sinks into the ground, run right as you are right on the track for his Dr. Robotnik - style pod, which moves around the room (you can see where it goes because of the position of the tracks. First kill both the henchmen to the right with popcorn or bubbles, then fire plungers at Pete (he takes about 10 hits). After you hit him, he will become temporarily invincible. Avoid standing under him as he will release a large presser to try and crush you.

The Guardian of the Duck Treasure

Stand on the platform, and wait for the boss to appear. He is invincible while holding his sword, so wait until he throws it. As soon as he does this, crouch down and slide in the opposite direction (i.e. the side the sword WASN'T thrown to) and avoid the falling masonry, then fire a plunger at the boss while he is vulnerable. He takes a massive TWELVE hits to kill!

4 Walkthrough

Duckburg

Start here; walk along the street and kill the bad guys. These are five peppers on the way, so get these. At the end you meet a dog in a suit, who tells you that you need red plungers to continue. This is the restart point,

so call the plane and go to:

Mexico

Cross the desert, avoiding the quicksand and cacti; the next section requires a lot of good jumps to reach the moving platforms; be careful as you cross the chasms, as there are loads of parrots flying around. Also be careful of the T.N.T. boxes that fire shockwave along the floor (jump over these). At the end, you will meet the Sweet Senorita, who will tell you that you need the Hero Key from Duckburg. Fly back there and talk to the dog. Luckily, he has the hero key and gives it to you. Go back and enter the temple. Go through the temple using the moving faces as platforms to get up the shafts by stunning them. Also avoid the moving flames, and the bouncing faces in one of the tunnels; crawl along a little way and wait for the faces to rise before passing. Goofy is at the end; he gives you the scroll and red plungers, and tells you that Gyro Gearloose is looking for you in Duckburg. Exit the temple and fly to Duckburg.

Duckburg (2)

Climb the wall, using the plungers and cross the rooftops. One hint; when you reach a section with a passage going down and some tortoises, don't go down it. Fire at the wall ahead of you and climb up. You can cross the roof. This avoids a tortoise who stops and goes into his shell, blocking the passage. As the end of the roof, stand as far right as you can and slide right and you should hit the next roof (avoid the loudhailer hidden above you. When you come back this way, this route is also possible. At the end of the rooftops, climb down the ladder and walk offscreen. You will reach one of the best bits of the game; grab the pulley and it will begin to carry you quickly along the wires, over the gap. Keep your eyes open, and when you see a bolt of electricity in the wire ahead, jump onto the pulley on the other wire. Eventually the wires will both go in different directions. It looks like you have to change pulleys, but don't or you'll miss out on some bonuses. At the end of this section is Gyro, who gives you the bubble gun (he will also restock you if you run out of ammo.) Go back to the flag; fly to:

Transylvania

Cross the moors, making sure you don't fall in one of the peat bogs (you lose a life) and avoid the baddies. Donald will lay a flag outside the castle. Enter, and talk to the ghost, then blow up the wall, using the bubble gun. Carry this through the castle with you, and shoot the walls and the barrels (some hold items, but a few have green balls in which you should avoid.) Next you reach a water section; take whichever route you take, but avoid the swinging balls and spikes (remember that you don't jump so well under water) and wait for the falling slabs to rise and then run under before they fall again (don't try to jump over them). Be sure to take the top route at the end to get the power ups. Meet the big ghost; run along, avoiding his attacks (see boss section) until you get to a large wall of tiles. Fire loads of bubbles at it and one slab will remain. Jump onto this and ride up to the next section. In the next room you come to a high cliff, which you must climb but do it fast as a wall begins closing in on you. If you get really stuck, jump down to the ground and the wall will retreat. The ghost appears again in the penultimate section. This time, destroy the first block with bubbles, then revert to plungers and climb on top of the block, then use more plungers to climb the shaft above. Enter the door to face Count Dracula (I'm really glad I spotted that I missed a letter out of one of those words (and corrected it) or I'd be in trouble (no prizes for

guessing which letter)). Enough of my boring/trivial info though - kill him and you get the real treasure map.

Next go to Maharajah; you don't need any items to get through the whole level. The first section is straightforward enough, but avoid the snake charmers. When you enter the palace, you meet Maharajah who offers you a challenge; he will give you the sphinx tear if you fight the tiger in the garden. However, you must get past a maze filled with henchmen, tortoises and snake-charmers (this level is similar to the Hyena Lairs on the Lion King...). First of all, go left and down then go through the first door. In the next room, go right to the first door you come to. Next, go left but jump over the door and use red plungers to climb the shaft and at the top, crawl through the gap to get to the door. Next, kill the snake charmers and the tortoise in the narrow passage and crawl along until you see a dor above you; this leads to the tiger (see bosses).

Once you have been given the Sphinx Tear, go to Egypt. You can get more peppers here; the last two are held by two of the tortoises on the side of one of the pyramids. Make sure you don't sink into the quicksand. When you reach the pyramid, Donald says he can't get in, but use the Sphinx Tear and the door will open. Once inside, things get harder; walk along the corridor, climbing over the moving platforms and climb the ladder. There is a short cut here; go up and enter a secret room, with bonuses inside and go up again to reveal a point later in the level. If you think you're up to the challenge, go left; be careful of the spears. If they don't rise, run over them fast. If they do, wait for them to go down before passing. Kill the bad guys (they're the same as the ones in the Aztec Temple except they look different. Above your head are two airspaces you can reach using plungers with bonuses in. Go up and run down the slope and jump onto the platform over the fire pit (if you fall into any fire pit, you die instantly.) In the next room, jump over the firepits, but many of the platforms collapse. Watch out for flames coming from the ceiling; you will enter a corridor that goes up and down. Keep running as every time you change direction, a wall of fire will chase you (if you run its really easy to avoid). Climb up the wall (no fire here, thankfully) and crawl then run again, and hold right as you fall off the cliff to avoid the fire. Now solve the Riddle of the Sphinx (see bosses) then climb the ladder for the Scepter of Ra. You don't (and cannot) go back to face the previous section again) so instead climb down the ladder that appears and fall into a mining car. This is really easy; wait for the first gap and jump into the next car. You will ride over the second gap; jump over the third and that's it.

Go to the South Pole. Go along the first section, climbing the hills, and avoiding enemy fire. Stand on a block of ice when going down, however and you can get your own back. Once you reach the flag, Donald notices a key frozen in the ice. Use the Scepter of Ra and in a flash you will be able to collect the Viking Key.

Go to the Viking Ship and shoot the barrels, killing any Vikings inside (their bows-and-arrows are dead easy to avoid and climb the wall at the end. Go up in the crows-nest-lifts and go right to find a 1-up (careful you don't fall off the ledge). You can get this one any number of times you want by going left to the last screen and returning; all the bonuses will have reappeared. Go across on either of the pulleys and run over the collapsing platform. At the end, talk to the Captain. He says that if you defeat the ghosts on the ship, he will give you a Viking Diary. Use the Viking Key to enter the hull and climb down the first ladder. To the right of this section, use plungers to go up the wall and you will find a secret passage to some cash. Go left and down. Go along the bottom of the level, avoiding the big guy at the end and climb the ladder. To the left (you may need plungers) is a passage leading to the Viking Ghost (see bosses). After defeating it, talk to

the Viking again. He admits he doesn't have the diary, but it's under the ice in the South Pole. He does, however, give you an ancient Viking plunger (Vikings used plungers????) to grab hold of flying creatures. Go back to the South Pole.

Right of the flag is an impassable gap. A parrot flies overhead; shoot it with a plunger and hang on. If you miss, go left off the screen then come back. Avoid the other parrots as you cross as they will try and hit you with bombs, sending you down into the crevasse to your death. Next, cross the ice floes, avoiding the whales. Be careful, as some rise as you jump towards them.

In the next section, follow the path to the end and destroy the ice blocks above the surface (all others you can fall through. Go through the cave, collecting a 1-up (it's hidden in a single block of ice). Just before you climb the shaft to the exit, use bubbles to break all the ice and you will find the Viking Diary. Climb the shaft and break the ice at the top (I hope you have enough bubble gun ammo).

Pete appears; he has kidnapped Donald's nephews and will only give them back if you give him the Viking Diary and Treasure Map.

Pete's Hideout will now appear as your next destination, so go to there. In the first section, kill the baddies and it's quite straightforward except that you have to cross another chasm, courtesy of a parrot (there is a steady flow of them appearing here, so don't worry if you miss the first one). Jump on the pulley and be prepared for the second and last mining car ride. Jump over two easy gaps to pass the level. On the next level, you must cross several chasms using the propeller platforms. These hover around in a cluster, then all eight spread out; use this moment to jump from one section to another. The last jump requires some ingenuity; when the two platforms fly off to the bottom right, jump on the first and when the platforms are about to merge again (this may take some practice), fire a plunger at the wall on the right. When they separate again, jump to the top right platforms and jump right to land on the plunger before it vanishes. This is the only way to get across the gap. The next section is straightforward; keep heading upwards, then crawl along the shafts with the turtles in, jumping over any gaps until you reach the lift. Go down, then along and up the final lift, avoiding three henchmen (two of which carry chicken bonuses). There's one tough henchman to avoid before you face Pete, who gives you the map and Diary back if you win. The Viking Diary reveals that dipping the map in water will reveal the secret location of the treasure (just as well Pete didn't do this straight away, and that Dracula didn't realise you could do this!)

The last level is the hardest yet! Jump over the chasm using the leaf platforms, but be careful as they fall away. Then stand on the weak board over the shaft and fall down. Keep pressing right as you fall so that you don't fall through the next weak board, and to your death at the bottom of the shaft below. After that, climb up the next shaft using the vines that burn up when you touch them (be quick). You now enter a temple. Kill the statues (using popcorn). The exit is hard to find, but go to the moving platforms and climb onto the first using plungers. The best method is to get to the left of it (climb over) and fire a plunger into the left side, then another at the top and jump on. Use the last plunger you fire to get to the next section where you should climb onto the platform and look for the shaft in the ceiling. Climb it and crawl along a tunnel and you will arrive at a window looking onto a gaping chasm. Leap into the air and push right and one of the invisible platforms will appear (they only become visible if you're directly over them.) Cross the chasm in this way and defeat the boss at the end (see bosses).

If you don't want to see what happens next, don't read on:

After defeating the final boss, Donald opens the treasure chest to find a

plain statue of a duck princess. He returns home to face Daisy, who's not only ungrateful but furious ("This is my surprise, that's all???"). But Donald's nephews, who are carrying the statue, trip and it breaks. A necklace bounces out, which lands round Daisy's neck. She's happy now.

THE END

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