

**WATCH FOR MAUI'S NEXT  
ADVENTURE**

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PRINTED IN JAPAN

Nintendo

**GAME BOY**

DMG-AMIE-USA

MAUI MALLARD IN

**GOLD SHADOW**



**SUNSOFT**

**DETECTIVE'S  
NOTEBOOK**

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

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## SAFETY PRECAUTIONS

- **DO NOT** subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
- **DO NOT** touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
- **DO NOT** try to disassemble your Game Pak.
- **DO NOT** let your Game Pak come in contact with thinners, solvents, benzene alcohol or any other strong cleaning agents that can damage it.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

## CONTENTS

The Name's Mallard -----	6
Get the Show on the Road -----	7
Control Yourself, Dollface -----	10
How to Soothe an Itchy Trigger Finger-----	12
Big Time Bonuses -----	13
Notes on the Adventure-----	15
Hints for the Hopeless -----	21
Using Your Super Game Boy Adapter-----	22
Warranty -----	23

## NOTES ON FILE 35: THE CASE OF THE MISSING MOJO



## THE NAME'S MALLARD...



adventure of a lifetime. I barely survived.

So as I prepare to board a ship that will take me away from the nightmare that has been my life, I take one last look through this notebook, and recall the bad guys I had to battle. From the vicious Muddrakes and their giant Frog God to the Witch Doctor and his powerful mojo spells, I can't help thinking that for a duck with a death wish like me, this place was a dream come true. Hmm. Maybe I'll stick around for a while after all...

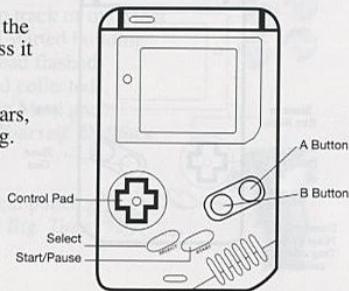
...Maui Mallard. I arrived here a washed up shell of the duck I used to be. And I liked it just fine. I'd played the game, now I'd cashed in my chips and bought a one-way ticket to oblivion. It was time to crawl into a coconut shell and hide beneath a paper umbrella. Yes, oblivion was my king of place. Then she walked into my life and took me for



## GET THE SHOW ON THE ROAD

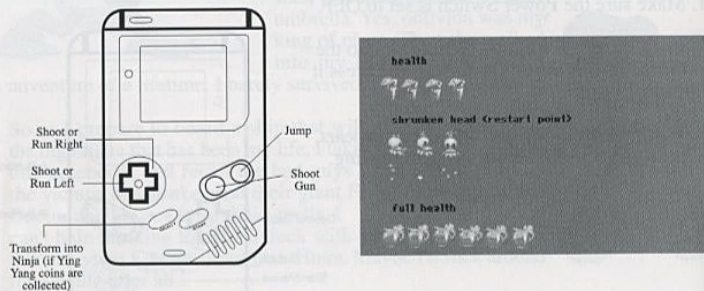
Set up your Game Boy or Super Game Boy as described in its instruction manual. Disney's Maui Mallard is for one player only.

1. Make sure the Power Switch is set to OFF.
2. Insert the Maui Mallard Game Pak into the Game Boy or Super Game Boy and press it down firmly.
3. When the Maui Mallard title screen appears, press the START button to begin playing.



## Getting Around

Shabuhm Shabuhm's a nice fellow, one you'd like to take home for dinner. He helped me out by giving me a few mojo tools, and I'm giving them to you. Here's a couple of my drawings to help explain them.



## Health Meter

When this meter gets to zero, it's game over. The end of the road. Time for the big sleep.

## Maui's Ninja Meter

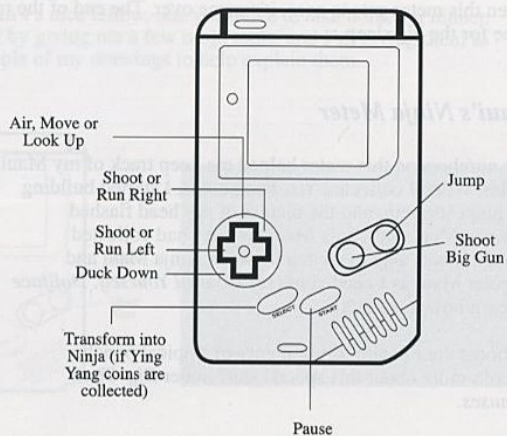
The numbers on this meter helped me keep track of my Maui health. When I collected Yin-Yang coins, I started building my ninja strength, and the picture of my head flashed between Maui and Ninja Maui. When I had collected enough, I was able to switch between Ninja Maui and Regular Maui as I needed to (see *Control Yourself, Dollface* to learn how to switch)

To boost your health, drink plenty of tropical punch. There's more about this special stuff under *Big Time Bonuses*.



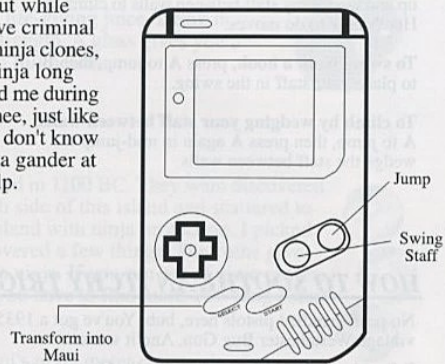
## CONTROL YOURSELF, DOLLFACE

### Regular Maui



## On Being a Ninja

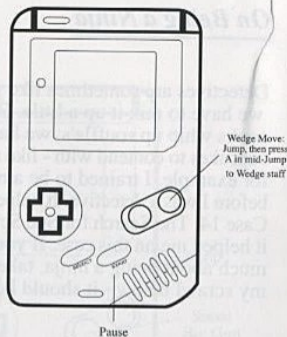
Detectives are sometimes like great chefs - we have to mix it up a little. But while cooks whip up souffle's, we have criminal cupcakes to contend with - like ninja clones, for example. I trained to be a ninja long before I was a detective. It helped me during Case 14: The Search for Sue Schee, just like it helped me on this case. If you don't know much about being a ninja, take a gander at my scrawl below - it should help.



Two helpful moves I learned during training were the Swing and the Wedge. The swing let me slap my staff into a hook and swing back and forth to new places. The Wedge taught me how to jump up and wedge my staff between walls to climb up. Here's how to do moves:

**To swing from a hook,** press A to jump, then B to place your staff in the swing.

**To climb by wedging your staff between walls,** A to jump, then press A again in mid-jump to wedge the staff between walls.



### HOW TO SOOTHE AN ITCHY TRIGGER FINGER

No pearl-handled pistols here, bub. You've got a 1935 vintage Westchester Bug Gun. And it works.

It fires bugs. Bugs sleep in bug shells. You need those shells - get 'em at any cost. Capture these bug shell to keep a good supply of ammo.



### BIG TIME BONUSES

#### **Tropical Punch**

This ain't no sissy drink. This is life-giving juice. Drink it when you find it to regain lost strength. A glass gives you a boost, the pitcher restores you to full health.



#### **Yin-Yang Coins**

These Yin-Yang Coins were minted in 1100 BC. They were discovered by settlers in a cave on the North side of this island and scattered to the four corners to blanket the island with ninja protection. I picked up some in my travels and discovered a few things. The coins give you the power to transform into a ninja. If you run out of ninja power, not only are you in trouble, but you have to find more Yin-Yang coins to get the power back.



Once you have ninja power, Maui's ninja meter counts slowly up to 100. You can't run of power.





### Duck Head

Find a Maui Token and get an extra life.



### Mojo Doll

A Mojo doll lets you continue playing after Maui uses up all his tries. The key word here is **CONTINUE** (hint, hint).



### Magical Shrunken Head


This Shrunken Head is a place marker. When you run out of health, you'll restart the level at the last shrunken head you passed.

## NOTES ON THE ADVENTURE

Here's the skinny. I had stumbled right onto the scene of a crime. And it hurt.

The idol of Shabuhm Shabuhm had been stolen and the islanders were willing to pay big bucks for its return. So I took the job, even though big bucks usually meant big trouble.

You can't prepare yourself for danger - it comes to you suddenly, like a sneeze. But there are a few things you can do to up your chances of pulling through:

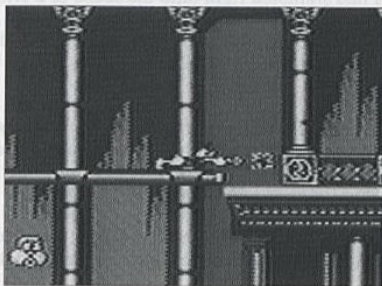
1. Stock up on ammo (bugs). 
2. Stay cool with lots of Tropical Punch. If you don't know what I'm talking about, flip to the *Big Time Bonuses* section and read about it.
3. Don't die.

Oh yeah, the legend of Shabuhm Shabuhm says that if the idol isn't returned within three days, the whole island will go kaboom kaboom. So ya better step on it.

Look kid, I wish you luck. I really do. If you get into any trouble, just whistle. You know how to whistle, don't you? Just put your bill together and blow.

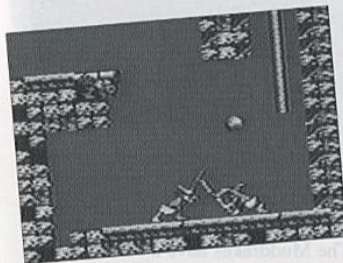


## 1. Crackin' the Gate of the Mojo Mansion



So I walk into the creepiest crib on the island, the Mojo Mansion, and find nothing. Nothing but spiders, ghosts and piranhas. I was jumped by a gang of spiders, then I had to swing from chains and walk on ceiling fans to get outta the joint!

## 2. At the Ninja Training Grounds

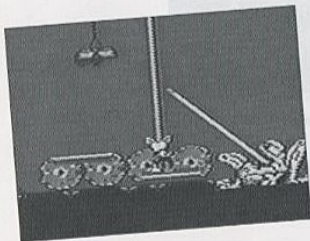
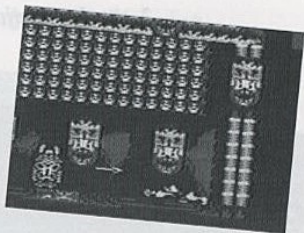


All good detectives should be handy with a stick - especially when you're dealing with the local island witch doctor. The one I met here was in a friendly mood, so he only swiped a couple of my remaining souls and used them to create ninja clones for me to battle. I hate that.

To learn more about ninja moves, see the *On Becoming a Ninja* selection under *Control Yourself, Dollface*.

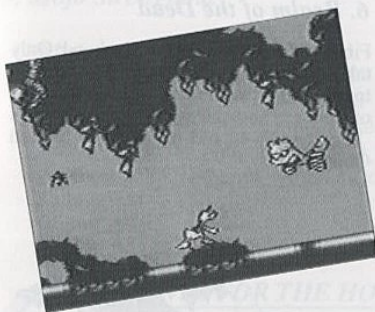
### 3. Muddrake Mayhem

So I met these creatures called Muddrakes. Not a kind bunch. Need a better dental plan, too. Oh and something about the object of the Muddrake's Master...a frog? I guess I'll find out soon enough



### 5. Test of Duckhood

The Muddrakes have a custom by which they test the purity of strangers they encounter. Judging by the looks of those Muddrakes, I'm not going to come out of this with all my feathers intact...

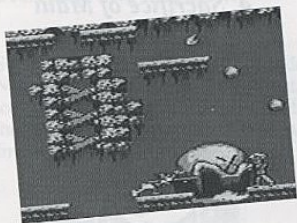


As I stand here on the edge of a volcano about to be tossed in, I have to laugh at my present predicament. This is one duck that's missing the cool ocean right about now. Strange - somehow I sense that I'll be slurping salt water soon...

### 4. Sacrifice of Maui



Mojo Flame Spirit



## 6. Realm of the Dead

First and last rule of ducktectivehood: Only take chances when you're paid to. I'm told to jump into this hole to get to the Realm of the Dead and make peace on the island's behalf with an old mojo Chief named Quackoo.

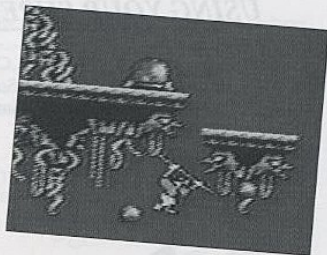
I met him, but before I could talk, he interrupted me with a sock in the eye and a right-left combo to my bill. I guess the stress of being dead really got to him.



Duck Zombie

## 7. Mojo Stronghold

After surviving a spider with a bad attitude, a flock of Muddrakes, and Mojo flame Spirits, I finally made it here and found the missing mojo idol. I hope you do the same. It's not over yet, though. You'll see... if you get there. So long, pal.



### HINTS FOR THE HOPELESS

- Maui, in his ninja form, can swing from hooks throughout the island. When his staff strikes a hook, it locks into place until Maui removes it to go on.
- Maui, in his ninja form, can climb up stone shafts by wedging his staff into cracks in the rock. Press A while jumping into a shaft.



## USING YOUR SUPER GAME BOY ADAPTER

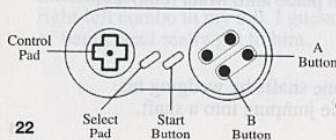


Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.

For further operation information, please consult your Super Game Boy and Super NES instruction booklets.

Game play on the Super NES using the Super Game Boy adapter. Both sold separately.

This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the A, B, Start and Select Buttons on your Super NES Controller correspond to the same controls on the Game Boy. If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction booklet.



### 90 DAY LIMITED WARRANTY:

SUNSOFT warrants to the original purchaser only that the Game Pak provided with this manual and the software program code on it will perform in accordance with the descriptions in this manual when used with the specified equipment within 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability.

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