

DONK!

DONK! - the Samurai Duck, the computer game, was created by **THE HIDDEN** and released in 1993 on the **Amiga / Amiga CD32** games console

In this 20th anniversary commemorative card game, **DONK!** has to tackle 7 **Zones** in his arch enemy **Eider Down's** world, seeking the **Gems** that unlock the **Zones**, destroy **Eider Down's Fortress**, and defeat **Eider Down** himself!

SET UP

Sort the cards into their decks – the **Fortress / Eider Down** deck, the **Power Up** deck, the 7 **Zone** decks (*Con-Struct, Electro Moss, Hab, Hanic, Plasma, Rock, Subaquia*), and the cards for **Donk** and **Juggs** (**Lives, Spin Power**, and the **Character** card) – **Juggs's** cards can be discarded if playing **One Player Mode** (*There are also 3 bonus cards of Donk artwork, not used in the game*)

Place the **Eider Down** card **Final Battle** side down on the game table, and place the **Fortress** card on top of this, **undamaged Fortress** side up
Shuffle the **Power Ups** deck and place this **face down** below the **Fortress** deck
Shuffle the **Zone** decks and place them **face down** in **any order** around the **Fortress** and **Power Ups**

Visit the **Donk!** page at the **Game Crafter** to see how the **Play Area** should look

Donk (and **Juggs** if playing **Two Player Mode**) start with:

- 3 **Lives** (put this card **face up** on top of the other **Life** card)
- 3 **Spin Power** (put this card **face up** on the other **Spin Power** card)
- 1 **Power Up** (take the **top card** from the **Power Up** deck)

Donk (and **Juggs**) can start at **any Zone** (but not the same one) – place your **Character Card** next to the **Zone** of your choice

OBJECTIVE

The ultimate aim of **DONK!** is to complete each of the 7 **Zones**, destroy **Eider Down's Fortress**, and finally defeat **Eider Down** himself!

To complete a **Zone**, you must work your way through, defeating **Enemies**, and avoiding **Hazards**, to find the **Gem** that unlocks that **Zone**, and then get to the **Exit** to complete the **Zone**

You will get a chance to attack the **Fortress / Eider Down** each time you complete a **Zone**. If you complete all the **Zones** you could get the chance to defeat **Eider Down** in the **Final Battle!**

ZONE CARDS

Turn over the top **Zone** card for the **Zone** you are in and follow the instructions on the card (all instructions are for **One Player Mode**, see **Two Player Mode** below for extra rules):

ENEMY

- If you turn over an **Enemy** card, you must compare your **Spin Power** with the **Enemy Attack Power**
- If your **Spin Power** is greater you defeat them, and gain a **Power Up** (take the **top card**), before moving on to the next card in the **Zone**
- If your **Spin Power** is the same you evade them, and move on
- If your **Spin Power** is less, you lose 1 **Life**, before moving on
- Whatever outcome, you lose 1 **Spin Power** for engaging the **Enemy**

GEM

- If you find the **Gem**, put it **face up** next to the **Zone**
- You gain 1 **Spin Power** for finding the **Gem**, up to a maximum of 3
- You now need to find the **Exit** to complete the **Zone**

EXIT

- If you turn over the **Exit** card, you must move on to another **Zone** of your choice (see **CHANGING ZONES** below)
- If you have already found the **Gem** for this **Zone** you have **completed the Zone!** Put the **Gem** on **top** of the **Zone** to show it is **complete** (see **CHANGING ZONES** below)

TELEPORT

- If you turn over the **Teleport** card, you can **Teleport** to any other **Zone** if you want to (see **CHANGING ZONES** below), or just carry on in this **Zone**
- You can **Teleport** into a **Zone** blocked by a **Switchable Block** – put the **Switchable Block** face down at the bottom of the **Zone** deck

PIT / HAZARD

- If you turn over a **Pit** or a **Hazard** card, you must lose 1 **Life**
- Alternatively, you can use a **Jump / Float Power Up** card to get past the **Pit / Hazard** without losing 1 **Life**

INVISIBLE PLATFORM

- If you turn over the **Invisible Platform** card, you can bypass the next card in this **Zone** if you want to
- Take a look at the next card in the **Zone**, and decide if you want to bypass it or not

DRILLABLE PLATFORM

- If you turn over the **Drillable Platform** card, you can bypass the next card in this **Zone** if you want to by using 1 **Spin Power**
- Take a look at the next card in the **Zone**, and decide if you want to bypass it or not

MAP

- If you turn over the **Map** card you can move up to 4 cards forward through this **Zone** if you wish to
- Look at the **next 4** cards in the **Zone** and then move to any one of these you want to
- Make sure to look at the **Zone** cards one at a time to keep them in the same order

SWITCHABLE BLOCK

- If you turn over a **Switchable Block**, your way ahead is blocked and you must move to another **Zone**
- Place the **Switchable Block** face up on the **Zone** deck to show it is blocked, and move to another **Zone** of your choice (see **CHANGING ZONES** below)

SWITCH

- If you turn over the **Switch** card, **turn off** all active **Switchable Blocks**
- If there are any **Switchable Blocks** face up on the top of any **Zone** decks, put these **face down** underneath their **Zone** decks

After following the instructions on the **Zone** card, put it **face down** at the bottom of that **Zone** deck (unless instructed otherwise)

CHANGING ZONES

When you **complete** a **Zone**, by reaching the **Exit** after finding the **Gem**:

- You cannot go back into that **Zone**
- You gain 1 **Life**, up to a maximum of 4
- You have a chance to attack **Eider Down's Fortress / Eider Down** himself! (see over the page)

Whenever you **move to another Zone** - by choosing to use a **Teleport** or a **Float Power Up**, or when forced to leave by turning over an **Exit** (before finding the **Gem** for that **Zone**), or **Switchable Block** card, or after completing a **Zone** when you don't have enough **Spin Power** to attack **Eider Down's Fortress / Eider Down**:

- Your **Spin Power** is restored back to 3

If you cannot move to another **Zone** because all other **Zones** are **complete** or blocked by **Switchable Blocks**, then it is **Game Over!** (you cannot go back into a **Zone** you have been forced out of until you have been into another **Zone**)

SKILL LEVELS

- **Over Easy** – gain 1 **Spin Power** for finding **Gems**, and gain 1 **Life** for completing **Zones** (as normal)
- **Scrambled** – choose to gain 1 **Spin Power** for finding **Gems**, OR to gain 1 **Life** for completing **Zones** (but not both)
- **Hard Boiled!** – do not gain 1 **Spin Power** for finding a **Gem**, and do not gain 1 **Life** for completing a **Zone!**



POWER UPS

- You get **Power Ups** by defeating **Enemies**, and you can carry a maximum of 3 **Power Ups** - if you get a fourth you must discard or use one
- **Power Ups** can be used at any time, but not when you are attacking **Eider Down's Fortress** or **Eider Down** himself
- Once a **Power Up** is used discard it to the bottom of the **Power Ups** deck

EGGSTRALIFE

- Increases your **Life** by 1 up to a **maximum of 4** when used

SHIELD

- Use when fighting an **Enemy** to prevent you losing 1 **Spin Power** point

JUMP

- Use to **Jump** over and avoid a **Pit**, or a **Hazard** (but not an **Enemy**)

FLOAT

- This can be used to **Float** over and avoid a **Pit**, **Hazard**, or an **Enemy**
- The **Float** can be used to **Float** to any other (non-complete / unblocked) **Zone** whenever you want – turn over a **Zone** card as normal, and leave that card **face down** on top of the **Zone**, if you decide to use the **Float**

EGGY BOMB

- Use this to **defeat** one **Enemy** card without losing 1 **Spin Power** point

EGG SHELL SHIELD

- Discard this **Power Up** and flip over your **Character** card to reveal the **Egg Shell Shield** - this prevents you losing 1 **Life**, for whatever reason

OLD TIMER

- Use to slow the **Enemy** down by taking 1 point off their **Attack Power**, making them easier to defeat

ATTACHING EIDER DOWN'S FORTRESS / EIDER DOWN

Each time you complete a **Zone**, you can attack **Eider Down's Fortress** and then **Eider Down**!:

- To do this you need to have **more Spin Power** than the **Fortress Defences**
- If your **Spin Power** is greater than the **Fortress Defences** then flip the **Fortress** card over to the **damaged side**
- If the **Fortress** is already **damaged**, discard that card to reveal **Eider Down**
- If you defeat **Eider Down** once, flip the card to reveal the **Final Battle**!
- The **Final Battle** with **Eider Down** happens after completing **all 7 Zones**
- Whether you can attack or not, you then move on to another **Zone**
- **Spin Power** restores to 3 (after attacking the **Fortress / Eider Down**)

THE FINAL ZONE

If you are lucky enough to complete 6 **Zones**, you will be left with the **Final Zone** to complete

On the **Final Zone** only, some cards have a **different effect**:

- If you turn over a **Switchable Block**, or the **Exit** (if you haven't found the **Gem**), both of which would automatically send you to another **Zone**, you must **lose 1 Life** to progress (the **Teleport** card can just be skipped)

COMPLETING THE FINAL ZONE / DEFEATING EIDER DOWN

If the **Final Battle** side of the **Eider Down** card is face up **before** you complete the **Final Zone**, then you can attempt to defeat **Eider Down** once and for all! - if you are not on the **Final Battle** then it's **Game Over**!

- Gain 1 **Life** as usual for completing a **Zone**, but your **Spin Power** stays as it is when you finish the **Zone**
- You can then add your **Lives** to your **Spin Power** to try to defeat **Eider Down**, but you must leave at **least 1 Life** for yourself!
- **Eider Down** has an **Attack Power** of 4, so you need a total of 6 combined **Lives / Spin Power** to defeat him and **finish the game!** (5 combined **Lives / Spin Power** plus 1 **Life** for yourself)

So you can win the game with any of these combinations:

- 3 **Spin Power** + 2 **Lives** and 2 **Lives** for yourself
- 3 **Spin Power** + 2 **Lives** and 1 **Life** for yourself
- 2 **Spin Power** + 3 **Lives** and 1 **Life** for yourself

GAME OVER!

There are several ways you could lose at **DONK!**:

- You could lose all of your **Lives**
- You could have to move to another **Zone** but find all uncompleted **Zones** blocked by **Switchable Blocks**
- You could run out of **Zones** to complete before you get to the **Final Battle** with **Eider Down**
- You could complete all 7 **Zones** but not have enough **Spin Power / Lives** to sacrifice to gain **Spin Power**, to defeat **Eider Down** in the **Final Battle**

TWO PLAYER MODE

In **Two Player Mode**, one player plays **Donk**, and the other player plays his friend and fighting partner **Judo Juggs**

Two players can either play in **Co-op Mode** (helping each other), or **Versus Mode** (playing against each other). Rules are the same as for **One Player Mode**, with some extra rules below:

TWO PLAYER MODE SET UP

- Set up the game as normal, with **Donk** and **Juggs** starting on **different Zones** – during the game, they cannot both be in the same **Zone**

GENERAL TWO PLAYER GAMEPLAY RULES

- Players take it in turns to **reveal and resolve one Zone card** each
- If the **Map**, **Drillable Platform** or **Invisible Platform** are turned over, choose which card is going to be moved to next, and put this card on top of the **Zone**, ready to flip it over on the **next turn**
- If a player has to leave their **Zone** but there are no **Zones** available to enter (they are **complete**, **blocked** or the **other player is in it**), they must wait until one becomes available to enter
- If a player loses all their **Lives**, they are no longer in the game, and their **Zone** becomes free to enter. The other player can continue to play
- If you complete a **Zone** and have enough **Spin Power** to attack the **Fortress / Eider Down**, you can do this, and then move to a new **Zone**

CO-OP MODE EXTRA RULES

- In **Co-op Mode**, players can help each other by using their **Power Ups** on the **other player** if they wish to. This can be done in your turn or the other player's turn
- Only one player can attack **Eider Down** in the **Final Battle** (if this side of the **Eider Down** card is face up **before** completing the **Final Zone**), so pick the player with the most combined **Lives** and **Spin Power** to do this
- If **Eider Down** is defeated in the **Final Battle**, **both players** win!

VERSUS MODE EXTRA RULES

- In **Versus Mode**, players are competing to get the most **Gems**, as well as to see if they can destroy the **Fortress** and **Eider Down**
- When a player completes a **Zone**, instead of placing the **Gem** face up on top of the completed **Zone**, they place the **Exit** face up on the **Zone**, and take the **Gem** for themselves
- If a player **successfully** attacks the **Fortress / Eider Down** after completing a **Zone**, they can take 1 **Gem** from the other player (if they have one)
- The player with the most **Gems** gets to attack **Eider Down** in the **Final Battle** (if they haven't lost all their **Lives**, otherwise the **other player** gets the chance to attack). Players can only attack if the **Final Battle** side of the **Eider Down** card is face up **before** completing the **Final Zone**
- A player **wins** by having the most **Gems** at the end of the game, regardless of whether or not they lost all of their **Lives**. If a player manages to defeat **Eider Down** in the **Final Battle** they automatically win, regardless of how many **Gems** they have

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