

Don Doko Don (Import) FAQ/Walkthrough

by EntropicLobo

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Don Doko Don - NES

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Legality:

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Game by Taito

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You can jump to a specific room by typing DDDRM and then the number of your room.

DDDRM01 takes you to round 1. DDDRM51 takes you to round 51.

Don Doko Don is rated "C" for "Cow King." It contains scenes of giant pumpkins and chef bears getting hit with hammers. Player discretion is advised.

DDD1: Intro

Picture this - a room filled with enemies. You must defeat all of the enemies to proceed to the next room. When you finish every room, you rescue a princess. Doesn't sound inspired? Don Doko Don is far from uninspired. There was a time when we needed a task and the means to complete it, and the game's theme wrote itself. A variety enemies, secrets to find, and a decent challenge. Really, that's all I want for a game..

Don Doko Don seems like an aborted puzzler. It has all the makings of an action puzzler. Tight quarters, many environmental hazards, and a series of thematic rooms. However, it concentrates more on enemy combat than anything. At the same time, however, the stages are built in a way that they are smooth when strategy is applied but rough when you just go ape trying to hammer the enemies.

The execution is excellent. Don's jump is limited, more for vertical movement than horizontal. However, everything is spaced well enough that this is rarely a problem - a hallmark of a tremendous design philosophy. And when things are out of reach, there may be some other way of getting at it, such as provoking an unreachable enemy to come down after -you-.

And I must say this about -every- enemy-driven game I write about, but it's true - enemies make the game for me. There's a nice variety of foes to tackle here and some are very deadly when you approach them the wrong way. That's what I like to see.

So by all means, try it on the famicom or try it via the arcade version (such as on Taito Legends 2) - just try it. It's the kind of game that plays with its own rhythm. It absorbs you.

DDD2: Gameplay

---DDD2.1: Basics---

Control Pad: Move your character.

A: Jump

B: Hammer

Don Doko Don is played over 50 rounds in a row, with a branching path at the first stage. This is a hidden branch to the "Reverse Rounds" and both paths feature alternate endings. The hidden path is hinted at in the ending of the first path.

So Don Doko Don features a number of rounds in a set path. The 50 rounds are 1 Room each, and make up the 5 Worlds of Marry Land. These each feature 9 rounds of stock enemies and then a battle against a large boss enemy.

When you reach the end of the game, you will rescue the princess (or king) of Marry Land.

Each stage is cleared by defeating all onscreen enemies, minus purely environmental threats and invincible enemies.

Your jump is pretty short and has more height than lateral trajectory. It's better than it sounds though, it's responsive and there are no inaccessible jumps. It's like a good version of Ice Climber.

The Hammer has limited range, though again - it's not so bad. A little practice and you will be an ace with it.

---DDD2.2: Manipulating Enemies---

Enemies form the core of Don Doko Don. Once all enemies are defeated on the screen Don has to the next area. There are also threats from the environment itself. The worlds are not just background themes - they also bring specific threats with them.

Don can defeat enemies by bopping them with his hammer, picking them up and throwing them. An enemy may also be defeated by getting hit with another enemy though this may only knock them out.

You can move with enemies, though the speed at which you move is influenced by how many enemies you have.

```
----- .-.          *Holding only one or two enemies, you can move at
----- .'__\         a speed close to your normal speed.
----- ('V')<(X__x)>
----- <(\_/)>
----- // \\  

-- .-. <(X__x)>      *Holding many enemies, however, slows Don to a crawl.
-- .'__\ <(x__X)>
-- ('_')<(X__x)>
-- <(\_/)>
-- // \\  


```

But what difference does this make? I mean, aren't they under your influence now?

Well, sort of. A projectile of four mushroom enemies is stronger and wider than that of one. So why not use it? Well, you should, within reason...

```

      .----.
      .-. /_____\ *WAKE!*
*BLOP*.'__\ (|O_O|)
      (X,X) | | ----<Don't let me sleep through the party Don, I'm a
      <(\_/)>/ '- ' \      FUN GUY after all!!!>

```

// \ \ '- ' '-'

Enemeis eventually come to their senses. No matter how many you carry, they will wake up after a set time. Hence the consideration of load. If you slow down, they might all wake up before you manage to get to get to your location and line up your shot.

Now, when an enemy dies it will release some fruit. Ane nemy dies after you throw it under most circumstances. If they hit a wall or another enemy, they will perish.

---DDD2.3: About Power Levels---

.-.	#		
.' _ \	#	## #	
(' _')		##	
<(\ _ /)>	-----	<(X ___ #	----- <(X ___ x)>
// \ \		# # _ _	
-----+			
		^	^
	Don has a low power		Don has a high power
	level and the enemy		level and the enemy
	hits the first all.		passes through the first
			wall and dies on the stage
			wall.

Power level is denoted at the bottom left corner. When it fills and flashes, Don can throw enemies through any wall and any enemy. This is EXTREMELY helpful and defeats the need for strategy in a lot of stages. For instance...

___ .-.-.-	___	This is not a hypothetical, this is a scenerio from the
-....-		game. The King enemy produces Card enemies. You can try
@@oo___		to hit him from below - it can be dangerous. You can try
@@ (___)		to drop down beside him, very dangerous.
-''- '_ _		
(\ \		If you have max power you can throw an enemy THROUGH the
/ --'-		walls and kill him houtright - with barely any risk to
/ \		Don in the process.

This is literally the function of Power - penetrating walls and hitting multiple enemies at once. You can increase power primarily with items, and it decreases with spotted fruit and zeroes out when Don dies.

---DDD2.4: Time Limit---

The game's rooms are on an invisible time limit, which is reset every time you die. When the time limit runs out, a little winged imp with a trident will appear and assault Don. He is invincible, and stays until Don dies. Nice guy.

He arrives in the following pattern

```

.-----
(
'-----
)
```

And so on and so forth until it reaches the bottom. Once it does it will fly to the centre. It will then start to fly at Don. He tracks your position and flies

You can jump to a specific room by typing DDDRM and then the number of your room.

DDDRM01 takes you to round 1. DDDRM51 takes you to round 51.

DDD4.1: World 1

World 1 is a forest, and most of the rooms and enemies reflect this. There's nothing too serious yet.

~=-_DDDRM01: Room 01_-=~

The match starts as the Large Mushroom, Chestnut, and Small Mushroom begin to make their way down toward your carpenter. None of these enemies are particularly potent, so they are easily dispatched.

However, you may want to wait until the red potion appears up at the top before taking any of them on. This potion increases Don's speed and that will be helpful at least until you blow the death.

After collecting the item, hammer one of the enemies and defeat both of the others with one toss if possible. If not, at least defeat one of them with a throw and then proceed to rock the other with your hammer and throw it against a wall.

~=-_DDDRM02: Room 02_-=~

Six fire-spitting mushrooms and a normal large mushroom at the top. This one's not so bad if you're patient.

First of all, there is a power potion that will appear at the top of the stage. If this is desirable, you'll have to wait for the mushrooms to fire, then climb to the top. Stun the large mushroom up here, and wait for the potion to appear before grabbing it.

Once that's decided, you should use the corpse of the large mushroom to toss at one row of fire mushrooms. Since you just started, this will only kill one of them and simply smash the next. This means you can take the smashed fire mushroom and use it to do the same on the next row.

If you can't use this tactic, smash one fire mushroom, and fling it at the next before it can spit fire again. Not as safe, but still effective.

~=-_DDDRM03: Room 03_-=~

A handful of small mushrooms and a chestnut are there to lend that large mushroom a hand. The faces in the trees are key to this level.

If something enters a tree's mouth, it will exit out the other mouth. So this is important as the mushrooms could get the drop on you. In this level, I find that a (P) icon shows up toward the centre - very powerful as it instantly fills your power meter. So I would say jump to the first platform, then the

central platform in line with the bottom tree-face's nose and wait for an item to appear.

By the time you get an item, the the enemies will be very close together. This means you should be able to get all, or almost all, of them in one shot. Clobber them all, pick them all up, and throw them all against the wall.

~=-_DDDRM04: Room 04_-=~

This takes the face trees to another level. There's a Death Hammer in this area however, appearing above that "T" shaped platform. This was black in the arcade game. But I digress, the Death Hammer kills enemies in one hit. So grab it, and start whacking.

The enemy you should make your way towards first is the Large Spawning Mushroom which is just like the Large Mushroom but seems to spawn new Chestnuts. No major threat, but yes it can be an aggravation.

It may jump down to the T with you, so stay to the right side of the T. You can finish most of the stage from this one position, as the small mushrooms and chestnuts will jump up to the T from below - just close enough to be hammered.

Note that the fruit they spawned can be sucked up by the tree faces and thrown to the top tier. Chase it if you must, just don't take too long.

Even if you don't use the Death Hammer, this stage is best tackled from below as you can take partial cover down here.

~=-_DDDRM05: Room 05_-=~

Alrighty then, bunny rabbits. These rabbits are much more mobile than any mushroom you've thus far faced. The rabbits are slightly quick, and hop everywhere.

Climb the left side of the screen right away. Knock out the rabbit that is making its way up here and then jump across to the right. On top of the middle structure, stay near to the left side and clobber all the bunnies as they jump up here with you.

There's also a (P) icon that often appears up here, great for these walls. But the bunnies will be coming up beneath you. Smash as many as possible, then toss the whole works of them at the wall.

As for any other bunnies, you can use the shmuck you clobbered at the start and throw it through the wall to hit any stragglers. If you lack the power to do this you will need to enter the bottom of the structure and knock the rabbits out from below.

~=-_DDDRM06: Room 06_-=~

Okay, so there are deadly fruitsdropping from the ceiling and some guys tossing boomerangs. One guy will even follow you down to the bottom. Smash any fruit that gets in your way and stick around the centre of the bottom of the screen. A flying hammer will appear here. You can throw the flying hammer, super useful for this level.

Toss the hammer at the boomerang man that has jumped down to your level. Pick

up his corpse and throw him at the two boomerang men immediately above you. If one of them leaves a corpse, use it on the next row.

If they are both destroyed, you will need to wait for one guy to catch his boomerang and then smash him. You can throw this guy at the other dude across the way. You're outside the range of the other boomerang so no worries.

If the fruit block this move, you will have to get him with the flying hammer. If you died and lost it, wait until he catches a boomerang then smash his face in.

~=-_DDDRM07: Room 07_=-~

Dropping fruit and fire mushrooms. There is a speed potion appearing above the central fire mushroom, but it's not a priority target, If we CAN get it, we will of course, but it's not the focus of this stage.

But let's start by jumping up straight up from where you start. Don't jump into the large mushroom here, but jump and swing if possible to connect. It may be best to jump up beside him and swing. If you can manage this, then let the fire mushroom at the centre fire off its salvo then return fire when the coast is clear. Now, if there's another mushroom climbing the centre stage, make sure you defeat it first. Jump over beside him and smash him. Jump and grab the potion.

You can use this mushroom to take out one of the remaining fire mushrooms if you so please. It's better than whacking him in the face. A chestnut or small mushroom can take out the other fire mushroom. If neither is an option, use one fire mushroom to take out the other.

~=-_DDDRM08: Room 08_=-~

Six bunnies, no problem right? Well, there are rocks falling from the ceiling here that will kill Don. Think of it like Donkey Kong, jump those rocks as if they were barrels.

There is a power potion that appears here but it is probably too dangerous to grab under most circumstances. If you want to try after the rocks subside, be my guest. But when you see the faces on either side tense up, more rocks are on the way.

Jump up twice from the start and defeat the two bunnies falling down the left side. Climb back up and avoid the rocks. The other rabbits should be grouping together now. Grab the potion if you want and then come down and take out as many rabbits as possible before the second wave of rocks arrives.

~=-_DDDRM09: Room 09_=-~

Jumping rocks. It's easy to take a long time to complete this stage, so beware. It was actually much easier on the arcade version as the spawning mushroom gave you ammunition against the jumping rocks. Not the case here, unfortunately.

The best way to handle this is to let the small mushrooms start to jump down, then climb up to the top. There's a potion soon appearing at the bottom, if you want to grab that first.

When the second from the top rock jumps away from your position, jump over and

start hammering the top rock. If he hasn't made a large jump when you started, then he should be staggered enough that you can keep it up until he cracks.

If the rock beneath you is going to leap up beneath you, make sure get out of the way.

Continue this all the way down to the bottom rock creature - you may want to throw some small mushrooms at the last guy. To reach a lower rock creature, walk off the edge of a higher platform, then hold the control pad in towards the lower platform.

Clean up on the smaller mushrooms and you should be able to get out of here before the little imp guy arrives.

~=-_DDDRM10: Room 10_-=~

The first boss, a Giant pumpkin. It can kill you if it hits you with its vines or if its fire hits you. It spins, so the vines are always an issue, and the fire is lobbed in an arc before burning out on the ground. If fire lands on one of those platforms, you can be sure it'll cover at least half of it so you'd best get moving.

So how do you damage this boss then? You need to hammer the pumpkins on the end of its vines then toss it at the main body. These pumpkins will only stay smashed for a limited time, however, then they light on fire - this will kill Don if he's holding one.

None of the platforms are particularly safe. I find it best to climb up to level 3 and crack a pumpkin, toss it, dodge the fire and return to the bottom. However, the fire can be lit up too. The problem with the fire is that it can come out of nowhere. It is shot from the pumpkins at the end of the vines, but there is absolutely no warning.

So it's best to only try one pumpkin toss at a time - don't get greedy. You need to concentrate on the whole room so as you -can- dodge the fire. Also, try to knock the pumpkins off the longer vines, so that you don't get clobbered running in to pick one up.

Grab the small pumpkin it drops for 1000 points.

DDD4.2: World 2

World 2 seems based on a house or series of buildings. Its theme seems to largely be cooking, though it's not only theme. Just the most prevalent.

A number of enemies here can create environmental hazards or trip Don up with attacks that, for instance, stun rather than kill.

~=-_DDDRM11: Room 11_-=~

The conveyor system here will carry a number of the mice down toward you. Stay in the bottom left corner for a little bit and see if a book appears above that central chamber. If it does, it's the Book of Smash.

The mice are on the lower left side of the screen, climb the upper right side. Jump over to the central chamber swinging your hammer. One of the mice has

surely turned around and started on its way back toward you. Fine, knock him out and the book of Smash knocks the rest out.

When the mice at the top are knocked out, they will be carried by the conveyer down toward the ground. So you can easily dispatch them, and get back to the bottom int ime to kill the other mice.

If you can't manage to grab the Book of Smash, fine. The upper tier is easily reached and the mice almost always group together.

~=-_DDDRM12: Room 12_-=~

While a potion appears on the righthand side, we aren't going for that exclusively. Instead, let's head up the left side. Within the left chamber, stick to its right side. Jump over to that fairy pigogator (???) and hammer it. You should jump when the flying pigogator at the top of the screen stops and tosses its trident down.

Continue to the top and destroy the pigogator up here, then take out the flying pigogator. Jump and hammer him from the side. The rest should be fairly clumped together on the righthand side of the screen. Clobber and toss.

This stage really isn't so bad as long as you take out the flying enemy early.

~=-_DDDRM13: Room 13_-=~

There are a number of chefs in the middle of the screen. Now, even in the arcade version the Book of Death appears in this level - highly useful. Wait at the bottom of the screen, in the centre. When the book appears, wait for the chefs to move and stop. Jump up through the levels rapidly to grab the Book of Death. The chefs will pause, then all be destroyed.

If you cannot manage to reach the Book of Death, the chefs will pause and give you an opening. Jump up behind one and clobber him, then toss him at another chef. Keep this kind of action up and the stage will be over soon - with or without the book.

~=-_DDDRM14: Room 14_-=~

Six pigogators on bouncy platforms. These platforms bounce Don straight up, and this honestly does impair movement.

Climb up the left side of the bottom left "E-like" structure. Clobber and toss any pigogators that get in your way. Stay at the very centre and a royal figure should appear here. This stops time, briefly. Head right, climb to the next level and take out the pigogators starting from the top and working your way down. You may even be able to freeze them all in a line.

If you can't get the Royal Figure, you will have to make your way toward each pigogator. This made difficult due to the bouncing, but at least they aren't an aggressive lot. Kill them as soon as you clobber them - they make fine projectiles, but chances are you won't be lining up a shot today. If you think you can, however, by all means do so.

~=-_DDDRM15: Room 15_-=~

A max power icon appears near the bottom middle - useful power-up but not necessary for this round. The bears will essentially gravitate toward the top and bottom. Since there's an item involved, let's start with the bottom.

Fall down through the middle and hammer the bear that started down here. Kill one of the bears jumping down to the bottom of the screen. Clobber and kill the other guy then head to the middle for the item. Actually you could use him to snipe one of the bears jumping down the middle.

Most of them stick to the middle now. You can easily clobber one, wait for the next, then snipe this same next bear. Just make sure to throw the bear if it starts to regain its senses.

~=-_DDDRM19: Room 19_-=~

Another seven bears here. 1 jam, 4 cake, 2 pie. But I digress, we'll be coming out on top here. There's a speed potion in the middle of the arena but we will be giving it a miss unless we have time to grab it at the end.

Stand at the bottom beneath the left side of the ledge. Keep swinging your hammer and you will clobber any bears that jump down here. Eventually, a whole mess will appear. Clobber them, and throw them at the bears to the right.

Yeah, it's that easy. Grab the potion for some points if you can.

~=-_DDDRM20: Room 20_-=~

The boss of world 2 is a giant chef bear. It bounces around the top of the screen while tossing candy. This candy -can- fall to the floor. Fine, stand beneath a platform and they will never hit you.

Trident mice arrive from the doors at the top of the screen. Clobber them, climb up the platforms, and toss them at the bear to damage him. Of course, ditch them if they start to shake and only carry maybe two at once.

Really, this boss is simpler than the pumpkin. Just make sure he is bouncing away before you toss the mice at him, and jump way up into the sky to make sure you hit him. After tossing, get beneath some kind of platform so he can't return the favour.

When he dies, grab the chef's hat for 1000 points.

DDD4.3: World 3

This is an ice-themed world. Icy floors and one of the game's most aggravating enemies await!

~=-_DDDRM21: Room 21_-=~

The yeti's here are just like large mushrooms - they simply try to bash you. The icicles will fall from the ceiling to crush you, however, so keep moving if you pass beneath one.

A max power icon appears at the top centre, so we're heading there. As soon as you can move, jump up here and stand just below the top left platform, while you

are ON the top middle platform. Defeat the Yetis that start at the top, and grab the power-up.

The other guys will be jumping up toward Don at this point. Defeat them as they arrive.

~=-_DDDRM22: Room 22_-=~

Icicles and YEtis again. a speed potion appears at the top, though its a bit out of the way to be truly useful in this stage.

Wait at the bottom for the Yeti to jump down. Wait for him to come close and hammer him. Grab him and wait for the next Yeti to drop down. Throw your quarry at him.

There's a small platform at the bottom here. Jump to it, then up and right to the next platform. If the Yetis are standing still, jump over to them and take them out.

~=-_DDDRM23: Room 23_-=~

The snowy platforms drop when you hammer them, the Ice Blockers slide deadly ice blocks toward Don.

Climb all the way to the top left area and smash the Ice Blocker. Grab it and drop down and toss it right at the Ice Blocker on the mid level. Let its ice block pass first.

Alright, now head right. Clobber the next Ice Blocker. If you knock the floor out, drop to the bottom and use the smashed ice blocker to defeat the next one. Otherwise, try to hit the ground so that it stuns the last ice blocker, then drop down and throw it.

~=-_DDDRM24: Room 24_-=~

The blue yetis here (probably because of the pallette) don't seem to move very much at all. Climb all the way to the top - be careful not to walk into a yeti. Defeat the ice blocker up here and wait - a royal figure will appear.

The second ice blocker is the most important enemy to kill while time is frozen and you should take its body to toss at some of the blue yetis down below. Defeat as many of these Yetis as possible before time runs out, and any left over shouldn't be too hard to take out.

If you cannot get the royal figure, this is probably still the safest path to take. Just wait for the second blocker to make its move (jump or block toss) then drop beside it and clobber it.

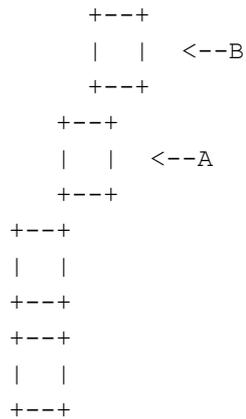
~=-_DDDRM25: Room 25_-=~

Ice Queens. They can instantly freeze you if you approach from the side. Easily the most potent enemy in the game because their strike is sudden and deadly.

Climb up to the third platform and wait on the righthand side of it. Defeat the

two upper ice queens as they drop down. Now, the next little bit requires precision though we must make haste because we waited just down.

Where the ice goes like this on the left hand side:



Hit block A when the Ice Queen is beneath block B. Block B will fall and crush her. If it misses, you will have to break into the other side and attempt to drop the whole works on her.

You can do the same with the other Ice Queen and then take out the Yeti. If you absolutely CANNOT hit an Ice Queen with an ice block, then it's best to take them on from above the waist. Either hit them when they jump, or approach them in line with their face.

IF your power is maxed, just toss something THROUGH the ice to kill them.

~=-_DDDRM26: Room 26_-=~

Many, many ice blocks. Destroy the top block on the lower section, and all four of the blocks on the left side on top of the platform. Now, of the enxt column over, destroy two blocks. It's now jumping height. Jump up on top and reduce the next section to two blocks.

Either wait for the Ice Queen to jump near you if she's close, or run over and smack her if she's in the small pit.

Alright, the two other Queens. If you have max power, easy - just throw something at each one. But if you don't, we have to move quick. Small hops must be made to knock down their wall, starting with the lower block of the wall. When two blocks are destroyed, get out of the way and catch the Queen as they jump down - vulnerable.

When both are destroyed, break your way into the Yeti and destroy it before the time starts to run out.

~=-_DDDRM27: Room 27_-=~

Before the Ice Queen Start moving, run right, jump and smack one. Jump to the far left side of the first platform here, then left and grab the Ice Queen you smashed while simulataneously dodging the ice of the second one. Turn and crush the second ice queen with a thrown queen.

Phew. Now, there's a column of ice to the right. Knock it down to two blocks, then head up and grab the Royal Figure. When ypou do, defeat the Ice Queen up here, then head back down and jump and hammer the Ice Queen in the middle. Then

head left and get the other two queens in range before the time returns to normal.

Even if you don't get the Royal figure, you should take out these Ice Queens when their backs are turned. They are very difficult to destroy from above or the side.

Now, head back up the righthand side and smash your way through the ice until you are below the final Ice Queen. When her back is turned, jump up and smash her. Jump again, grab the body, and throw it to finish the round.

~=-_DDDRM28: Room 28_-=~

This pyramid of ice's shape will be used to our advantage. Honestly, it's best to start with an Ice Queen as the Yeti will likely drop right onto your head - killing you. There IS a max power near the op if you're so inclined to try and get up and into it...

When the nearest Ice Queen turns her back, jump up and defeat here. Now, dig into the middle Yeti's chamber. This should also release the top-centre's Yeti. Defeat the two of them and concentrate on the second Ice Queen.

She should be standing under a "/" shaped section of ice blocks. Hit the bottom block to drop the whole works on her and kill her. Nice. Otherwise, you will need to get her from above the belt - wait for her to jump, or clear a path in line with her face.

When you're ready to take on the Yetis, simply start digging out to them. This should form a hole in the wall as blocks fall. Jump up, dispatch the Yeti, then work on the final Yeti the same way.

~=-_DDDRM29: Room 29_-=~

Five Ice Warriors - very dangerous enemies and this is wholly an action based stage. There IS a Death Hammer here. Worth picking up if possible. Instant kill.

However, for the first two. They will both drop into the same chamber, that looks like this in the middle of the stage -



Stand on the lower ledge and smash them rapidly through the wall. Five direct hits to both of them should be enough to crush them.

As for the top guys, especially if you didn't manage to get the Death Hammer, you can get them in a similar chamber except with a fall-away floor in the middle of it.

You can crush them just as you did before, but don't hit the fall-away floor if you can help it as it will release them to the rest of the stage. You can stand on the side and swing and never hit that part of the floor, however.

~=-_DDDRM30: Room 30_-=~

This boss is a hermit crab. It flies around the top of the screen reaching its claws out. There are two walls of ice as well - leave these alone as it helps keep the smaller hermit crabs at bay.

You see, it also releases smaller hermit crabs, and if they have unrestricted access to those side platforms they will get in your way when you try to throw clobbered hermit crabs at the boss.

Now, it CAN reach through the ice wall, so you may have to retreat a little when it comes near. Otherwise, drop down and smash about two hermit crabs at a time to bring up and throw at him.

Remember, however, that the crabs will still come after you and the ice may block off the escape route. If there's a surplus, kill them off and grab some stragglers to take up and toss at the boss.

HOWEVER, if you can get a LOT clobbered near the sides, it's worth it to toss them all.

The crab it self drops from the shell when it dies, grab it for 1000 points.

DDD4.4: World 4

World 4 is a colourful jaunt into the sky. You're getting close to the castle now.

~=-_DDDRM31: Room 31_-=~

Four kings. These kings produce cards that attack you. They're our priority target.

Start by jumping up and right, clobber the king. Defeat it and do the same for the central King (in teh small chamber) but make sure he's to the right so you can get inside there with him and get the max power.

The other two Kings will release cards. Jump up next to them when the cards depart and defeat both of them. Stay within the structure. When the righthand drop is clear, drop to the bottom of the structure. Once we're down here, we can start smashing cards.

The cards will be taken out the same way as the kings. Jump up beside them and hammer them. It may take a couple of passes.

~=-_DDDRM32: Room 32_-=~

This stage is shaped like a bear's face. There are also clowns here. Clowns jump around and are more dangerous than Cards. However, so they are secondary targets due to the sheer reproductive potential of Cards.

Jump to the mouth ot the bear and defeat the King that's here. Turn and swing at the clowns bouncing towards you. The Kings at the op will be producing Cards but wait above the nose for a crystal star ball to appear. this causes stars to rain down, defeating every enemy they touch.

Meanwhile play clean up, starting with any Kings.

~=-_DDDRM33: Room 33_-=~

A long series of platforms and gaps. There are four kings here, and so there can be potentially many cards. And since there are many levels, they can be all over the place. However, since each level is so distinct and easy to reach, clean up is no problem. You can line up with a target easily and hit it with a thrown card. No problem.

Either way, start by hopping up and clobbering the closest King, around about the low centre of the screen. Carry him up and hit the next King with him.

The top two Kings have likely released their cards by now. Hammer some cards, take them up and toss them at a King. Either get to the second King before he can make more cards, or get some more cards and do the same.

A simple matter of clean up now.

~=-_DDDRM34: Room 34_-=~

There are some Kings at the top, but we'll use the twisty platforms to our advantage to quickly blaze a trail.

Jump up and smash the card. Throw it into the loop to the right and it will follow the path and hit the clown, and if you're powerful enough - the first King. If you can't hit the King, wait for the second clown to bounce down and send him through the loop.

Once the first King is dispatched, we'll climb up to the middle platform. Jump up and smash him. Even send him DOWN through the loops to hit some of the cards he made.

After this, it's clean up time.

~=-_DDDRM35: Room 35_-=~

There are strange jelly-like enemies here, and the stage is shaped like them. These jelly eggplants.

The only real strategy in this stage is to get in, strike a few of these guys and get out (the upper right portion of the stage is escapeable). You need to strike the biggest form on top of the head, I find. This is much easier in the arcade but for the NES they can attack as soon as they split, meaning you can't instantly wear them down.

So I find it best to make a few passes, and easiest when they're clumped. When you have smashed all of them down to nothingness, the stage ends.

~=-_DDDRM36: Room 36_-=~

Danger? Not really. This stage is actually very tame. Knock out the first King that drops to the ground. The other two hit platforms and make cards, but soon jump down after you as well. Defeat them with thrown cards, or defeat the cards with thrown Kings.

Now, start at the bottom left and make your way up the platforms to the upper right - the R in DANGER. You may pick up a Death Hammer along the way. Fine,

take it but it's not super necessary.

Take out the first DANGER card as you make your way into the word. Get on top of the word and teh second guy will come up to meet you. Don't disappooint him.

~=-_DDDRM37: Room 37_-=~

That windmill flings anything that touches it - including cards. Into YOU. Stay on the bottom central platform until the Royal Figure appears. Grab it and stop time.

Make your way up the left side of the screen, smashing (but not dispatching yet) any clowns. Smash the King at the top and throw it right. If it doesn't defeat the King on the other side, jump intot he WIndmill and it may fling you to the righthand side. If it does, kill the King over here.

Otherwise, get as close to the second King as possible before time returns to normal. Stick closer to the bottom if time resumes and there's unsmashed enemies.

Take them all out while staying out of the range of windmill-borne enemy projectiles.

~=-_DDDRM38: Room 38_-=~

Wow, this is so easy with max power. Just grab an enemy and trhow it into the curves and it will destroy 90% of the board - including the King.

If you do not have max power, simply Smash the clowns and launch them through the loops all the same to take out anyone in the way. As for the King, wait until there are no or few cards in with him, jump up from below and hammer him. A lot safer than trying to jump in beside him.

Now, throw any leftover cards into the loops as well - maybe it will speed up the cleaning process?

~=-_DDDRM39: Room 39_-=~

Kings and Clowns in a treasure box shaped room. Killt he clown near the question mark fromt he getgo, then jump up to the first King under the lid. When you kill him, wait here for a crystal star ball to appear. Starts will start to rain down on your foes, killing them.

It's most important that they hit the other King. While they rain, go and dispatch teh other Cards and Clowns and the stationary King should get hit by stars.

If you CANNOT get the crystal ball, the strategy is much the same, except you will need to wait for am opportunity to get in with the other King and smash him.

~=-_DDDRM40: Room 40_-=~

This giant magician is actualy a lot easier than his Arcade Counterpart. The arcade magician twirls his staff, blocking hits. This guy nearly moves it back and forth and moves around the screen covering more than just the top.

The balloons that raise at the top of the screen release rabbits. You can smash these rabbits then carry them up to throw at the boss. Now, the magician moves his staff back and forth. If the rabbits hit the staff, he takes no damage. If they strike him, he does.

So wait for him to move the staff to one side of his body then strike him on the other. He will sometimes pause as well, your signal to hit him with a lot of bunnies.

But a lot of bunnies don't appear at any one time. Just use all you can as fast and accurately as you can. It's easy to make it far into this fight without getting hit, but the little devil guy will aim to fix that if you take too long.

Touch the bat he releases for 1000 points.

DDD4.5: World 5

The fifth world is a castle, and features many environmental hazards and some of the trickiest levels.

~=-_DDDRM41: Room 41_=-~

Those golems at the bottom will cause a bit of mischief if they get loose. Climb to the top of the structure next to you, then drop down next to the triangular structure housing the two golems. Jump to the top of the first step of that triangle and hammer the golems until they crumble.

Now, there's three ghosts heading down toward you. Crush the ghosts and carry them up to the top and toss them at one of the Golems. There is likely a max power here too, grab it before you toss.

After the toss, jump over the golem and strike him until he crumbles. Then jump over to the other guy and take him out. Golem in, you win.

~=-_DDDRM42: Room 42_=-~

The big threat here is the swinging spike ball. It swings back and forth in an arc. You see the multiple small platforms along the bottom? You can stand here and the ball will fly over you. But NOT near the opening. Good to know.

Anyways, stand under the opening in the lower centre of the screen. When the flying hammer appears here, grab it. Let the golems stand next to the opening. When the golems stick near the centre, jump and smack them with the hammer. Stay down when the ball swings back in. Destroy both, then get ready to go on a trip.

Stick near the centre and start jumping when the ball swings to the side. Get to the platform immediately over the middle gap.

Jump to one of the golems the next level up, stand on top of the square and smack the golem in the face. The golem across the way is likely jumping up and after you. If you still have the flying hammer, smack him as many times as possible from across the gap. Otherwise, drop down next to him and take it out.

Get to the top centre platform. Jump over next to one golem's face and destroy it. Great, now do the same for the last golem.

~=-_DDDRM43: Room 43_-=~

Move up in line with the caterpillar. This thing can swallow you whole. The golems next to him can also be eaten. Stand on the small platform just outside the golems and caterpillar and when the caterpillar reaches the wall, jump out of the way and it should eat a golem.

Once it has eaten every golem, we can proceed. There is a max power icon that will appear, feel free to grab it.

There's two golems left at the top of the screen. Toward the left side of the platform. Jump up, then on to the square ridge. Smack the golems in the face when they draw near.

~=-_DDDRM44: Room 44_-=~

The mages now and then launch a ball in an arc through the air that tracks your position from when it was launched. You will often need them to make their move before they act.

The faces in the wall will fire lasers from their eyes when they open them. These lasers will petrify Don - instant death. Now, in the arcade game you could stay in those little pits and not get hit. Not the case here. So we need to do this in three passes.

The first pass involves you jumping up and smacking the bottom-most mage. Grab him and toss him and get back to the bottom. Wait for the death hammer to appear and take it before you continue.

If you don't do the Death Hammer, you need to do this second pass in two passes. Jump up and kill the guy on the right, then leap over beneath the left guy. Now, beneath this guy stand beneath the righthand side...

+----+ +----+

| |

+----+

A <--- Stand under point A here.

Jump up and kill the mage. If you're in the wall, you can walk off to the right and get back to the bottom before the lasers fire. If not, well - kill the last mage and hope for the best.

The last guy should be reached and slaughtered as quickly as possible. Stay on the top level at the far right. If the laser fires, jump over it and hope you port to the next stage first. You will probably clear the laser, anyways.

~=-_DDDRM45: Room 45_-=~

There's a few staircases here. There are five mages and one caterpillar to contend with.

Jump up and knock out the first mage. Jump up holding him and use him to take out one of the next mages. Run over and defeat the next mage. If the max power icon appears, snack it.

Now, make your way to the top left. Move up when teh caterpillar is five right. Knock one out and retreat if the other guy attacks. Then, toss the knocked out mage at the other guy. Retreat briefly if the caterpillar comes close. If he does, it might be best to take out these mages one at a time.

~=-_DDDRM46: Room 46_-=~

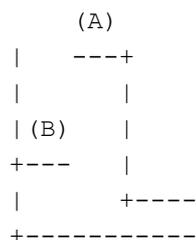
The axe knights will block direct attacks from your hammer with their shields. It's best to use an indirect attack. If you have max power, this is an easy stage - just throw the ghosts at the axeknights.

Otherwise, use the ghosts to hit some axeknighst and try to thin them out before grabbing the royal figure. When time stops, clean up. They can't block you now BUT if they were in midblock they still will.

If one is in the thin column at the lower right, make sure you bop it on the head when it tries to jump back up.

~=-_DDDRM47: Room 47_-=~

Alright, axeknights again. This one is actually really simple. Stand under the leftmost edge on the structure and the axe knight will jump down. Smack it and toss it right into the axeknight at the far right. Turn again and smack the next axeknight as he jumps down. Throw him and jump up the central platforms.



This section on the righthand side is our goal. Stand at point A and smack the last axeknight as it jumps form point B. That's it bub.

~=-_DDDRM48: Room 48_-=~

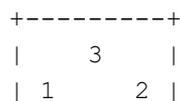
A lot of mages here but they don't seem to favour their projectiles. Smack the closest one from below then toss him at the next mage on the same level. Jump on top of the caterpillar.

The mages at the top will climb up and jump down when you're toward the left of the screen. Smack them as they fall down if possible. The caterpillar will eat them while you are on top of them, whether they're smacked or not.

There's a book available here, but it's not totally accessible. Forget it.

~=-_DDDRM49: Room 49_-=~

Five mages. There's a certain order to killing these guys. As such:



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|      4 |
| 5      |
|        |
+-----+
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1. Jump up to the second central platform, wait for the mages to attack. When it passes, jump up next to this guy and knock him out. Grab him.
2. Immediately move right and toss it at number 2, at the upper right. However, you can slightly take your time and jump on the fourth middle platform from the bottom when the mages have attacked. Toss it right and take him out.
3. Wait for the mages to fire, then take the left path up and to the right and knock this guy out. Grab him.
4. Wait for the mages to attack. Drop to small platform to the right (and just below) the third platform from the bottom. Toss the guy you're holding right and defeat number 4.
5. Let nummber 5 fire. Stand on the mid sized platform just above him. After he fires, drop down and smack him. Toss him to finish it.

Without the pattern, I'd say take them out in this order: 1, 3, 2, 4, 5. However, this means jumping in front of them and attacking. This could get messy. Move quickly, and jump in swinging.

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~=-_DDDRM50: Room 50_-=~
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The dragon is much different than the arcade iteration, in the famicom game he flies around. He's MUCH easier to dodge this time around.

He will point his head in the direction in which he will launch a fireball. This fireball appears at his head before he launches it. Now, he has only three angles, as far as I can tell, at which he can launch the fireball. So even though he is pointed at you, the small fireball can easily be jumped.

Alright, so the enemies he summons are Kings and Soldiers. Try to catch them as they drop down. You don't want to handle too many at once, so if they start to pile up, kill off a few of them - knock them all out and toss them at the wall.

But for most loads, you will want to climb up above the stone wall and toss a group of enemies at the dragon.

Just keep an eye on the dragon's head position and try not to let the Cards build up and he's much like the bosses you've already beaten.

The princess drops from the ceiling, and you've beaten the standard game. There are still more rounds to complete.

Read on, true believer.

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|                      DDD5: Reverse Rounds                      |
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The famicom version of DonDokodon also has a series of extra rounds, many of them are reversals or arrangements of rounds you've already completed. You activate these rounds from level 1 - there's a hidden key and a password prompter. See section 6 for full details.

The game itself refers to them as reverse rounds.

You can jump to a specific room by typing DDDRM and then the number of your room.

DDDRM01 takes you to round 1. DDDRM51 takes you to round 51.

DDD5.1: Reverse World 1

~=-_DDDRM51: Room 51_-=~

Stand on the bottom platform and wait for a few of the Fire Mushrooms to jump down beside you. Smash them as they come down. Once most of them have been defeated, we'll have to start on the offensive as it were.

Jump up into an empty chamber and set your sights on any of these Fire Mushrooms remaining or the chestnut or small mushroom. Defeat them, throw them into one another at this point since you don't need to wait.

There's a speed potion in this round but it's not integral.

~=-_DDDRM52: Room 52_-=~

There's a Death Hammer available in this round. Jump up to the third platform in the centre and from the bottom. Destroy the mushroom if it jumps down beside you.

Once you have the Death Hammer, drop to the bottom of the screen and start taking out the Fire Mushrooms one at a time, eliminating both on a level before continuing to the next level.

If you don't do the Death Hammer, this is still the pattern you follow. Except now, you are throwing one at the other for the second and third rows.

~=-_DDDRM53: Room 53_-=~

Face trees and a whole mess of Mushrooms. There's a max power icon in this room but things might just be too hairy to get it. There's a lot of enemies here and some of the mushrooms will spawn more small mushrooms.

You should start under the bottom left platform, knocking out enemies and throwing them into one another. If you notice a mushroom stop and the ground starts to spurt soil, take that large mushroom out asap as it is spawning more little guys.

Only use the tree's mouth if the enemies on the upper level are headed to the right or are absent. You do *not* want to get spit right into them and lose a life over it.

~=-_DDDRM54: Room 54_-=~

This is divided into four sections:

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+-----+-----+   Alright, this is the stage's layout.
|         |         |
B  2  |   4  A   A = Linked Tree Faces
|         |         |   B = Linked Tree Faces
+-----+-----+
|         |         |   *You can only reach Area 2 by jumping up from section 1.
A  1  |   3  B   *You can only reach Area three by taking the warp from area 2.
|         |         |
+-----+-----+
```

Good. So , let's first destroy the bunnies in section 1. Jump up and start hammering them before they begin to move - you may be hitting one through the wall. When both are smashed, destroy them.

At this point, wait for the two mushrooms to jump down from section 2. Clobber them.

Now, hit the -large- mushrooms through the wall between 1 and 3 and then jump up to section 2. Smash anything here, toss it on the run, and take the face warp down to section 3. Finish the large guys off here, they're probably just getting back up.

Now, just visit the other sections and clean up on any remaining enemies.

~=-_DDDRM55: Room 55_-=~

You've seen a room quite like this one before. It's not so bad. Climb to the top from where you start and you'll be to the right of the main structure.

(DON)

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Stand here, between your structure and the rabbit' structure and swing your hammer as the bunnies move towards you. The vast majority of them WILL move toward you as they escape the structure. When it's clear, throw the whole works of them at the wall.

Drop to the bottom of the screen and defeat any that fell down here, then work your way up through the middle of the structure so as to get any of the rabbit sthat didn't initially hop out.

~=-_DDDRM56: Room 56_-=~

This one's new, four chambers holding chestnuts and small mushrooms. I guess it's only fair to tell you that you can ride on top of dropping fruit. However if you're on one piece and the other hits you - you still die. The world is a funny place, my friend.

This one has a trick to it. If you can get higher on the screen, the enemies will jump out of their chambers making themselves vulnerable.

First ride one of the fruit up to the first set of platforms - well jump from the fruit up to this set of platforms. This should cause the enemies in the two lower chambersd to exeunt. When the enemeis closest to you jump past, hammer them then drop down. Smack the other set of enemies with them.

When all are defeated, get back on a fruit and then back to the first set of platforms. Wait for the fruit nearest to you to grow and fall again. When it starts falling - jump on top of it and then up to the next set of platforms. Pretty sneaky sis.

Now that you're up here, the second compliment of enemies should jump out. Do them in the same way as the first - hammer them as they drop on by.

~=-_DDDRM57: Room 57_-=~

Pretty tame. Let the mobile enemies drop to the bottom and smash and throw them as they come. Watch out for the fruit, but you should soon be left with Fire Mushrooms at the top of the screen.

Wait for them to spit fire and then jump up and smash one of the two fire mushrooms in range. Jump up and toss it at the topmost mushroom, then dodge the fireball that is likely on its way.

If you don't hit the top guy with one of his friends, you have to jump on a descending fruit to reach him. And as he's spitting fire the whole time - not a convenient situation at all. By the time you get a free moment the imp will probably be here.

So, yes, jump and smash it with projectile enemies instead.

~=-_DDDRM58: Room 58_-=~

When the faces on the side tense up, rocks will fall and roll. Jump up between the two sets of rabbits on the left and centre. Knock out those that come near and toss them. Jump up to dodge the rocks and follow them down to the bottom.

The rabbits should all be near the bottom now. Knock some out and throw them. If you can't beat them all before the rocks reach you again, dodge them and come back after them.

~=-_DDDRM59: Room 59_-=~

Rollings rocks and jumping rocks. Nasty. Jump up next to the first rock and rapidly smash him. Get out of the way if he jumps toward you or if the small mushrooms drop down.

As for the small mushrooms, toss both of them at the top jumping rock monster after the rocks start to roll away.

There's a safe way to avoid the rocks.

(B) -----

(A)

Stand at point A until the two rocks at point B roll right. Quickly jump up to avoid the rock coming to point A, then resume your previous action.

The middle jumping rock monster should be destroyed last of all.

~=-_DDDRM60: Room 60_-~

As in stage 10, you fight a giant spinning pumpkin. It actually seems a little easier this time with the different layout to the stage. If you stay at the centre of the longest platform...

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--- <-- This one.
,

You can move left and right to avoid the flames. The flames it spews will cover a bit of ground, but this platform is so long you can avoid it and continue to operate. Also, staying near the centre of it seems to keep you safe from lobbed fires - but not completely safe. Again, these fires can be tough to see, but keep an eye out for them. You have a platform above you to escape to if you truly need to run.

Smack the pumpkins on the end of the vines to release some smashed pumpkins, toss them at the big guy. It's best to smack the longer vines since you won't get crushed trying to grab them. They will eventually burn up, so throw them asap. Keep it up and it'll be over.

It releases a small pumpkin which can be collected for 1000 points.

DDD5.2: Reverse World 2

~=-_DDDRM61: Room 61_-~

Mice and a flying pigogator. Jump up to the conveyer and smash two mice. Start jumping up past the rest of the mice and toss them at the flying pigogator. Now that he is dispatched, the other mice may be on their way.

Start smacking the mice as you approach them and they approach you. There is a death hammer in this stage and while it is helpful it is not essential.

~=-_DDDRM62: Room 62_-~

Pretty straight forward. Wait for the first pigogator to move into the lower left corner of the central chamber. Jump to the first platform on the lower left then jump up and smack this pigogator. Throw it at the mice to the right. If you need to go over and clean house, do so.

After the mice have been defeated, there's one more pigogator in this central chamber. Get the max power icon if you can, though it doesn't have any immediate uses if you can live it's always helpful.

Anyways, jump up and defeat him. Then jump up between the pigogator and two mice at the top. Smash teh pigogator and toss it at the mice. Run in and finish them off.

~=-_DDDRM63: Room 63_-=~

There is a Book of Smash in this room. Climb to the top of the screen and smash the chef that has jumped up to meet you. Throw him at the other chef and wait for the Book to appear.

When the book appears, grab it and run down the righthand side of the stage as the conveyers here push you ahead rather than hold you back. Throw the mice at the bottom to win.

If you can't get the book, you should force most of the mice to the lefthand side before you get to the top during the start anyways. So head down the righthand side and look for an opening to get down there and get smashing. If the mice are jumping, bop them on the head.

~=-_DDDRM64: Room 64_-=~

Every platform here is bouncy, but it's actually very manageable.

Jump up to the second platform over the lefthand side and knock out the mice and pigogator as they move near. The advantage here is that all of the enemies draw near.

There IS a max power icon in this stage and while it's very helpful, you may very well clear it out before you ever get the chance to grab it.

The trick is to time your jumps so that you stop bouncing before the enemies get close to you.

~=-_DDDRM65: Room 65_-=~

Every surface here is bouncy. Our main targets are the flying pigogators. Hit the guy immediately to your right and pick him up, Climb the left wall, and jump onto the pink "T."

Toss it at the pigogator that has jumped in front of you. Alright, watch out for dropping tridents. Jump left and defeat the enemy here, the flying dudes should be at the sides of the stage.

There's a Death Hammer in the middle. Regardless of if you get it or not, we are now in a position to win.

Stay near the middle and smash the enemies that come near you. And in this position, they will more than likely make their way in.

~=-_DDDRM66: Room 66_-=~

Bouncy floors and bears that throw pies. still, not so bad. Let the mid-level

bears jump up then climb into the middle. Drop through the centre when the bottoms bears are spread and knock one out. Defeat him. Throw him at the wall, then knock the other guy out.

Carry him up and toss him at one of the bears now at the top. When you get a chance, jump up to the top left or right when it's clear. Knock out the bears and throw them at one another.

~=-_DDDRM67: Room 67_-=~

There's a lot of small slippery platforms here. So what's a carpenter to do? Stay at the bottom. Seriously. Stay at the bottom and defeat the chefs as they drop to the bottom. Stay beneath a platform rather than a gap and this stage will be quite simple.

~=-_DDDRM68: Room 68_-=~

Again, like the previous stage, this is a case of bringing the enemies to you and not the other way around. But for the first two bears, we will behave as normal.

Run and smack the guy who starts near the bottom. Grab him and throw him at the other accessible bear.

The other bears will eventually jump up and out of their chamber. Smash them as they drop down.

~=-_DDDRM69: Room 69_-=~

A somewhat simple stage feature all kinds of bears. Run forward and knock out the first bear near the bottom. Carry him up and through him at the jam bear. If the jam bear escapes, follow him up and attack him.

Now, above you there will be a number of bears and bomb cakes and the like. Jump up when the coast is clear, make your way toward the other bears while swinging your hammer to destroy any food projectiles. Smask these suckers around a bit and toss them.

Afte rthis, you just have to clean up any bears that dropped down to a lower level.

~=-_DDDRM70: Room 70_-=~

Liek the pumpkin before it, the bear has a different layout. This makes him a bit easier. He bounces back and forth tossing candy. This candy can fall to the ground to damage you. Avoid it.

The big difference is that there is one door aside from 2. This means you can control the flow of mice SO much better, especially since it is near the ground and not at the top of the screen.

Hammer mice as they fall from the door. Carry them up to one of the middle platforms and jump and toss them when the boss is at the low point of his hop.

Yes, it's easier to hit him at the top platforms. Yes it's easier for him to crush you from up here as well.

It's even worth the risk to carry the whole compliment of mice up here to toss, since it's not too far and they're all together at one point. As always, abandon them if you can't line up a shot.

He will drop a chef's hat worth 1000 points.

DDD5.3: Reverse World 3

~=-_DDDRM71: Room 71_-=~

Ice Blockers and Yetis right from the get-go. This one can be bridged with patience.

Move forward until the almost halfway point, smashing any ice blocks sliding towards you. Bash the blue yeti and defeat the bottom Ice Blocker with a thrown Yeti. Another Yeti is dropping from above. Destroy it.

Wait for the ice block above to zoom by then jump up to the third platform in the middle from the bottom. There's a max power icon up here - extremely useful if you can get it. From up here it is possible to jump out and attack the remaining ice blockers.

Just watch out for the icicles. Try to get the ice blockers onto the stairs.

Of course, some may jump to the bottom. They should be smacked as they fall. At least take them out before getting the guys at the top.

~=-_DDDRM72: Room 72_-=~

Run to the right and hammer any ice blocks rolled at you. Hammer the ice blocker here. Carry it as you jump up and toss it at another. Defeat the second ice blocker that's coming to the centre now.

Get the Book of Smash when it appears at the top centre. Grab it to smash the remaining Ice Blockers. Destroy them.

Barring the Book of Smash, you should stand above the remaining ice blockers and swing the hammer. You should catch them on the head when they jump.

~=-_DDDRM73: Room 73_-=~

This one's really no problem. Run right while crushing any ice blocks rolled your way. Smash the ice blocker here, then jump up in line with the next one. Dodge its ice block, then throw its friend into it to defeat it.

Great, now there's two targets left. Run under the two icicles to make them drop. Grab the Royal Figure when it appears to make the two guys at the top freeze. Climb up there and take them out.

Even without the figure, it's a simple matter to climb up here, smash either the yeti or ice blocker, and throw it into tis friend for the win.

~=-_DDDRM74: Room 74_-=~

Alright, this one's more complex than the previous few ice levels, complicated by the presence of the ice warriors.

Jump to the first platform in the wall you start next to and start hammering the ice warrior in the chops. When it's destroyed, it's time to get a move on.

Climb to the very top. There's ice above you and ice below you. Smash the two ice blocks immediately to your right. Hop and smash the ice above you on the righthand side until the ice warrior can fall into the pit beside you. Bash him until he crumbles through the wall.

Clear all ice leading to the next Ice Warrior (top middle) so that he is next to the protrusion from the bottom. When he approaches, smack him. He should stagger enough that he'll be downed before long. Jump into the middle and press against the next protrusion. The protrusions of course are these:

```
| <-- protrusion
-----+-----
```

Press against the protrusion and take out the two ice blocks as such:

```
[]
[]
[]
[] <--- Crack these
[] <--- two blocks.
```

Before the ice warrior jumps, crack the higher stack and ice should crush him. Otherwise, stagger and clobber him until he cracks.

Now, there's a yeti left over. Let's hurry up! Break your way down to the bottom of the level.

```
[][][] <-- The yeti stands atop an ice formation as such.
[][][]
[][]
```

The easiest way to get at him is to break one of the upper left or right block. Jump up on top of the formation and break the rest of the top blocks. If the yeti makes a move, run, regroup, and retaliate. If he is staying on a platform, jump to the opposite platform, jump over and smash him. Finish him.

```
~=-_DDDRM75: Room 75_-=~
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```

Oh, you're shaking, yes? So many Ice Queens? No problem. Let them first shuffle into the small pits on the sides of the screen. You can jump and hammer them here - their ice will miss you as you descend. Once all of them are clobbered in one area, jump up to grab them then toss them against the wall.

Great, now run over to the other side and do the same. They MAY drop down at this point, hammer them as they drop. Dispatch the escapees and then work on those remaining in the pits.

For those remaining at the top, try to walk across the ice then jump into the chamber directly below them Use tiny hops while swinging the hammer in this instance - if you jump too high you'll surely die.

~=-_DDDRM76: Room 76_-=~

Tough, but manageable. There's a max power icon here - super useful. You can crush at least two queens this way. Lining up 2 at once is greedy - the yeti will probably wake up long before you get lined up.

Start by climbing the left side. For the top left Ice Queen, let her walk away from you before you jump up and past her. Drop down the middle after taking the max power. You can either try to use these yetis as projectiles or just destroy them and move on.

Honestly? I prefer to stun an Ice queen and throw her at the Ice Queen on the other side of the stage. But whatever floats your boat, true believer.

Make your way up below one Ice Queen. Steady yourself on the platform - stay to the right if you're on the left and to the left if you're on the right. Make a small hop and hammer her. Jump up into her chamber, and deal with her. IF you still have max power, throw her at the other Ice Queen on the same level.

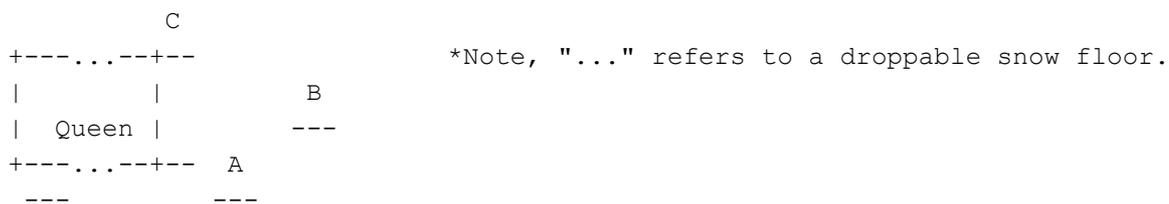
Clobber the Ice Queen above you as she turns her back, and deal with her as above. Or rather, knock the snowy platform out. This will let her fall - a sitting duck. You can't jump up there anyways.

Now, just repeat the process for the other side if you didn't toss one Queen at the other. You will have to repeat it for one of them anyways.

~=-_DDDRM77: Room 77_-=~

An interesting setup with two Queens and two Yetis. If you have max power - it's very easy. Toss one yeti and one Queen. Repeat and win. If not, it's a little trickier.

The yetis start by dropping down, climb the three platforms on the lefthand side of the screen and jump right off the thrid one. Now, there's a max power icon appearing here. You may as well take it. Honestly? Don't use the Yetis for it. They are likely to wake up before you get up there. It's not impossible though.



To attack the Queens, say the left Queen, consider this diagram. To reach the top, jump from A, to B, to C. Wait for the queen to be under the droppable floor and hammer it. This should knock her out. If you have max power, toss it at the other queen. Otherwise, attack the other queen in the same manner.

You can only escape these chambers by hammering the snowy platform in the floor.

Afterwards, clean up the Yetis if you haven't already.

~=-_DDDRM78: Room 78_-=~

Ice Warriors? Not so bad. Jump up and to the left of that huge column of ice, knock it down to only a single block of ice left, then retreat and get under the platform before the two Ice warriors jump down. When they leap down beside you, hammer them until they crumble - your hammering should stagger them, just be very quick about it.

Start crumbling the ice around the first yeti. Destroy it (and the second one if you have max power.

Knock away the bulk of the Ice here, then make an opening in the central column big enough for the Ice Warriors to escape.

This is the lower left corner. Hide under the righthand platform and swing your hammer like crazy when the ice warriors come down. The hammer should hit them through the floor. Move left and hit them as they jump down. Crush them before they can toss a sword at you.

If you still have a yeti left, break into his chamber and take him out.

~=-_DDDRM79: Room 79_-=~

A power-up for your hammer appears in the middle of the stage, but it's far too buried to be a reasonable target.

Hold against the lower left wall of the middle structure and defeat the two ice warriors who jump down next to it. Climb to the top when you finish.

Drop down the righthand side of the stage and take out the two ice warriors here in the same fashion - hammer them through the wall.

Now, to break into the middle...

[][][][][]_<--- up here, push against the little wall and smash the first
[][][][][] | ice block.

Knock out all the top ice blocks after this first one, then make your way inside the chamber.

Alright, there's one ice warrior left down here and we're probably pressed for time. If you can't smash him with a ceiling of ice, try to stand on a platform of ice just above him and smash away. Hopefully, he'll stagger enough not to make his move.

~=-_DDDRM80: Room 80_-=~

The hermit crab makes his reappearance here. Only this time, there's no ice wall to filter his spawn. At the same time there ARE walls to block your shots. Unless you have max power, you will have to jump to the very top and leap into the air before you throw an enemy.

Also, the floors are slippery. I would suggest letting the crabs come to you so that you do not slide right into them.

But I digress, he moves around stretching out his claws and releases small

hermit crabs which approach you on the platforms. You need to hammer his spawn and throw them at him to damage him.

The crabs can reach you much faster by making rapid jumps up the platforms. At the same time, you can carry a group of four of them to the top extremely fast now as well.

I find it best to stay at the bottom near the middle. Waiting on the platforms only fills them up with crabs and makes it difficult to avoid the reaching arms.

Instead, the middle gap acts as a filter, and you can hammer all the crabs jumping down from here. Then, with crabs in hand, jump up the side of the screen opposite of the boss and take your shot. It's so fast to take four crabs to the top that the boss should die in just a few shots...

When it dies, it drops a body out of its shell worth 1000 points.

DDD5.4: Reverse World 4

~=-_DDDRM81: Room 81_-=~

Two enemies? It seems the worlds now start out really easy before getting quite tricky. Anyways, this one should be a simple matter. Clowns do split, but you should be able to clear this before the first split.

Head up the left structure beneath the first clown. Jump up beside him and hammer him. Toss him.

Now, you can do the same for the second clown or you can get the Book of Smash soon appearing in the middle section - this is also helpful for other clowns that may have appeared. Once you grab the Book, climb out of the middle and destroy any guys outside of the structures and then climb up to destroy the second clown from the start.

Without the Book of Smash, make your way up to him, though you may have to chase after his clowny partners as he will -more- likely spawn them in this extended timeframe.

~=-_DDDRM82: Room 82_-=~

Three Kings in this room. It's best to stay on the first platform on the bottom smashing them until the crystal star ball appears. This crystal ball causes stars to rain down. And under the cover of the star shower, you can clean house pretty quickly.

However, if you cannot get the crystal ball, make your way to the top first and destroy the King up here. You will want to throw him at another of the Kings, and then throw some cards at the last of the Kings.

You can always escape over past the bottom right platform if things get hairy.

~=-_DDDRM83: Room 83_-=~

This one's super easy with Max Power, and there is a max power icon in it. The bad thing is, it's towards the upper right so you have to clear it out for the

most part anyways.

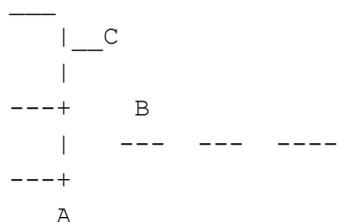
However - the pattern still stands. Knock a clown out and send it through the loop. Knock the next guy out, through the loop. So on and so forth. If they spawn any extra guys, fall to the bottom and start again. The second pass should be wholesale murder.

If they move to spawn new clowns, dodge the balls and continue with what you were doing.

~=-_DDDRM84: Room 84_-=~

Stay at the bottom and destroy the two clowns as priority targets. You can walk under teh ledge directly to your right. If you picked up max power in the previous stage, now is the time to use it. Throw a clown at the king. Otherwise, read on.

Once the clowns are dead, we're going in towards the King. We can move all the way around the top amd drop down onto that first line of platforms, or we can cut that out completely...



This is the lower lefthand corner. Stand directly under the wall at point A and jump up. Jump right to point B, then up to point C.

You will have to make your way above the king, then down to the second level of platforms, however. Get up beside the King and take him out. You will want to keep an eye out for cards as well. Only walk above or below the King directly if he isn't creating any cards.

Clean up the cards and we're done here!

~=-_DDDRM85: Room 85_-=~

Alright, there's enemies from other levels here. Mice from world 2 and golems from world 5. That caterpillar is also from world 5 and an onstacle to victory.

The three mice on the bottom should be destroyed first. Jump and smack them when they turn their back - jump and grab and toss them.

Now as for the golems - jump and swing when the caterpillar is gone. When it, drop to a platform below then jump up and ride it. Swing your hammer as it moves away. You will hit the golem as you ride and also a mouse. Moving past a mouse, drop off the caterpillar, make a short hop to grab it, and run away from the caterpillar's tongue while jumping and throwing the mouse.

Now, finish off the golem you started then repeat this for the other side.

~=-_DDDRM86: Room 86_-=~

Kings and loops. Let's begin.

Let the Kings create some cards, then when there is a full compliment, smash them and jump up in line with the loops and toss them. Repeat this until the Kings are toast.

It's funny if you have max power, as well, it will destroy all of the Kings in a single hit. Max power just so happens to appear here.

~=-_DDDRM87: Room 87_-=~

Jelly eggplants, this could get messy. There's a trick to it this time around, however.

There is an elevator in the middle. Jump on it and ride it up to a flying hammer. Great, now make your way down to the bottom via the sides. If you cannot get the flying hammer, the strategy is going to be the same, except you need to get right next to the eggplant.

For the bottom enemies, there are two gaps in the floor that they are too big to fall through. As they head away from you, jump through a gap and hammer them and retreat back through the gap. The smaller forms will fit through and you can swing at them as they approach or throw your flying hammer.

For the upper two, you need to ride the elevator up, then jump down beside them swinging as they press against the wall. When you hit the floor, retreat through the gaps and repeat the execution as above.

~=-_DDDRM88: Room 88_-=~

Jelly eggplants again, but once again there is a trick. The structure they are within acts like a funnel. When they get smashed, they can drop to a lower level because they will be smaller. There is a Book of Smash here as well and if you get it, it's like hitting each of them once.

You only want to reduce a few to the tiniest forms at a time, however. Smack them through the wall, and when they become micro-sized, drop to the ground and crush them as they approach.

As long as you do a few at a time, they shouldn't pose any threat.

~=-_DDDRM89: Room 89_-=~

Mushrooms and golems? Again, not from this world but we'll deal with them all the same. The hammer does not discriminate!

Alright, so there's some elevators here as in stage 87. We'll use them to the fullest. Jump on the elevator and swing your hammer at the mushrooms as you rise up. MAKE sure to eliminate them completely before going after the golem.

As for the golem, wait until he moves away then jump and swing. Keep this up until he crumbles.

With the Golem destroyed, jump from his chamber up to the top of the stage and destroy the large mushrooms up here.

Now, fall down the other side of the stage and take out the second set of fire

mushrooms just as we did the first.

~=-_DDDRM90: Room 90_-=~

It's the magician again. There is now a 2 and a 5 shaped platform on either side of the screen. You can quickly run up these. To be honest, having less platforms and bigger platforms more easily keeps the rabbits in check.

Anyays, he moves back and forth swinging his staff. Rabbits will drop out of the ballons that raise to the sky here. He will block your attacks if the rabbits hit his staff.

Luckily, the staff moves side to side, so if you throw as it moves away from you, you will almost surely core a hit. When he stops to spin his head, as well, is time for a free hit.

The biggest risk here? The time limit for the little devil imp guy. So few rabbits drop at once that if you're doing well, you will probably be taking a long time. Make every shot count then.

The bat he releases when he dies can be grabbed for 1000 points.

DDD5.5: Reverse World 5

~=-_DDDRM91: Room 91_-=~

Axe knights right off the bat? No problem. Hammer the nearest ghost next to you and throw it at the other ghost on the same level.

Jump to the lefthand platforms and teh axeknights should follow suit. As they leap down, hammer them. This will at least bypass their shields. Defeat them before the ghosts reach you.

Get a little distance from the ghosts, then hammer and toss them all the same. Not so bad.

~=-_DDDRM92: Room 92_-=~

Golems and a spiked ball. This one almost completely depends on an item: the Book of Death.

The Book of Death appears in the centre, above the Spike ball. Wait until it swings away, grab the book and retreat. Boom. Stage over. If you miss the book, you have an issue.

The problem arises with the golems directly above the access points. If you try to jump up normally, they will kill you. You have to do it as so...

| |
+---+

A <-- Jump up at point A, in line with the wall.

And even then, the golem may hit you. If he doesn, simply use your temporary invincibility to slip past him. When you do pass him, however, or if you prefer

to do things this way anyways, try to get a golem or two to fall down the side before entering the chamber. If there's a golem on either side of you when you jump up - chances are you'e a dead man.

~=-_DDDRM93: Room 93_-=~

What do you know? A direct copy of a previous stage! Come on Taito, 100 rooms to much for you? Hell, Snoopy's Magic Show can do that standing on its head ;).

Move up in line with the caterpillar. This thing can swallow you whole. The golems next to him can also be eaten. Stand on the small platform just outside the golems and caterpillar and when the caterpillar reaches the wall, jump out of the way and it should eat a golem.

Once it has eaten every golem, we can proceed. There is a max power icon that will appear, feel free to grab it.

There's two golems left at the top of the screen. Toward the left side of the platform. Jump up, then on to the square ridge. Smack the golems in the face when they draw near.

~=-_DDDRM94: Room 94_-=~

Alright, mages and caterpillars. A nasty combo, though manageable if you take your time.

Jump and hammer the first two guys through the floor. Toss them if possible and the Caterpillar will eat their bodies. Jump up and do the same for the next two mages though use short hops instead.

After the last two mages' attacks hit the ground, jump up here. Jump to the platform and jump right and hammer the mage. If you want you can use him to throw at the last mage.

If not, jump down beside him and hammer him, though it can be tricky to land beside him.

~=-_DDDRM95: Room 95_-=~

Six mages await you in this room, and if the wall faces hit you with lasers you will be petridief and lose a life. Alright. Jump up to the top of the structure and hammer the mage up here. Destroy him then jump down teh gap to the immediate right. Land in the small inset area on the righthand side.

Okay, if there is a mage to the left of you, defeat him now. Otherwise, grab the flying hammer and drop down to the bottom. Combbber the mage down here, then jump up and kill the mage above you - as he was not to the left of the righthand inset space.

Phew, alright. Climb back to the top and leap across the gap this time. That is unles sthere's a mage across the way. Time your hop and smash him. We'll want to head down the righthand side of the stage to begin making your way up through the structure after the mages. If they jump up before you jump down, wait for them to land again before making your way down.

~=-_DDDRM96: Room 96_-=~

Jump up into the chamber with the golem. Smash the first one before they start making out. Swing at them as they approach, and retreat when they get too close. At the far left, jump onto the platform and keep staggering them until they all crumble.

Now, climb up to the left of this structure and strike the golems through the wall. Jump out of the way when the caterpillar draws near - he will likely eat a golem.

For any golems that drop down the righthand side of the room, drop down to the left and smash them as they draw near. If they get close, retreat a few steps and keep this up until they are totally crushed.

~=-_DDDRM97: Room 97_-=~

This is just like a standard stage, except with two ghosts thrown into the mix.

Stand under the left platform and wait for the axeknight to drop down. Smack him as he falls down and toss him at the axeknight to the far right. Great. Now destroy the second axeknight jumping down from here.

Run from his spot and smash the ghosts as they approach you. Defeat them then climb up the middle structure.

This forces the last axeknight to start jumping up. Wait for an opening, then jump down. Smash him as he jumps at you, or down after you, and finish him off.

~=-_DDDRM98: Room 98_-=~

The golems on the mid level section will fall through the gaps. Let them do so and smack them until they crumble. You may need to provoke them down.

Jump up and jump on top of the lower caterpillar. Jump up to the top level then up to the platforms. You're in a good position. Drop on top of the caterpillar and he will eat any golem in front of him. Keep this up for the remainder of the stage, the golems will sometimes jump so don't stand directly above them.

~=-_DDDRM99: Room 99_-=~

Jump up behind the axeknight that starts above you. Defeat him. Now, wait for most of the ghosts to come down toward you. Eventually, there is a Book of Smash. You can reach it, and the righthand side via this structure:

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|  
+---+---+  
  |  |  
  +---+  
  |
```

Jump into the the box and then up and out. If you grab the Book of Smash, clean up on the axeknights - if not, make sure all ghosts are defeated and come up on them from below. Smash and destroy, baby.

~=-_DDDRM100: Room 100_-=~

The dragon returns for this stage. It's different in the sense that there is no platforms on the far sides of the screen - meaning you have to get closer to the dragon to deal the same kind of damage.

However, just get above the castle wall and you should be able to reach the dragon with your hits.

Kings pour in from above releasing cards. Knock them out and throw them at the dragon. Alternate sides so that they don't get too bunched up. If they do get bunched up, you may have to wipe a few out before continuing.

Keep an eye on the dragon. It will shoot fireballs as well. It shoots it in the direction its head is pointed, though it only has three different directions. It also holds the fireball in place before firing.

It's mostly the same as last time, just tighter quarters.

When it drops down, the princess is rescued and you go to one final battle...

~=-_DDDRM101: Room 101_=-~

The final boss is the King, transformed into a cow. He drops large angel pigs down from above. When they form, clobber them. Now, you should only take one or two of them to the top at once, as they seem to revive awfully quickly. The platforms are actually set up like this:

```
|  --          -- | === means a platform hidden by a cloud.  
|      --    --  | --- means a normal platform.  
|    ===  =====  |  
|      --    --  === |  
|    ===          === |  
+-----+
```

So yeah, some are hidden in the clouds. Fine. You need to get up as far as the three hidden platforms in a row in order to hit the King. The platforms are slippery so again - only take one or two pigs so you don't slip and have to redo too many of them.

Also, because there's an extra platform here we will have to fire at him from the righthand side each time.

After firing, drop down to the side of the pigs. If he fires off some more pigs just get under a platform so as not to get hit by the projectile.

You also have an advantage in that he will ONLY release two pigs at once. So if you do one at a time or even two at a time, he won't release any more until two pigs have been thrown.

Keep it up, and he will eventually give in. This one's actually easier than the previous dragon fight since it's so well spaced. The slippery floor is also not so bad for quick jumps.

Now the King transforms back to human form and you can view the true finale... as brief as it is ;).

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|                                     DDD6: Secret                                     |  
-----
```

There are actually 101 rounds in Don Doko Don for you to play through. These are not played in sequence, however, and the path diverges at stage 1 of the standard game.

At the top of the screen, above the top middle platform if you jump and hammer you will reveal a hidden, invisible bubble. Keep smashing this until a key pops out. This key subsequently opens a door at the bottom of the level. Enter the door to enter the secret room.

The secret room has Eight jars, each marked by a card's suit. You need to smash these in order so that you may proceed to the secret levels. You only have 15 seconds to do this... luckily you got here from stage 1 so it's no problem to reset the game and try again.

Now, you would have received a sequence of eight suits after you beat the game. If you didn't write these down, they are as follows:

(SPADE) (DIAMOND) (HEART) (CLUB) (DIAMOND) (HEART) (SPADE) (CLUB)

Hit them in that order and it will say at the top that the password was correct and that you will "go to reverse round."

There are 51 rounds to the reverse round, some of them arrangements of stages you have already completed - and in a few rare cases a direct copy of a standard round.

Even the bosses have a different layout to their level, and this can drastically change the battle, despite the fact that their pattern remains the same.

Either way, enjoy!

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|                                     DDD7: Enemies                                     |
=====
```

As with many of these guides, though I present the enemies I can assure you that I don't know their names. These are descriptive approximations only.

They are tabulated in the order in which they first appear in the standard rounds. Proprietary enemies appearing only in boss rounds are not included here as they are part of the bosses, which are described in detail in the walkthrough texts.

There's also the issue of the imp. I described him above, but here again is my description:

----IMP----

The game's rooms are on an invisible time limit, which is reset every time you die. When the time limit runs out, a little winged imp with a trident will appear and assault Don. He is invincible, and stays until Don dies. Nice guy.

He arrives in the following pattern

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(
'-----
)
```

And so on and so forth until it reaches the bottom. Once it does it will fly to the centre. It will then start to fly at Don. He tracks your position and flies to it, and so on. Jump over him and try to finish the stage without getting hit.

This little guy has his own music which starts to play just before he arrives.

----World 1----

*Boomerang Man:

Periodically toss boomerangs. They are stationary and their projectiles, of course, return. You can hit them as soon as they return from the front.

However, it is best to attack them from behind/below or attack them from outside of their range with a thrown enemy.

There is a variety of Boomerang Man that moves, but he must stop to toss the boomerang. He is often the start of a throwing chain between the stationary dudes.

*Chestnut:

I believe these were brown lumpy mushrooms in the arcade game, they look more like the inside of a chestnut here. Anyways, they are a little smaller than the large mushrooms which may make them kind of unpredictable in terms of them jumping up below you.

They're much the same, however, so bash and toss.

*Dropping Fruit:

They don't count toward the stage's completion, but they are aggravating. These green fruits should be dodged then smashed as they bounce.

They grow from the same plant each time, but this plant is seemingly invincible. They are more like an environmental hazard then.

*Jumping Rock:

A large golem-like enemy that leaps back and forth. Usually one larger jump followed by a few short hops. They take multiple hits but seem to 'stagger' when you hammer them. Rapidly hammer them to put an end to their dastardly plans once and for all.

*Large Mushroom:

A large mushroom that walks and jumps after Don. Hammer it and toss it at some other enemies. Very basic.

*Large Fire Mushroom:

A stationary large mushroom that spits fire. Wait for them to spit fire and then make your move before they have the chance to spit it again.

*Large Spawning Mushroom:

Just like the Large Mushroom except it spawns Chestnuts. Get rid of them as soon as you can, so that you don't have a constant supply of chestnuts. Some will spawn Small Mushrooms.

*Rabbit:

Hops around the stage with a directionality towards Don. Other than being faster than the mushrooms, they have no exceptional talents.

*Rock:

Falls from the ceiling and rolls across platforms. Jump over them.

*Small Mushroom:

About half the size of the large mushrooms, small mushrooms are much the same. The problem that arises is that since they are smaller you may underestimate their jump size, or miss them with a toss. Perhaps they are best to be thrown instead of being hit with a thrown object?

----World 2----

*Bear, Cake:

Rolls cake across the ground which pushes Don. Jump out of the way since the cake explodes.

*Bear, Jam:

Throws jam which spreads on the floor, making the floor slippery.

*Bear, Pie:

Tosses pies at Don which temporarily stun them. You can break the pies with your hammer. This makes them very approachable.

*Chef:

Doesn't seem to have any real directionality, they seem to pause and move most times. If Don gets close, they will bash him with their frying pan. As such, it is best to clobber them from behind or to toss something at them.

*Pigogator:

A cross between a pig and an alligator. These are docile creatures, they don't seem to have much interest in chasing after Don. Still, you have to clobber them to pass the stage. Huh. Perhaps this is some deep social commentary?

You know, I just realized they could be hippos... not changing the guide at this point, however, Ha ha ha.

*Pigogator, Flying:

Their flying cousins, on the other hand, are tenacious. They will fly back and forth pausing when you are beneath. They take this as an opportunity to toss a trident straight down at the brave carpenter.

This makes them a priority target in most appearances. You can easily dodge the trident, just keep an eye out for the pause.

*Trident Mouse:

They seem to move only when Don is on the move, and then only when he's in near proximity. You may be able to sneak around them for an item, but watch them closely as they aren't slow.

They seem to move when Don moves, based on which way they are facing? Seems likely.

----World 3----

*Ice Blocker:

Tosses an ice block, which can kill you. This slides across the ground, so smash it before it reaches you. They will soon have another ice block, however.

*Ice Queen:

You are best taking these frosty demons out from a distance. If they strike you from the side, you will be frozen solid - losing a life. And YES, they can hit you THROUGH thin walls.

Maybe hit them as they jump, or jump up and hit them, crush them with ice, or throw something at them.

*Ice Warrior:

They toss their swords at you and move around the stage. They take five hits to defeat. Scary, I guess, but the environment can usually be used to make a huge threat a minor threat.

*Icicle:

Moves back and forth across the ceiling, dropping when you pass beneath. You can smash them but it's probably best to just force them to drop and get out of their way.

*Yeti:

Steps toward Don with determination. Just like the large mushrooms from the first world. Sometimes they just seem to stand still, strangely.

----World 4----

*Cards:

Stock troops that behave much the same as the Large Mushrooms of World 1. They are generated by Kings, so take the king out first.

*Clown:

Bounces around the stage attempting to defeat Don.

*Jelly Eggplant:

Moves around, jumping periodically. If you hit it, it splits into 2. The smaller guys can split twice again. Best hit near the top.

*King:

Creates Cards to attack Don. Destroy the Kings to take out the source of Cards.

----World 5----

*Axeknight:

Has a shield that will block most attacks. Best to get them from behind or use an indirect method.

Continued bashing on his shield will EVENTUALLY find an opening, though other enemies may get near to you in the interim.

*Caterpillar:

A beastly monster which has an extendable tongue which it uses to swallow you whole. This guy cannot be killed and you can ride on top of him. When you are on top of him, he may eat nearby enemies. If he tries to eat you, jump out of the way and he may swallow another golem.

*Ghost:

Flies towards you with moderate speed. Knock them out and toss them. It may be best to leap and smash them before they reach you as they are often coming from above you.

*Golem:

They can toss rocks and take a number of hits. You can crush the rocks they throw and it's best to hit them from above. Stand above their waste and smash their faces in. Keep hitting these guys to cause them to stagger.

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Big thanks to my younger brother, who really did raise my awareness of this game. He was pretty into it and turned me onto it. We've had dialogue about this game/series a few times so it was easy to organize my thoughts.

And I guess I should thank my older bro too, as it was on his Taito Legends 2 that I first played this game in any format. Kind of a thin thanks dude, but this should stop you from being sore ;).

Huge thanks to odino of the NES FAQ Community (he's a machine, check out his work). One of the worst documented (on the english side of things) aspects of Don Doko Don is how to get the happy ending. Hopefully this guide changes that, and odino tipped me off to how activate the warp to the password screen. I had for a time there assumed keys were out of the game because a few I HAD found in the arcade version weren't there in the NES game.

Thanks to Taito, and for more than just Don Doko Don. Taito's one of my favourite groups, period, and are definitely underrated. Give some of their more quirky games a chance, people. They're among their best.

Thanks of course go out to my hosts, as without them you would not be reading this guide.

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Game by Taito

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