

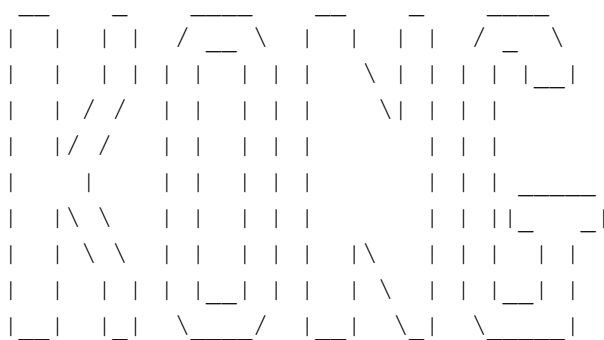
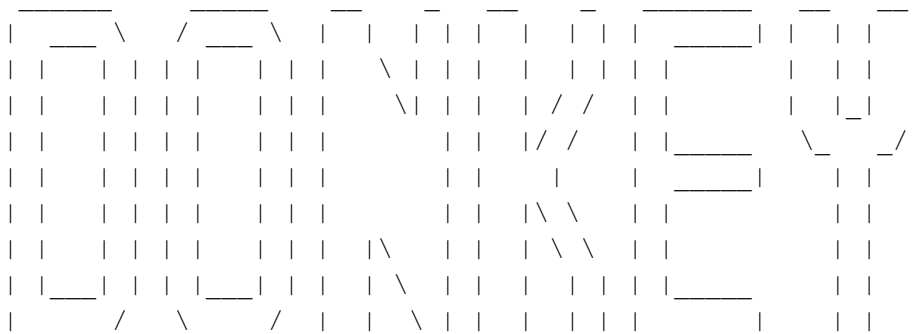
Donkey Kong FAQ/Walkthrough

by TheNintendoMaster03

Updated to v1.3 on Jan 14, 2013

This walkthrough was originally written for Donkey Kong on the NES, but the walkthrough is still applicable to the GBA version of the game.

FAQ#1



Donkey Kong FAQ/Walkthrough
For NES

Written by Kevin E. Merrill "TheNintendoMaster03"

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Version: 1.3

This guide should be viewed only in Notepad for best appearance possible.

<http://www.gamefaqs.com/features/recognition/97072.html>

My guides use the Ctrl+F4 system so you can skip ahead to any area of the FAQ you wish. Just insert the five letters in between the <>'s in the Ctrl+F4 system box. I also note to the left of the Ctrl+F4 cuts whether a section is completed or not yet.

What's New

<WhtNw>

Very minor editing, maps are more accurate and added the Game Basics section.

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Table of Contents
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-----%-----Of FAQ Sections-----Completed-----

1. What's New-----> <WhtNw>

100%**Introduction*****Completed*****

2. Legal Disclaimer-----> <Legal>

3. Contact Info. and Rules-----> <Cntct>

4. Version History-----> <Versn>

5. Introduction-----Completed--> <Induc>

6. The Story-----Completed--> <Sline>

7. The Characters-----Completed--> <Crctr>

8. Controls-----Completed--> <Cntrl>

9. Game Basics-----Completed--> <GBsic>

100%**Walkthrough*****Completed*****

10. Walkthrough-----Completed--> <Wlkth>
 Level One-----Completed--> <Girdr>
 Level Two-----Completed--> <Elvtr>
 Level Three-----Completed--> <Rvets>

100%**Appendices*****Completed*****

11. Scoring-----Completed--> <Scrng>

12. Enemies List-----Completed--> <EList>

13. Credits-----> <Crdit>

100%**Introduction*****Completed*****

Legal Disclaimer <Legal>

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Please read the FAQ before e-mailing or sending me messages. I've gotten a few questions that were already answered in my FAQs. If you wish to contact me, state which FAQ you're talking about and fair warning to all you spammers. All spammers will be blocked so don't bother wasting your time. Make sure that you speak proper English in your e-mails/messages please. I want to understand what you're trying to say and not see a big mess or words that don't make sense. If you didn't like it tell me how I can improve. I don't mind criticism at all as long as you don't be nasty about it. Thank you.

E-mail: kevinmrrll519@gmail.com
Twitter: <http://twitter.com/KMerrill03>

Version History<Versn>

Version 1.0 Submitted 06/10/03: Submitted the FAQ/Walkthrough.

Version 1.1 Submitted 09/08/03: Added strategies for when the levels loop.

Version 1.2 Submitted 11/10/11: Reformatted as will my other FAQs. Allowed sites to host my FAQs are now IGN and GameFAQs.

Version 1.3 Submitted 01/14/13: Very minor editing, maps are more accurate and added the Game Basics section.

Introduction<Induc>

Hello everyone, and welcome to my first of many FAQs to come. For my first guide I decided to start with the NES version of the arcade classic, Donkey Kong. I figured I'd start with a small game and concentrate on bigger projects later. I was born in 1982, so I was fortunate enough to grow up around the time when the NES was all the rage. One game I played a ton of when I first got my NES was Donkey Kong Classics. Those two games are some of my favorites from the early gaming days of my childhood, though I have always enjoyed DK Junior more. I rarely had the chance to go to an arcade, so I'm more accustomed to the console ports. I only wished they included the awesome pie factory level in this version. It's a shame it didn't as it was the best level in the arcade game. Thank God for reproduction carts! Check out retrousb.com and buy Donkey Kong Pie Foundry if you wish to play all four levels on an NES cartridge.

The Story<Sline>

Copied from instruction manual. Copyright (C) 1986.

Can you save Pauline from the clutches of Donkey Kong? Help Mario scale the construction site to rescue his girlfriend, Pauline. Dodge the fireballs and barrels that Donkey Kong hurls down the ramps and ladders to thwart your efforts.

The Characters<Crctr>

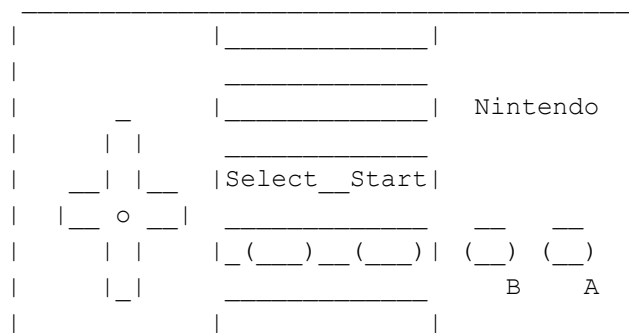
Mario: Back in 1980, he was known as Jumpman, but now is known to millions of gamers as Mario. Instead having to saving Peach from Donkey Kong, his girl this time is Pauline.

Pauline: Before Princess Peach came along in Mario's life, Pauline was Mario's girlfriend. To my knowledge unlike Peach, she is not a princess. Also, Pauline was actually known as Lady in the arcade game.

Donkey Kong: The big, bad monkey responsible for kidnapping Mario's girl and starting a rivalry that has lasted for over 30 years. Come on guys. Isn't it time to bury the hatchet already?

Controls

<Cntrl>



Up and Down: Climbs ladders.

Left and Right: Mario runs.

Select: Selects a game mode. (A: Easy B: Hard)

Start: Start game.
Pause game.
Resume the game from being paused.

B: Does nothing.

A: Jumps.

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Game Basics <GBsic>
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Gameplay

Controlling Mario

Mario is only capable of climbing up full ladders. The broken ones in the girder level are only there so the Fireballs and barrels can reach you faster. You also don't want to stand on a rivet in the rivet level after you unravel it. Doing so will send Mario down to his demise.

 Attacking

Mario's only means of attacking enemies in this game is by using the hammer. Once you grab one, every enemy that comes in contact with either side of it perishes in one shot. You're not invincible while wielding this and it lasts only for a limited amount of time, so don't get careless.

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 Miscellaneous

 Game Mode Options

One-Player Mode A: Mode A consists of only three levels from the arcade game that sadly excludes the amazing Pie Factory level. After completing the third level, the game begins to loop, increasing in difficulty.

One-Player Mode B: The only difference between the modes is the AI. It's much smarter this time. The enemies move faster and are released more frequently.

Two-Player Mode A: When a friend challenges you to a game, grab the second controller and go head to head to see who gets the highest score. The second player won't have the opportunity to play until the first player dies.

Two-Player Mode B: If both players have already mastered Mode A or just want to try the harder version to see who lasts longer, plug-in another controller and challenge the second player to a round of this mode if he/she dares.

 Heads-Up-Display

Below is an example of what the heads-up-display (game screen) may look like:

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I: Shows the first player's current score.
 Top: Shows the highest score that has been reached.
 II: Shows the second player's current score.

M: Stands for Mario.
 2: Indicates how many lives you have remaining.

BONUS: The timer bonus you receive after completing the level is below.
 5000: Indicates the time remaining to beat the level.

L: Stands for Level.
 1: Indicates the level number you're currently on.

100%**Walkthrough*****Completed*****

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                               Walkthrough                               <Wlkth>
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This is the walkthrough section, the bulk of the guide. Here I cover strategies for all three levels of the game and the later loops when the game begins to get more difficult. Every loop gets harder as the enemies move faster and more barrels will roll down on the girder level. You'll never see more than two Fireballs on the girder and elevator levels. However, the rivets level's max amount of Firefoxes is four and thankfully never increases.

Speaking of loops, you clear one once you unravel every rivet on level three. There are 132 loops before you can reach the kill screen. How long can you last? I know I'll never come close to it, but the kill screen was reached last year by Tom Votava.

Like most arcade games, you start with three lives and the game ends when you lose them all. You will also get extra time to complete the levels, but the timer also ticks down faster. Try not to waste too much time. You don't want to keep Pauline waiting do you?

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                               Level One-Girder                               <Girdr>
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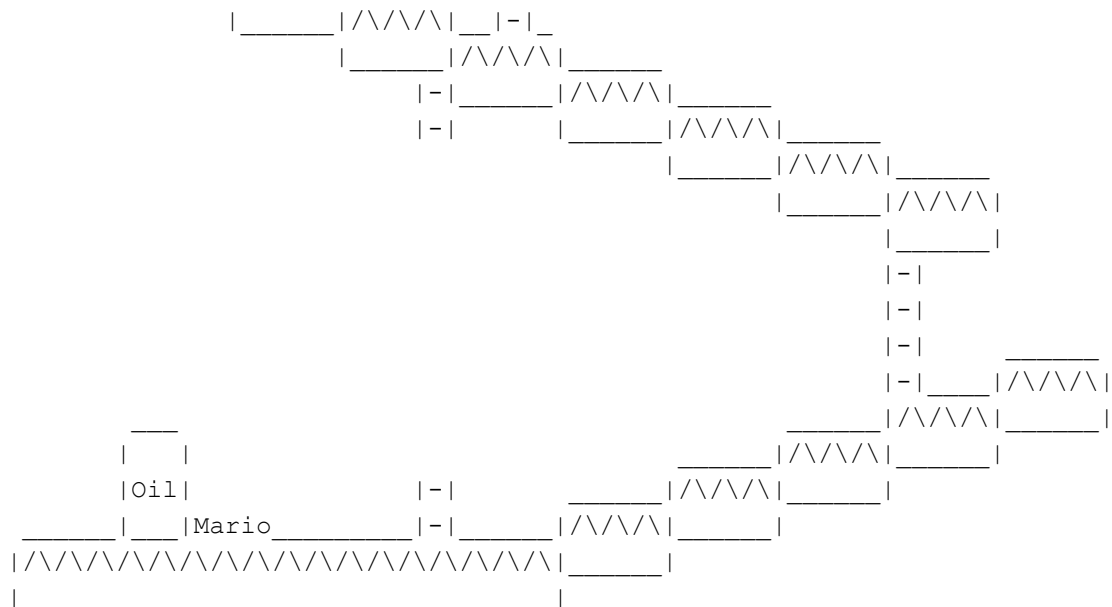
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Time your jumps carefully and watch out for the wild barrels that Donkey Kong drops once in a while. Donkey Kong will always start the level off by tossing the first of two wild barrels he can throw. DK drops this one under him and into the oil barrel below, which creates a Fireball. Thankfully, the Fireballs can't go up any rows beyond the second. After a certain amount of barrels, DK will throw the other wild one, that goes down in a zigzag pattern. Climb to the top and watch out for barrels going down the ladders as you make your way up to the next row.

When you see two barrels coming after you that aren't close to one another, stop and jump over them one at a time instead of attempting a running jump to get over both at once. Trying to jump over both will usually result in costing you a life. You can use both hammers if you wish to give Mario's jumping a break for a while to rack up a lot of extra points. 20,000 gives you the only extra life can have in the game and you won't earn it until the second loop since the pie factory level is not in this version. :(

When you see several barrels coming your way, you can head to one of two safe spots to steer clear of them. These are on the rows in between the two full ladders on the left side. Just keep your eyes peeled for the wild zigzag barrel that DK can launch below. Assuming not many barrels are coming after you, the far right edges are also a good place to wait for an opportunity to go up another ladder. My preference however, is to stand between the ladders as a barrel sooner or later will roll into you when waiting near the edges for long periods of time.

Here's one trick you can do I discovered when I was a kid that's extremely helpful, especially in later loops. Climb a ladder when tons of barrels are rolling down a row, but don't go above it. If you block off the ladder, all the barrels won't go down after you! It's cheap, but works very well. No, this does not work in the arcade version, just the NES one. Whatever you do, don't wait for them long under where DK can drop his wild barrels below at you. That's just begging Donkey Kong to kill ya.

 Level Two-Elevator <Elvtr>

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-	P	-
-	A	-
-	U	-

which randomly appear in the rivets level. Thankfully only four can due to NES sprite limitations.

Jack: These appear on the screen when the elevator level begins and can't be jumped over. You must avoid them and their patterns get trickier over time.

Credits

<Crdit>

Nintendo: Making the classic arcade games.
Releasing Donkey Kong Classics for the NES.
Re-releasing it on the e-Reader and the Virtual Console.

My Parents: Giving me Donkey Kong Classics for Christmas years ago. Played it back in the day a LOT.

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