

# Donkey Kong FAQ/Walkthrough

by DinobotMaximized

Updated to v1.0 on Mar 12, 2005

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/Walkthrough Version 1.0
**          Copyright 2005 Chris Castiglione (dinobotmaximized)
**          Email: dinobotmaximized (at) yahoo (dot) com
**
*****
*****
```

## Sections

- I. Introduction
- II. Version History
- III. Controls
- IV. Level 1
- V. Level 2
- VI. Level 3
- VII. Credits and Thanks
- VIII. Legal

```
*****
I. Introduction *****
*****
```

This FAQ will is all about Donkey Kong for the Nintendo Entertainment System. This video game marks the debut of two now classic and immensely popular characters: Donkey Kong and Mario. And if I recall correctly, this is one of the first video games to ever feature characters. There may only be three levels, each of which can be beaten in under two minutes, but this game is a true classic.

\*\*\*\*\*

II. Version History \*\*\*\*\*

\*\*\*\*\*

1.0 - March 12, 2005

\*\*\*\*\*

III. Controls \*\*\*\*\*

\*\*\*\*\*

D-pad Right: Move Mario right

D-pad Left: Move Mario left

D-pad Up: Climb up ladder when standing in front of one

D-pad Down: Climb down ladder when standing in front of one

A Button: Mario Jumps

Start Button: Pause Game

\*\*\*\*\*

IV. Level 1 \*\*\*\*\*

\*\*\*\*\*

```
|-||-|
|-||-|
|-||-|
|-||-|
|-||-|
|-||-|
|-||-|
|-||-|_____
|-||-|/\ /\ /\ /\ /\ /\
|-||-|_____
```

```
Princess      |-|
               |-|
       _____
       /\ /\ /\
( ) ( )       |-|
Donkey        |-||-|   |-|
( ) ( ) Kong  |-||-|   |-|
```

\_\_\_\_\_  
/\ /\

\_\_\_\_\_  
[=] |-| |-|  
	-		-
	-		-
-		-	
-		-	

\_\_\_\_\_  
/\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\

\_\_\_\_\_  
-		-		-
-		-		-
-		-		-
-		-		-
-		-		-

\_\_\_\_\_  
/\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\

\_\_\_\_\_  
[=] |-| |-| |-|  
	-		-		-
	-		-		-
-		-		-	
-		-		-	

\/

```
| - |           | - |
| - |           | - |
| - |           | - |
| - |           | - |
| - |           | - |
```

\/

```
                | - |           | - | | |
                | - |           | - |
| |             |             | - |
| OIL |         | - |           | - |
| | MARIO      | - |           | - |
```

\/

You start off right next to a can of oil, with Donkey Kong at the top of the screen throwing barrels down. Notice the Bonus Points counting backwards, if they reach 0000, Mario will instantly die. Your goal is to climb up to the platform located to the right of the princess. The first barrel thrown by Donkey Kong will go straight down and roll into the oil can, which creates a fire enemy. The fire enemies will chase Mario who will die if they touch him, and it should be noted that they can even climb broken ladders. Each subsequent barrel which reaches the bottom and strikes the oil will create another fire enemy. Sounds tough but if you're quick, chances are you'll never come in contact with one. There are two hammers in this level which Mario will swing in front of him very quickly once picked up. Each hammer which is picked up lasts for a short while, but each barrel destroyed by it gives you 500 points. While jumping over a barrel only gives you 100 points, even so it's best to ignore the hammers if you're playing for points. The faster you beat a stage the more bonus points you'll receive. Just run up as fast as possible, jumping over barrels along the way to ensure a large amount of Bonus Points.

\*\*\*\*\*  
V. Level 2 \*\*\*\*\*  
\*\*\*\*\*

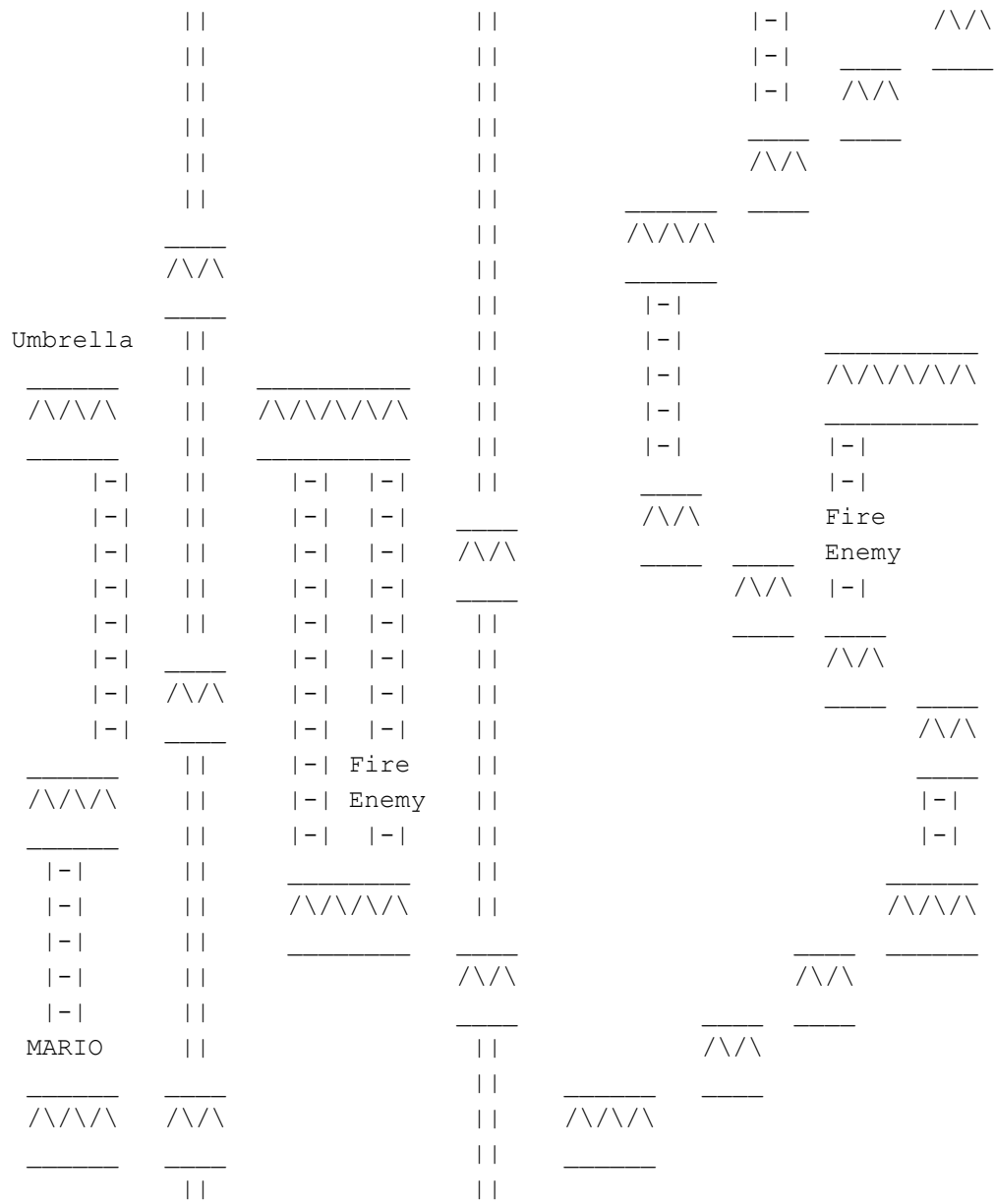
```
    | - | | - |
    | - | | - |
    | - | | - |
    | - | | - |
    | - | | - |
    | - | | - |
    | - | | - |
    | - | | - | _____
    Princess \\\ \\\ \\\ \\\ \
```

```
    \\\ \\\ \\\ \\\ \
    _____ | - |
    | - | _____ | - |
Donkey | - | | - | | - |
Kong   | - | | - | | - |
```

\/

Purse  
\_\_\_\_\_

|| || | - |

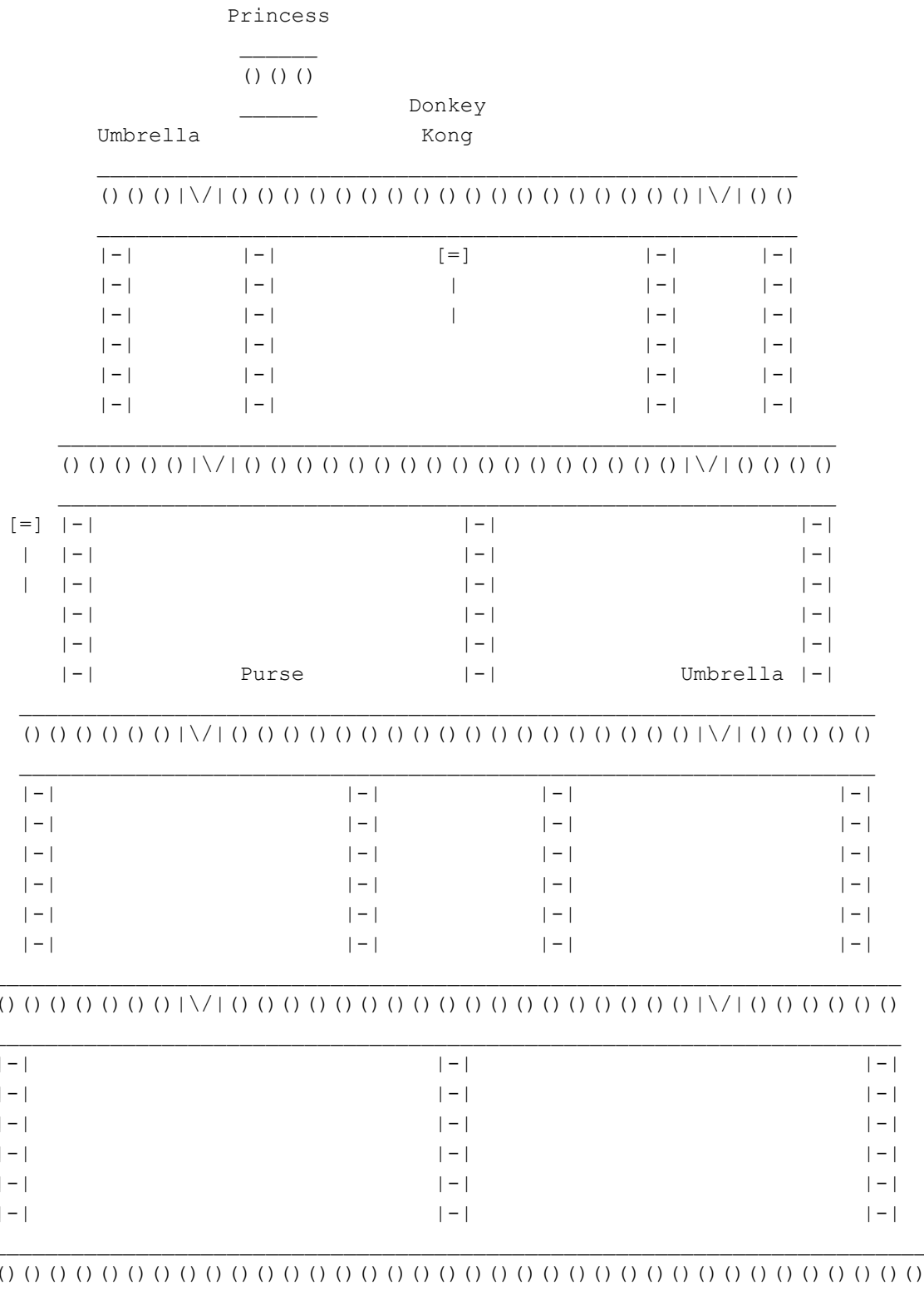


You'll start this level on the bottom right of the screen, and your goal is once again to reach the platform located to the right of the princess. Like in the first stage, if the bonus points reach 0000, Mario dies. Donkey Kong is next to the Princess again, this time he's just standing still or pounding his chest and stomping his feet. There are what look like springs that bounce across the platform Donkey Kong is standing on and will drop after going off the ledge. You guessed it, the springs will kill Mario if they touch him. The level also contains an Umbrella and a Purse, each will give Mario 800 points if you get them. Two fire enemies inhabit this level, the same kind as in level one. This time they're not as easily avoidable. You'll also notice moving platforms. Mario will die if he's standing on them, when they reach the very top or very bottom. The bottom platform is off limits, jumping down to it will kill Mario.

Start off by climbing the two ladders at Mario's starting point and grabbing the Umbrella. Next jump on the moving platform to your right and jump again onto the stationary platform near a fire enemy. Most of the time it will be below you, so you shouldn't have to worry about it. Now jump onto the next moving platform to your right and from there the next platform to your right. I suggest ignoring the purse, it will take too much time to get because you'll have to worry about avoiding the spring. Jump up to the next platform and climb

up to the very top of the ladder and stay there, don't worry the spring bounces over that spot. As soon as it bounces over you, quickly run left to the ladder and climb up. You've completed level 2.

\*\*\*\*\*  
 VI. Level 3 \*\*\*\*\*  
 \*\*\*\*\*



You'll start off at the bottom left. Donkey Kong is standing there at the top with the Princess on the platform to his left. Like in the two previous levels, if the Bonus Points reach 0000, Mario will instantly die. This time your goal is not to reach the Princess. You have to jump or quickly run over all six orange blocks, you'll get 100 points for each one. The blocks disappear after

being ran or jumped over, and if you fall between the space, Mario will die. This level contains fire enemies, a maximum of four can be on screen at once. They're not like the ones in level 2, the ones in this level are larger and faster! You can jump over them but it's risky. The two Umbrellas and the Purse are next to orange blocks, so get them along your way. There are also two hammers in this level. If you pick one up, the fire enemies will turn blue and you'll be able to kill them with it, you'll get 500 points for each one you kill. After running or jumping over all the orange blocks, the platform Donkey Kong is standing on will collapse, he'll fall, and Mario will stand across from the Princess with a heart between them. What a great ending... Immediately after which you'll be taken to the first level again with all the points you had when you finished level 3.

\*\*\*\*\*  
VII. Credits and Thanks \*\*\*\*\*  
\*\*\*\*\*

Thank you to GameFAQs for hosting this FAQ.

Thank you to IGN for hosting this FAQ.

Thank you to Neoseeker for hosting this FAQ.

\*\*\*\*\*  
VIII. Legal \*\*\*\*\*  
\*\*\*\*\*

This FAQ is Copyright 2005 Chris Castiglione. This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

There are three sites authorized to host this FAQ, they are:

GameFAQs.com

IGN.com

Neoseeker.com

This document is copyright DinobotMaximized and hosted by VGM with permission.