

Classic NES Series: Donkey Kong FAQ

by Beautiful Affair

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Classic NES Series: Donkey Kong
For the Game Boy Advance
FAQ

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1. Guide Opening

The beginning of my Donkey Kong FAQ.

1.01 - Version History

Version 1.2 - 01 January 2006 - A new layout for this FAQ, and I have updated the copyright notice for the new year.

Version 1.1 - 26 October 2004 - The newly reformatted version of this FAQ.

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1.02 - Introduction
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25 years after Donkey Kong originally hit the Arcade systems back in 1981, the same old game, ported from another copy from the NES makes its way to Game Boy Advance, unedited and still in its original glory! If you missed a copy all those years ago, now is your chance to get it again!

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2. Game Overview
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Basics of the game.

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2.01 - Story
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(Taken from the instruction manual)

Donkey Kong's kidnapped Pauline, and now it's up to Mario to rescue the damsel in distress! Dodge rolling barrels, climb for your life, and get that crazy ape!

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2.02 - Controls
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- D-Pad - Move (Left/Right); climb/descend ladders (Up/Down)
- Select Button - Highlight the type of game you wish to play from the title screen
- Start Button - Confirm the type of game you wish to play from the title screen; pause/resume game
- A - Jump (combined with D-Pad direction will make Mario jump in that direction)

Note: Pressing Start, Select, B Button and A Button all at once will reset the game

Note: Pressing L Button and R Button simultaneously will access the System Menu (explained in the Basics section)

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2.03 - Characters
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Mario

This was the first game Mario appeared in, and his original name at the time was Jumpman. Donning his trademark overalls, shirt and cap, this was in the days before his superstardom came (which was in Super Mario Bros.) and his role in this game was as a carpenter who lost his girlfriend Pauline (not Princess Toadstool or Peach from the later games) to a big, stupid ape known as Donkey Kong. You will control Mario.

Donkey Kong

The main villain of the game and also his video game debut. Donkey Kong is a huge gorilla who escapes from the zoo and climbs a building (I can see the close resemblance to this game's storyline with the 1933 film King Kong), kidnapping Mario's girlfriend Pauline. He'll roll Barrels and Jacks down at you to try to prevent you from climbing up the scaffolding.

Pauline

Where did Pauline go anyway? Anyway, she was Mario's first girlfriend as far as we know his life in video gaming, and she is at the top of each level that you progress through. When you get to her, the level finishes, but then DK takes her away again and continues climbing.

Barrel

DK rolls these down at you from the top of the screen in Stage 1. You must either jump over them or smash them using the hammers provided. They can also sometimes come down ladders so be aware.

Fireball

These appear in all levels and can come towards you at any time, so be sure to avoid them using ladders to escape or hitting them with hammers.

Jack

Donkey Kong throws these at you in Stage 2. They bounce quickly and drop down the gap at the end of the top girder he is on. Make sure to try to evade by running under them as they bounce along - it's a little tricky.

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2.04 - Basics

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Starting Your Game

When you turn on the power of your Game Boy Advance, you'll be taken to the title menu. You can select one of four game modes:

1 PLAYER GAME A: Play the game with one player on the original difficulty.

1 PLAYER GAME B: Play the harder version of the game using one player.

2 PLAYER GAME A: If you have a buddy playing with you, you can play the original game difficulty taking turns with the Game Boy

Advance.

2 PLAYER GAME B: Play the harder version with a friend, taking turns with the Game Boy Advance.

The System Menu

The System Menu is accessed, whilst playing the game by pressing the L Button and R Button on your Game Boy Advance simultaneously. Here is a run-down of all the options you are presented with in the System Menu:

CONTINUE: Continue playing your game as normal.

RESET: Go back to the Title Menu.

LINKED PLAY: Use a Link Cable to link to another person's GBA for a Linked Play Mode.

SAVE HIGH SCORE: Save the current high score, which will remain on the cart's memory data.

SLEEP MODE: The game will turn off but the power will remain on. Press Select, L Button and R Button to exit Sleep Mode and resume the game.

Game A & Game B

Like most Nintendo early arcade games, there was a Game A and Game B mode. Game A is the usual beginner's original difficulty if you want to get used to the game or just have a bit of practise. Game B is a more difficult version of Game A. This FAQ covers both modes.

The Hammer

In some of the levels you can find a hammer located in parts of the stage. Jump up to grab it, and you'll see Mario start waving the hammer up and down for a while. When he's doing this, you can take out the enemies but cannot jump or climb ladders.

Scoring

You score points for doing the following things in the game:

Jumping over barrels

Destroying enemies with the hammer

Beating a stage within a certain amount of time for Bonus Points

Collecting valuables that are scattered amongst parts of the stages

Game Key

Here is a list of some of the things that appear on the game screen you may want to understand before you begin.

I = 000000 TOP = 000000

(I represents your current score. TOP represents the highest score that has

been achieved in the game.)

[M] [BONUS] [L]
2 4900 2

(M represents the amount of MEN you have left [or to be more accurate, the amount of lives]. BONUS is as the name implies, BONUS POINTS for beating a level. L represents the LEVEL number you are on.)

Extra Life

Get 20000 points in a game and you'll be awarded with an extra life.

2.05 - Level Screens

Stage 1

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      ||===|| ||===||
      ||==PAULINE==|+-----+
      +-----+-----+
      +-----+                ||===||
DONKEY ||===|| ||===||                ||===||
KONG  ||===|| ||===||                ||===||
+-----+-----+                ||===||
+-----+-----+-----+
      ||===||+-----+-----+
HAMMER ||===||                +-----+-----+
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HAMMER ||===||                +-----+-----+
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                                 | |===| | +-----+
| | | YOU | |===| |
| OIL | START | |===| |
| | | HERE | |===| |
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Stage 2

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      | |==PAULINE==| +-----+
      +-----+-----+
DONKEY  +-----+           | |===| |
      | |===| | | |===| |           | |===| |
KONG    | |===| | | |===| |           | |===| |
+-----+-----+
+-----+=====+-----+
      =====
      GIRDER           GIRDER           | |===| |           +-----+
      |               ^               | |===| |           +-----+
      V               |               +-----+           | |===| |
ITEM              +-----+           +-----+           | |===| |
+-----+ | +-----+ ^ +-----+           | |===| |
+-----+ V +-----+ | | |===| |           +-----+
      | |===| | | |===| | | |===| |           | |===| | | | | |
      | |===| | | |===| | | |===| |           ^ | |===| |           | |===| |
      | |===| | V | |===| | | |===| |           | +-----+           | |===| |
      | |===| | | |===| | | |===| |           ^ +-----+           +-----+
+-----+ V | |===| | | |===| |           | +-----+ +-----+
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      | |===| | V +-----+           | +-----+           +-----+
      | |===| | +-----+           +-----+           +-----+
YOU START |               ^           +-----+ +-----+
+---HERE--+ V           | +-----+ +-----+
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Stage 3

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                PAULINE
                +-----+

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+-----+
                DONKEY
ITEM                KONG
+-----+-----+-----+
+-----+-----+-----+
||==||  ||==||          HAMMER          ||==||  ||==||
||==||  ||==||          ||==||  ||==||
||==||  ||==||          ||==||  ||==||
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HAMMER ||==||          ||==||          ||==||
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                        2.06 - FAQs
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Q: Where's DK's tie?

A: About 15 years later...

Q: Wasn't there a fourth level in this game?

A: Well yes, but that was only in the Arcade version of this game (it was called the Pie Factory level). However, at the time the NES was introduced, cartridges were not capable of holding so many stages, as the technology was very early so that level was left out. Ever since, NES port remakes have just had the same three levels.

Q: How do I get an extra life?

A: Score 20000 points.

Q: How come Donkey Kong is a villain in this game?

A: A la King Kong, he's kidnapped a lady and scuppered to the top of a tower.
That's not very nice, is it?

Q: Hi, I'm from CheatCC...

A: Go away.

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3. Hints and Tips
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Help for each level.

3.01 - Game A

Stage 1

- From the start, Donkey Kong will roll barrels down. Jump over them for points and watch out if they approach a ladder, because sometimes they roll down them. If you see a ladder with a barrel nearby about to roll over it, wait for it to go by before climbing up.
- DK will roll a barrel down to hit the oil barrel, setting it on fire and making Fireballs appear out of it. You should have already run across the first level of girders to get out of the way of it when it appears. Fireballs can climb ladders, including the broken ones.
- Grab both hammers if you can to whack as many of the barrels as you can - this will raise your score greatly. Just remember you can't climb stairs or jump while Mario is in Hammer Mode.
- Eight of the twelve ladders are intact. Remember you can only climb up using the ladders that aren't missing any rungs.
- Jump over barrels for points.
- Complete the level as fast as you can for a bigger amount of Bonus Points.

Stage 2

- You need to get across to the right-hand side of the stage and climb up. The best way I do this is climb the ladders on the set of platforms you start on and make a jump over to the platforms with two ladders on them (using the girders as a stepping stone to get across), and doing the same to reach the set of small platforms on the right-hand side to finish climbing.
- There are two items worth more points to get in the stage. Grab them if you can.
- DK throws Jacks at you in this stage. They quickly bounce in arcs and vertically fall at the end of the girder DK is standing on. When you get here, you need to walk carefully and time it so the Jack bounces over you if you can.

- Watch out for the Fireball on the platforms with ladders.
- Again, beat the level as quickly as possible for more Bonus Points.

Stage 3

- To beat this stage, you must take out all the yellow couplings holding the girders together. Do this by walking or jumping over them. It is best to start from the bottom and work your way up. Use the ladders to get around.
- Grab the hammer when Fireballs get near you and take them out. A lot of Fireballs appear in this stage and it'll be quite hard to evade them if they corner you, so use the hammer if you feel it is going to become tough.
- Enjoy the rather simple ending once you detach all the girders.

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3.02 - Game B

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Stage 1

- DK throws barrels diagonally a lot more often to try to catch you out (be aware), and they also roll down the ladders a lot more often. Be more careful when climbing.
- Again, try to get to the top as quickly as possible for extra Bonus Points.
- Use tips from Game A as well to help.

Stage 2

- There is barely any change, if any, with this level from the first version. Just remember to avoid the Jacks and Fireballs in the stage.
- Get to the top quickly for more Bonus Points.
- Use the hints from Game A mode to help as well with this stage.

Stage 3

- The Fireballs will try to attack you a lot more often, making it almost vital to get the hammer. Remember to try to grab it when they're near you so you can catch hem before they have a chance to escape with a ladder.
- Start from the bottom and work to the top as you uncouple the couplings.
- Use other Hints and Tips from the other Game mode, and enjoy the ending, which isn't much but I won't spoil it for you.

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4. Guide Closing

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4.01 - Credits
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Steve "Psycho Penguin" McFadden

For being my FAQ-writing role model, and a true shabba friend, GameFAQs and personally. He's supported me through some hard times and I've done the same for him, so thanks for everything Steve!

Jeff "CJayC" Veasey, the IGN staff, and other sites whom have posted this FAQ For hosting all my work and allowing me to become a much more recognised author.

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4.02 - Legal Disclaimer
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4.03 - Contacting Me
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If you wish to get in touch with me regarding my work, whether you have any questions, comments or suggestions for this or any other of my FAQs, my E-Mail address is [rharrisonfaqs\(at\)gmail.com](mailto:rharrisonfaqs@gmail.com). Please make sure that your questions have been answered within the file before you send them, because I do not have time to look and reply to E-Mails that already have the solutions posted up, and you will likely not get a reply. If the file is complete and has a version number FINAL then you should definitely re-check before you send an E-Mail to me, otherwise then I'd be glad to help you out.

If you do send something helpful to me, then I will include in a future update of the file and I will give credit to you for whatever you have submitted. Please have a sensible E-Mail topic like "FAQ Question" so that I do not mistake it for something else and delete it. Thanks for reading and take care.

<http://www.gamefaqs.com/features/recognition/22792.html>

This file is dedicated to the memory of the late Chris MacDonald, who died on May 17, 2004. Rest in Peace.

<http://www.gamefaqs.com/features/recognition/85.html>

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