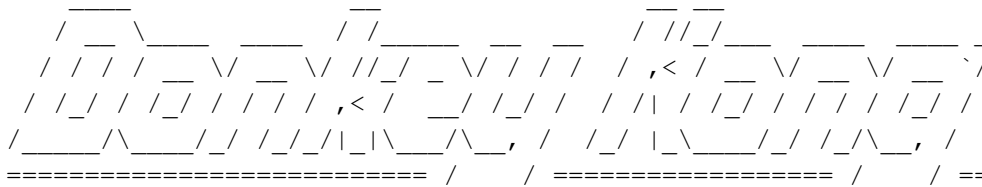# Donkey Kong FAQ

by Beautiful Affair   Updated to v1.00 on Jun 23, 2014

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

```
      ____                  __               __ __
     / __ \___  ___  / /____  __  __    / //_/__  ___  ___ _
    / / / / __ \/ __ \/ //_/ _ \/ / / /   / ,< / __ \/ __ \/ __ `/
   / /_/ / /_/ / / / / ,< /  _/ /_/ /   / /| / /_/ / / / / /_/ /
  /_____/\____/_/ /_/_/|_|\___/\__, /   /_/ |_\____/_/ /_/\__, /
  ========================= /____/ ================= /____/ ==


  ===============================================================================


                              Donkey Kong (NES)
                                    FAQ


  -------------------------------------------------------------------------------


          Version: 1.00
     Last Updated: 5 November 2012
           Author: Ryan Harrison
            Email: rjhgamefaqs[at]gmail.com


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  ===============================================================================


  Version History
  ---------------


  Version 1.00 | 5 November 2012
     * The first, complete posted version of this FAQ.


  ===============================================================================
                                Table of Contents
  ===============================================================================


  NAVIGATING THIS FAQ: For ease of browsing through this FAQ, all major sections
  have a search code listed on the right-hand side of the ToC. Press Ctrl + F on
  your keyboard and this will bring up a search box in your web browser. Type or
  copy in the search code for the section you wish to navigate to, press Enter,
  and this will take you to the beginning of that section.


                     ---------------------------------------
```

==
                              i. Introduction
==

Hello and welcome to my FAQ for Donkey Kong. This file is designed to
specifically cover the NES port of Nintendo's legendary multi-screen arcade
game. It will provide diagrams and tips for each of the three game screens, in
addition to covering other little tidbits about the game as well. This game is
best remembered for being the one that introduced the gaming world to two mega-
popular Nintendo characters: Mario (still gaming's most famous icon and star of
200+ video games and counting), and of course, the title character, Donkey Kong
- who has also found fame in his own right in several platformer games. The
objective is to scale each structure to rescue Pauline, before finally taking
Donkey Kong down on the third and final level. However, you must also avoid the
enemies and traps that Donkey Kong throws in Mario's way to make that task a
little more challenging! Although short, this is a pretty fun arcade-style old-
school game that is worth trying out on the NES, or pretty much any other
system.

==

                              1. STORY   [0100]

==

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.

==

                              2. GAME OVERVIEW   [0200]

==

 2.1. Controls   [0201]

D-Pad: Down: Descend ladders

       Left/Right: Make Mario move in those directions

       Up: Climb ladders

Select: Move the cursor on the title screen to select between game types

Start: Begin highlighted game from the title screen
       Pause the game during play; resume when paused

A: Jump (on own, Mario jumps straight up; with Left or Right on D-Pad Mario
     jumps in those directions)

```
--------------------------------------------------------------------------
 2.2. Basics                                                      [0202]
--------------------------------------------------------------------------


o-----------------------------------------------o
| Classic NES Series (GBA)/Wii Virtual Console  |
o-----------------------------------------------o

A direct port of the NES version of Donkey Kong is also available for the Game
Boy Advance, as part of the Classic NES Series of games, and also on the Wii
Virtual Console, which can be downloaded from the Shopping Network. These games
are precisely the same as this version; the Wii Virtual Console edition can
also be played with a variety of different control inputs: the Wiimote, the
Classic Controller, or the GameCube Controller.

As the Game Boy Advance's control layout and button labels are exactly the same
as that of the NES, I won't need to bother doing a control table key to compare
them, however, there are some extra controls exclusive to the Game Boy Advance
version, see below.



Classic NES Series: Donkey Kong - Other Controls
------------------------------------------------

Start + Select + A + B: Resets the game

L + R: Opens the System menu, where you can choose to CONTINUE, RESET, LINKED
       PLAY, SAVE HIGH SCORE, or SLEEP MODE. See below for more details.


Classic NES Series: Donkey Kong - System Menu
---------------------------------------------

If playing the Classic NES Series: Donkey Kong game for the Game Boy Advance,
pressing L + R at any time will open the System Menu. Here's a diagram of what
this menu looks like, and a rundown of each of the options available:


                       +----------------------+
                       |      - MENU -        |
                       |                      |
                       |   >CONTINUE          |
                       |                      |
                       |    RESET             |
                       |                      |
                       |    LINKED PLAY       |
                       |                      |
                       |    SAVE HIGH SCORE   |
                       |                      |
                       |    SLEEP MODE        |
                       |                      |
                       |                      |
                       | TO EXIT SLEEP MODE,  |
                       |                      |
                       |    PRESS SELECT +    |
                       |                      |
                       |  THE L AND R BUTTONS. |
                       +----------------------+
```

CONTINUE: Just what it says; select this option to continue playing your game.

RESET: Takes you back to the Title Screen.

LINKED PLAY: With this option, you and a second player can play a 2-Player Game
            of Donkey Kong if you have 2 GBAs linked together via a Link
            Cable.

            To set up a Linked Play game, make sure to begin with that both
            GBAs are switched off. Insert the GBA Link Cables into the
            connectors on both handhelds. If you are playing with only 1 copy
            of Donkey Kong, the player who has the cartridge inserted into
            their GBA needs to insert the purple connector into their system;
            they will play as Player 1. If both players have a copy of Donkey
            Kong inserted into their GBA, the player who has the purple
            connector inserted into their system will play as Player 1.

            Power on both GBAs. When the Title Screen appears, press L and R
            together to bring up the System Menu, and from there, select the
            LINKED PLAY option. You will then be taken to the Linked Play
            Confirmation Screen. Press Start, and the systems will be linked,
            and you are taken back to the Title Screen. From there, you can
            then choose to play a 2 Player Game.

SAVE HIGH SCORE: Choose this to save your high score, which remains saved on
            the game's battery backup even after the power has been
            switched off.

SLEEP MODE: When you select this, the game pauses and the GBA's screen will
            turn off to conserve battery power, although the power remains
            switched on. As informed at the bottom of the System Menu screen,
            you can exit Sleep Mode by pressing the Select, L and R buttons
            simultaneously.

Wii Virtual Console - Button Key

The following buttons on the Wiimote, Wii Classic Controller and GameCube
Controller correspond to those of its NES counterparts: use these in
conjunction with the Controls section above in order to see their button
denotations:

.---------.------------------------.--------------------.----------------.
| WIIMOTE | WII CLASSIC CONTROLLER | GAMECUBE CONTROLLER | NES CONTROLLER |
:=========+========================+====================+================:
| D-Pad | D-Pad | D-Pad | D-Pad |
| | Left Analog Stick | Analog Stick | D-Pad |
|---------+------------------------+--------------------+----------------|
| 2 | A | A | A |
|---------+------------------------+--------------------+----------------|
| + | + | Start | Start |
|---------+------------------------+--------------------+----------------|
| - | - | Z | Select |
'---------'------------------------'--------------------'----------------'

Other Controls (Wiimote & Wii Classic Controller)

Home: Bring up Home menu while pausing the game; press again to hide Home menu
      and resume play

o-------------o
| Title Screen |
o-------------o

Okay, so here's a look at what the rather simple title screen looks like, and
the types of game you can choose. Below the diagram is a quick rundown.

```
            +-------------------------------------------------------+
            |   _  _  _     _  _  _   _      _    _      _   _  _  _    _    _   |
            |  |_|_|_|_   |_|_|_| |_|_   |_| |_|_  _|_| |_|_|_| |_| |_| |
            |  |_|_| |_| |_| |_| |_|_|_|_| |_|_|_|    |_|_  _    |_|_|_| |
            |  |_|_| |_| |_| |_| |_|_|_|_| |_|_|_    |_|_|_| |_|_|_| |
            |  |_|_|_|_| |_|_|_| |_| |_|_| |_| |_|_   |_|_  _      |_|   |
            |  |_|_|_|   |_|_|_| |_|    |_| |_|   |_| |_|_|_|   |_|    |
            |          _    _   _  _  _   _     _    _  _  _  _         |
            |         |_|_  _|_| |_|_|_| |_|_   |_| |_|_|_|_|        |
            |         |_|_|_|   |_| |_| |_|_|_|_| |_|  _  _         |
            |         |_|_|_    |_| |_| |_|_|_|_| |_| |_|_|         |
            |         |_| |_|_  |_|_|_| |_| |_|_| |_|_  _|_|         |
            |         |_|   |_| |_|_|_| |_|    |_| |_|_|_|_|         |
            |                                                       |
            |        *   1   P L A Y E R   G A M E   A              |
            |                                                       |
            |            1   P L A Y E R   G A M E   B              |
            |                                                       |
            |            2   P L A Y E R   G A M E   A              |
            |                                                       |
            |            2   P L A Y E R   G A M E   B              |
            |                                                       |
            |     (C)1 9 8 1   N I N T E N D O   C O .,L T D.       |
            |                                                       |
            |            M A D E   I N   J A P A N                  |
            |                                                       |
            +-------------------------------------------------------+
```

1 PLAYER GAME A: The game mode that most will be used to playing if they're
                familiar with the arcade game; one player controls Mario as
                you guide him through each of the three levels to rescue
                Pauline. You begin with three lives, and upon defeating the
                game and rescuing Pauline, the game begins over again at the
                first stage, with the difficulty notched up a tad, along with
                a slightly higher (but more rapidly decreasing) Bonus timer.

1 PLAYER GAME B: An expert version of the game. All stages retain the same
                layout as that of Game A, however Donkey Kong's traps are a
                bit more wily in trying to catch Mario (e.g. barrels scroll
                down quickly and in different directions), enemies tend to be
                smarter at trying to catch you, and of course, the original
                hazards from Game A will also still be here. If you get
                through Game A without too much trouble, then try this mode!

2 PLAYER GAME A: So long as 2 controllers are plugged into the system, then 2
                players can take it in alternating turns controlling Mario to
                attempt to beat each stage. Play alternates when one player
                either beats a level, or loses a life. Should one player lose
                all their lives, the other player then continues playing until

they have lost all their lives too, and the game is over.

2 PLAYER GAME B: The same gist as 1 Player Game B, with 2-Player rules (play
                 alternating when one player loses a life or beats a stage; the
                 game is over when both players lose all their lives).

o------------------o
| General Gameplay |
o------------------o

The aim of Donkey Kong is to guide Mario to rescue Pauline from the clutches of
Donkey Kong, who continues to scale the construction site with her. For the
first two stages, you must direct Mario up to the area where Pauline is being
held in order to win. For the third and final stage, you have to uncouple all
the bolts that hold the girders together by jumping or walking over them. When
all the bolts are removed, this causes Donkey Kong to plummet to the ground,
Pauline is rescued, and the game is over and begins from the start again, with
the difficulty slightly increased. From there on you basically just keep
playing and see how far you can get before you lose all your lives; the game
repeats forever until you do so.

The Hammer

This handy weapon serves as Mario's equaliser, and his only means of fighting
back against the enemies. To use a hammer, simply stand directly underneath it
and jump. Mario will grab the hammer and swing it wildly in front of him for a
few seconds. While the hammer is active, Mario will destroy any enemy he hits
with it; however, he is unable to jump or climb ladders while using it. The
background music temporarily changes to indicate you have the hammer; when it
changes back, Mario drops the hammer and you return to the regular controls.
Also remember that the hammer only defeats any enemy it hits; Mario can still
be killed if an enemy hits him from above or behind, or he misses it with the
hammer.

Characters

You only control the one character, so there's not really much reason to
warrant a Characters list as its own section in this guide, so here, I'll just
make a quick who's-who list of the people/creatures that are seen in this game.

Barrel: Seen in the first stage of the game, Donkey Kong throws these down at
        Mario. They roll down the ramps, and can also drop down ladders at
        random. The first one that Donkey Kong throws will drop directly down
        and ignite the oil barrel, spawning a Fireball enemy. You can also jump
        over them, or smash them with the hammer to score extra points.

Donkey Kong: Along with Mario, a Nintendo icon making his debut in this game.
             He's seen at the top of each screen, often hurling things in
             Mario's way as a means of trying to prevent him from rescuing
             Pauline. He does not attack Mario directly, but make sure not to
             touch him, otherwise you lose a life!

Fireball: Seen in Levels 1 and 2. In the first level, a single Fireball is seen
          when DK's first barrel ignites the oil barrel, and this enemy jumps
          out of it. In Level 2, this enemy is seen guarding the two ladders

holding up the two floating platforms in the middle of the stage.
Basically, they move from left to right at random with no particular
attack pattern, but are deadly to the touch for Mario, and there is
no way they can be defeated. It is possible to jump over them as
well, but due to their unpredictable movement patterns, it's just
better to steer clear of them instead.

Firefox: Seen in Level 3, these enemies behave in pretty much the same manner
as Fireballs, only their movement is a bit quicker, and they can
explore most of the level, rather than being restricted to certain
areas. Like the Fireball, they can climb and descend ladders, but
can't cross any gaps made by Mario when he removes the bolts holding
the girders together. Also, when you grab the hammer they turn blue
(generally your signal to go after them and destroy them for points),
but they'll try to avoid you, so be quick and try to catch them!

Jack: The springs that Donkey Kong sends along the top ledge in the second
level of the game. They bounce along in arcs, before falling straight
down to the ground once they go over the edge. They instantly kill Mario
if he touches them, so be sure that you're not in one's path when leaping
over a gap, and time your run along that top ledge so that they'll bounce
straight over Mario's head.

Mario: The hero of the game, whom you control. He's the little guy in the red
overalls and cap and blue shirt, with the moustache. Control him to
scale the site and rescue his beloved Pauline.

Pauline: The damsel in distress. She's the lady with the blonde hair and the
pink dress, seen at the top of each stage, being held captive by
Donkey Kong. By rescuing her by virtue of climbing to the top, or
removing all the bolts, you get a Bonus score.

o-------------o
| Game Screen |
o-------------o

Here's an example of what you see at the top of the game screen, and what
everything means:

```
                    +-------------------------------------+
                    | I:000000    TOP:000000              |
                    |                 +-M-++-BONUS-++-L-+ |
                    |                 +-0-++-5000--++-1-+ |
                    |                                     |
                    |                                     |
                    |                                     |
                    |                                     |
                    |                                     |
                    |                                     |
                    |                                     |
                    +-------------------------------------+
```

High Score: The score counter beside the word 'TOP' at the top-centre of the
screen. This is the highest score that has been achieved in the
current sitting of Donkey Kong (i.e. since the power has been
switched on).

Score: Seen in the top-left corner of the screen, for Player 1 (marked by 'I')
or Player 2's (marked by 'II') score in the game of Donkey Kong they are

currently playing. Increase this by defeating enemies and finishing
levels.

Remaining Lives: Shown in the top-right corner of the screen, underneath the
'M' (stands for 'MEN', as in men remaining), this number is
for how many lives Mario has remaining. You can earn an extra
life for every 20,000 points you rack up.

Bonus: This has two purposes; it acts as a timer (ticks down by 100 points as
the level wears on) and thus giving you an incentive to try and beat
each level as quickly as possible; and it is also the amount of points
that will be added to your score when you win a stage. If you fail to
finish a stage before the Bonus decreases to zero, you'll lose a life,
so remember to be quick. Also, each time you beat the game (i.e. finish
all three stages), the difficulty level goes up, but the Bonus timer
goes up by 1000 points as well (although it starts to tick down at a
slightly faster rate).

Stage: This is also shown in the top-right corner, underneath the 'L' (for
'LEVEL') header. This starts at 1 and goes up by one every time you beat
the game's three stages. The game gets more and more challenging as your
Stage number increases, but so do the bonus points.

o---------o
| Scoring |
o---------o

There are a variety of ways to increase your score in the game, and different
point amounts awarded for each method. See the table below for how many points
you are awarded for each means of scoring in the game:

.--.-------------.
| METHOD OF SCORING | POINTS |
:==+=============:
| Bonus Timer at end of level | 100 - 5000+ |
|--+-------------|
| Collect Parasol | 800 |
|--+-------------|
| Collect Purse | 800 |
|--+-------------|
| Destroy enemy with Invincible Hammer | 500 |
|--+-------------|
| Jump over Barrel | 100 |
|--+-------------|
| Remove Bolt (Stage 3) | 100 |
'--'-------------'

NOTE: You get an extra life when you achieve 20,000 points.

o---------------------------o
| Level Screens/Hints & Tips |
o---------------------------o

Level 1: Ramp Stage

                        |--| |--|
                        |--| |--|

```
                              |--| |--|
    +--++--+      D O N K E Y   PAULINE-+------------+
    |  ||  |                    +==+-+==+----------+==+
    +==++==+         K O N G    +==+-+==+          |--|
    |  ||  |                    |--| |--|          |--|
    +=+++==+-------------------+==+-+==+--+        |--|
      +--------------------------------+==+------+==+-----------------------+
          [  ]                         |--+--------------------------+==+--+
           ||                          |--|                          |--|
           ||                          |--|                          |--|
                                       |--|                          |--|+---+
                                       |--|+--------------------------+==++--+
          +--------------------------+==++----------------------+==+---+
          +----+==+--------------+==+----+                      |--|
              |--|               |--|                          |--|
              |--|               |--|                          |--|
              |--|               |--|                          |--|
     +---------+==+--------+      |--|                          |--|
     +-------------------+------+==+-----------+                |--|
                      +--+==+-----------+==+----------------+==+------+
          [  ]                |--|          |--+--------------------+==+--+
           ||                 |--|          |--|                    |--|
           ||                 |--|          |--|                    |--|
                     |--|      |--|          |--|                    |--|
                     |--|      |--|          |--|  +------------------+==+----+
                     +==+-----------+==+--+----------------------+
        +-------------------+----------+==+------+
        +----+==+-----------+          |--|
             |--|                      |--|
             |--|                      |--|
             |--|                      |--|
     +---------+==+--------------------+|--|
     +---------------------------+==+++==+-------------------+
                                 |--| +--------------------+-----------+
                                 |--|                      +------+==+--+
       _____                                              |--|
      |      |   YOU                                        |--|
      | OIL  |   START              |--|                    |--|  +-+
      |_____|   HERE               |--|  +----------------------+==+--+-+
    +-----------------------------+==+----+-----------------------------+
    +-------------------------------------+
```
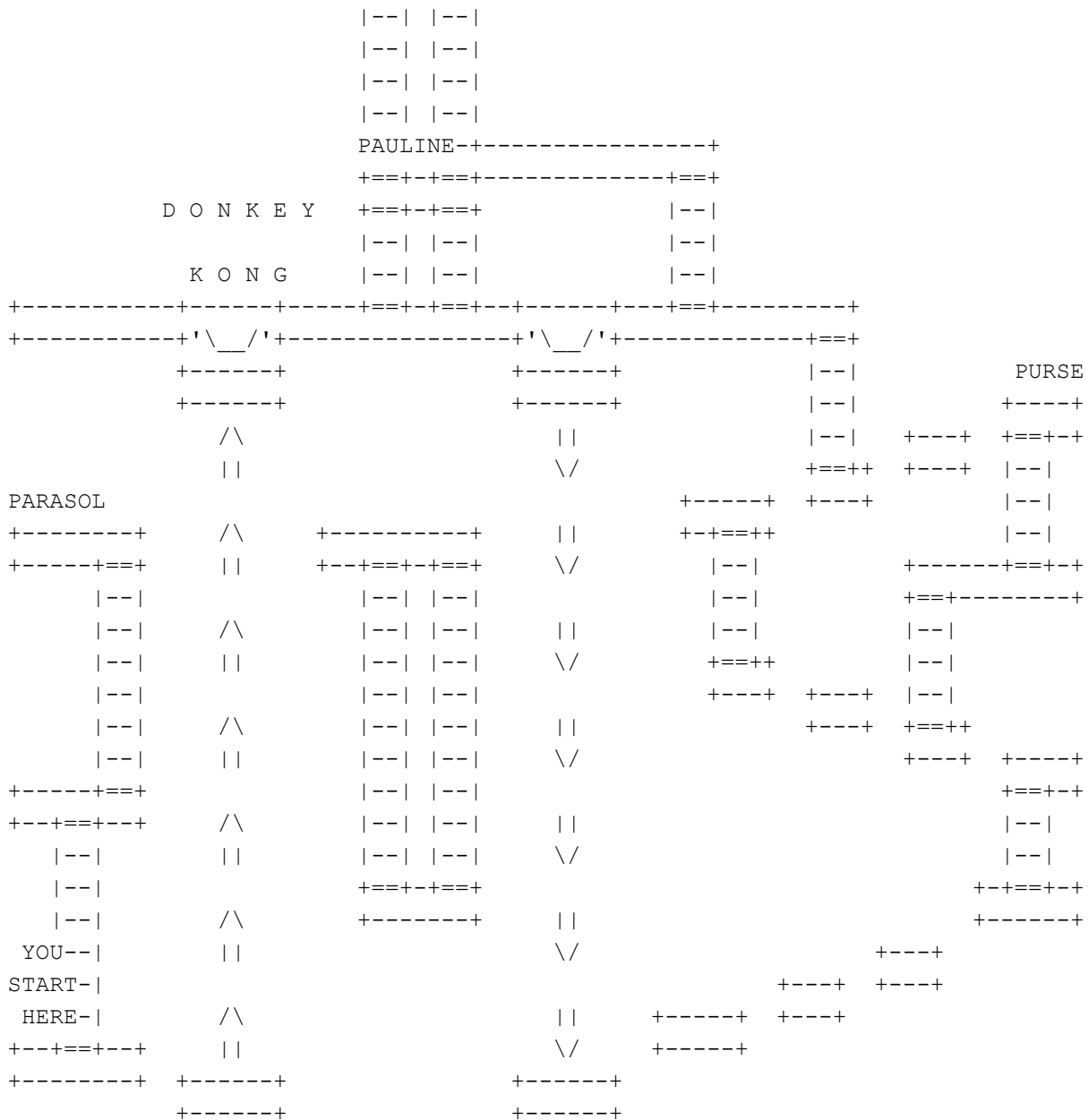
* The objective of this first stage is to climb each ramp with the use of the
  ladders until you get onto the ledge beside Pauline. The level begins with
  Donkey Kong dropping a barrel directly down, which collides with the blue oil
  barrel to the left of Mario's starting position. This causes the barrel to
  ignite, thus spawning a Fireball enemy. This enemy moves from left to right
  in random patterns, and it also has the ability to climb ladders, including
  broken ones, however, it never goes any higher than the second floor up (so
  you won't be able to destroy it with a hammer).

* The best pattern to take for quickness' sake is to head right to the right
  end and climb the ladder there to the next floor up. Go left to the ladder at
  the middle and climb that to the next floor, then go up the one beside you on
  the right. Go left a little and climb the nearer of the two intact ladders,
  then go right to the end, and climb the ladder there to reach the top floor.
  Then, go left and climb the ladder that leads onto the unoccupied platform on
  Pauline's right.

* Donkey Kong will repeatedly throw barrels every few seconds, and you need to

be aware of the movement patterns they make: mostly, they roll along the
ground, dropping down from the edge of each girder at the end. Some, however,
can roll down ladders at random so you should keep an eye on locations of
barrels above you, especially when you're climbing ladders. Once Mario's on a
ladder, he can't get off until he reaches the very top or bottom; so he loses
a life if hit by a barrel that rolls down a ladder while he is climbing it.

* Because of the random movement patterns, some barrels can end up getting
  clustered together and make jumping over them difficult, if not even
  impossible; which is why it is wise to grab the hammers that can be found on
  the left-hand side of the area on the third and fifth storeys of the
  structure. With the hammer, you can destroy incoming barrels and make your
  way along, but you'll have to wait for the effect to wear off before you
  continue climbing.

* On higher difficulty levels and in Game B mode, barrel movements become
  trickier to anticipate. They tend to roll down ladders and chase after Mario
  more, and Donkey Kong will also throw them straight down in zigzag movements.
  Again, try to take your time and watch out for what is above you before you
  move along.

Level 2: Elevator Stage
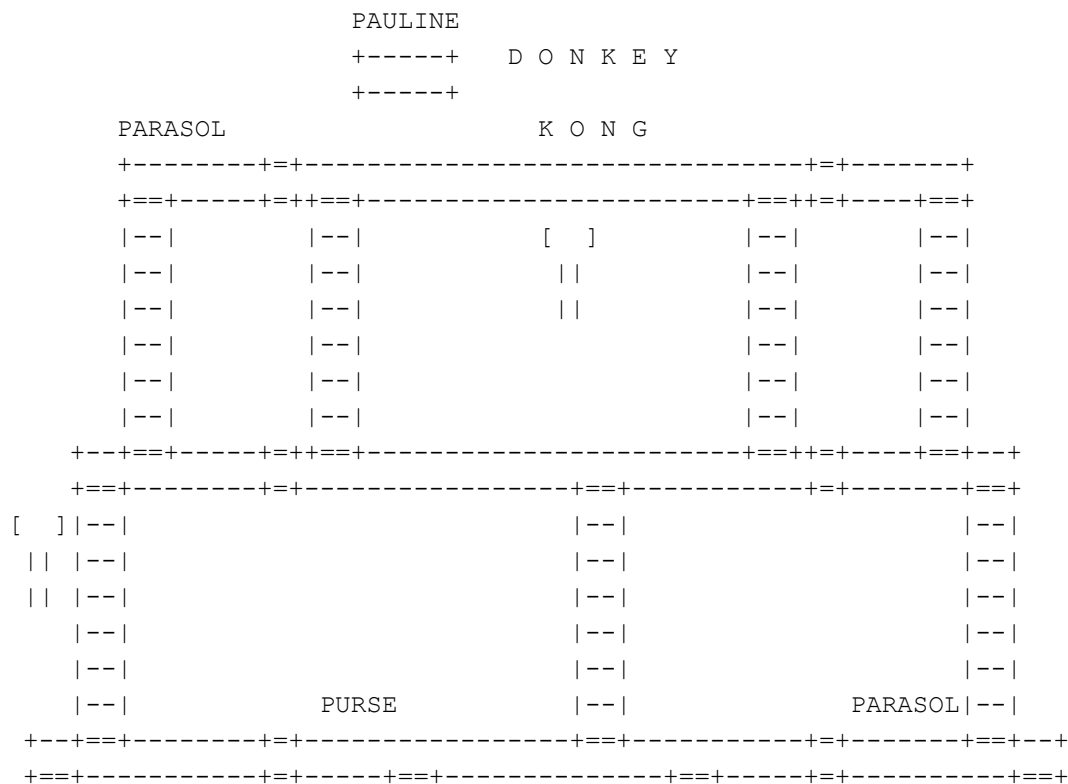-----------------------

```
                             |--| |--|
                             |--| |--|
                             |--| |--|
                             |--| |--|
                             PAULINE-+---------------+
                             +==+-+==+-------------+==+
         D O N K E Y         +==+-+==+             |--|
                             |--| |--|             |--|
           K O N G           |--| |--|             |--|
  +----------+------+-----+==+-+==+--+------+---+==+---------+
  +----------+'\__/'+---------------+'\__/'+------------+==+
            +------+               +------+             |--|            PURSE
            +------+               +------+             |--|          +----+
              /\                     ||               |--|  +---+  +==+-+
              ||                     \/               +==++ +---+  |--|
   PARASOL                                    +-----+  +---+       |--|
   +--------+     /\        +----------+   ||   +-+==++            |--|
   +-----+==+     ||     +--+==+-+==+   \/     |--|            +------+==+-+
        |--|              |--| |--|            |--|            +==+--------+
        |--|     /\       |--| |--|   ||       |--|               |--|
        |--|     ||       |--| |--|   \/      +==++               |--|
        |--|              |--| |--|           +---+  +---+  |--|
        |--|     /\       |--| |--|                  +---+  +==++
        |--|     ||       |--| |--|   ||                 +---+  +----+
   +-----+==+             |--| |--|   \/                        +==+-+
   +--+==+--+     /\      |--| |--|   ||                         |--|
      |--|        ||      |--| |--|   \/                         |--|
      |--|                +==+-+==+                            +-+==+-+
      |--|        /\       +-------+    ||                      +------+
    YOU--|        ||                    \/                 +---+
    START-|                                          +---+  +---+
     HERE-|        /\                   ||     +-----+  +---+
   +--+==+--+      ||                   \/     +-----+
   +--------+  +------+              +------+
               +------+              +------+
```

```
+------------+_/  \_+---------------+_/  \_+----------------------------+
+------------+------+---------------+------+----------------------------+
```
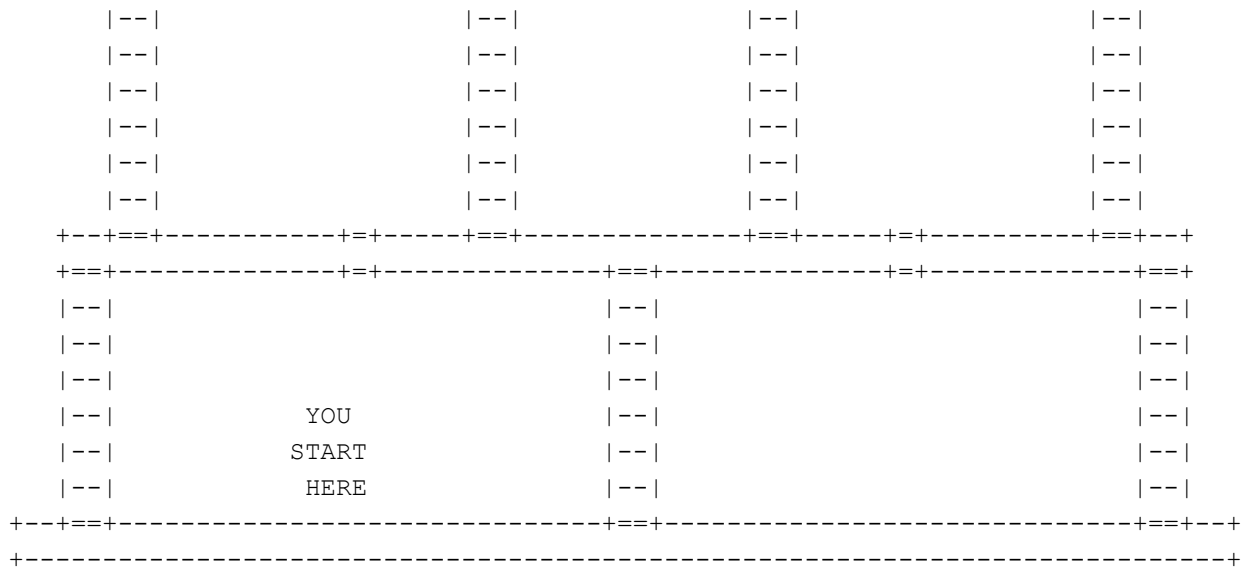
* You start on the small platform in the lower-left area of the screen. Again,
  like the first level, you need to climb up to the ledge beside Pauline to
  beat this level. Start by climbing the two ladders above you, and grab the
  Parasol item on that top ledge to get some extra points.

* To progress to the other side of the screen, Mario has to make use of the
  elevator girders in the gaps between the platforms and ladders. The quickest
  way to get across would be to jump onto one of the ascending girders, then
  make another quick jump to the right, to land on the top ledge with the two
  ladders beneath it. Make sure you time your jump beforehand, though, as a
  Fireball patrols that ledge, the two ladders, and the ledge below it. Wait
  until it's going down a ladder or on the bottom ledge before you leap over.

* From there, make a quick leap onto a desending girder on the right, and then
  jump right to the next ledge along. You can leap across a few more ledges to
  grab the Purse on the far-right ledge for some extra points.

* On earlier levels, the elevators move quite slowly, giving you ample time to
  make your jumps. However, as you keep going through the game, they move
  faster every time. So, when you get to the descending girders, you may want
  to ride one to the bottom, then leap right and make your climb up to the rop.

* Donkey Kong attacks with Jacks. These are big springs that bounce along the
  top ledge, and drop down through the gaps where the many little platforms on
  the right side of the screen are. Take a look at their bouncing pattern so
  that you know where it's safe to run once you get to the top. You also need
  to be VERY quick to climb the ladder to the platform beside Pauline, as a
  Jack can hit Mario while he's on the ladder. It's best if you go just left of
  it, wait for a Jack to bounce over Mario, then immediately get up the ladder
  to win the level before the next Jack comes along.

Level 3: Rivet Stage

                        PAULINE
                        +-----+   D O N K E Y
                        +-----+
             PARASOL   K O N G
            +--------+=+-------------------------------+=+-------+
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        [   ]|--| |--| |--|
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             |--| |--| |--|
             |--| |--| |--|
             |--| PURSE |--| PARASOL|--|
          +--+==+--------+=+---------------+==+-----------+=+-------+==+--+
            +==+----------+=+-----+==+-------------+==+-----+=+----------+==+
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```
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        |--|                 |--|             |--|                     |--|
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      |--|                             |--|                         |--|
      |--|                             |--|                         |--|
      |--|                             |--|                         |--|
      |--|           YOU               |--|                         |--|
      |--|          START              |--|                         |--|
      |--|          HERE               |--|                         |--|
    +--+==+----------------------------+==+----------------------------+==+--+
    +----------------------------------------------------------------------+
```

* To beat this stage, rather than reaching the top, you have to unplug the
  eight yellow bolts holding the middle girders together. Each floor has two
  bolts; one on the left side, and one on the right. The best way to go about
  doing this is to start from the bottom and work your way up; climb one of the
  ladders and unplug the bolts on the first floor, climb up to the next floor
  and do the same, and so on.

* To remove a bolt, walk or jump over it. If you go back over a bolt you
  removed, be sure to jump, or Mario can fall down the gap that is left behind
  and will lose a life!

* The main threat to watch out for are the Firefox enemies; which begin to
  appear in abundance as the level goes on. On higher levels, more of them will
  appear as well. They do like to try and corner Mario by following him, and
  they can climb ladders, too. However, they can't cross gaps left by removing
  bolts, so use this to your advantage to shake them off your tail.

* Get the Purse and Parasol on the second floor for extra points, and the
  second Parasol at the top-left part of the structure for extra points too.

* For removing the bolts on the top, you'll need to take one out, then go back
  down to the floor below, before going to the opposite side and climbing up
  again to remove the final one. You can't walk directly past Donkey Kong, as
  touching him will result in losing a life.

* There's a hammer on the very left on the middle floor, and a second one on
  the floor above it in the centre. Grab them to defeat the Firefoxes if you
  can, to get some extra points and counter the enemy threat.

* Once all the bolts are removed, Donkey Kong plummets to the ground and you
  rescue Pauline and win the game! You then begin again at the Ramp Stage, with
  the difficulty notched up a little. From here, the game repeats forever until
  you lose all your lives. Have fun playing!

===

                            3. ITEMS   [0300]

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Invincible Hammer: Grabbing one of these will let Mario defeat enemies that he
                   hits while swinging this item. Simply jump and touch it to
```

grab and use it. Remember, though, that while Mario can move
left and right while using this item, he can't jump or climb
ladders, so you'll need to wait for a few seconds before he
drops it and you can move on. There are two Hammers in the
first stage of the game, and two in the third stage.

Parasol: A pink umbrella item that Pauline dropped while she was being carried
up the building by Donkey Kong. Grab it to get extra points added to
your score. There is one to be found in the second level of the game,
and two found in the third stage.

Purse: Another item dropped by Pauline. Like the Parasol, picking this up will
reward you with some extra points. There is one on the second stage of
the game, and one on the third stage.

===

                              4. CHEATS   [0400]

===

o---------o
| Secrets |
o---------o

Multiple Points Trick

On the very first level of the game (the Ramp Stage), you'll notice that on the
second floor up, there are two intact ladders; one on the left, and one in
roughly the middle of the area. Climb the second one and stand directly on top
of it (so you're on the same floor as the first Hammer, you should have a
broken ladder to Mario's left, and an intact ladder beside him on the right).
This particular spot is good to do a trick to notch up several points; wait for
a barrel to come towards Mario, and jump directly up on the spot as it goes
underneath him. If that barrel rolls DOWN the ladder you're standing above, the
game keeps registering it as a jump over the barrel while Mario is in midair.
While the barrel rolls down the ladder, you'll hear the scoring sound effect
repeatedly play over, and you'll get LOTS of extra points!

===
                              ii. Credits
===

Gamesdbase | http://www.gamesdbase.com/
  * Their site has a scanned, online copy of the Donkey Kong instruction
    manual, which in turn I was able to refer to for the game story (used in
    the Story section of this FAQ), and various game basics that I put in the
    Basics section.

redeyedol
  * Who contributed the Multiple Points trick to GameFAQs, which I used in the
    Cheats section.

StrategyWiki Donkey Kong Guide | http://strategywiki.org/wiki/Donkey_Kong
  * For information on the game stages and enemy names, used in the Basics
    section of this FAQ.

```
Wii Virtual Console Operations Guide
  * For some basics and item names used in this guide.



===============================================================================
                      iii. Legal Disclaimer/Contacting Me
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Contacting Me
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For questions, suggestions, comments or useful information pertaining to this
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Thank you for reading my FAQ, and please feel free to read any of my other
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http://www.gamefaqs.com/users/RJHarrison


This file is dedicated to the memory of four late GameFAQs users, each of whom
passed away well before their time. Chris MacDonald (d. May 17, 2004), Elliot
Long (d. August 27, 2004), Mitchell Lee Stuekerjuergen (d. January 4, 2006),
and Steve McFadden (d. June 28, 2011). The latter was one of my closest and
dearest friends whom I had met through GameFAQs, and was one of the most well-
known and prolific contributors to the site. Steve was an inspiration to myself
to take up video game writing and always took the time to speak to me online
about gaming or other interests, as well as comment on my writing. Rest in
Peace guys, you will all be dearly missed.


http://www.gamefaqs.com/users/!Kao+Megura
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