Donkey Kong FAQ/Walkthrough
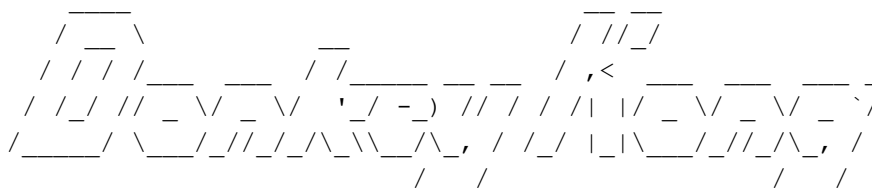
by NMorgan

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

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                   DONKEY KONG  FAQ/Walkthrough


            Author.....................Nick Morgan
            Console....................Nintendo Entertainment System


             "DONKEY KONG" Copyright 1981 Nintendo
             FAQ/Walkthrough Copyright 2005 Nick Morgan
             December 15th, 2005




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----- Copyright Information -----

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   | the author.  Permission can only be asked by email, but since I didn't    |
   | include my email anywhere in this document, I guess you are out of luck.   |
   | Tough luck.                                                               |
   |_____|


                    ********************
                    |  Version History  |
                    ********************


               Version 1.00 - First Release
                              Full FAQ
                              Walkthrough Included


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                    *********************
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                       1. Introduction
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```

     Everybody knows about Donkey Kong. Most likely you played it before,
but if you didn't, you should still have a pretty clear concept of this game.
Donkey Kong was released in 1981 as an Arcade game. At the time, Nintendo was
a little known company, and Donkey Kong is the game that really put Nintendo
on the video game map. Four years later the NES was released, and a year
after that came the release of Donkey Kong for the NES. Of course, the NES
version is nothing more than a port from Arcade to NES, but it's still good
for NES owners because now they can play this fun game from the comfort of
their own homes without wasting any quarters!

     The main reason why I am writing this guide is because I've always loved
this game, and now that I have some free time, I might as well make a FAQ for
it. It's a small game, and since I don't have much free time anymore, it's
perfect for me. I always try my best to write the best FAQ for each game I
write for. Please, get good use out of this!


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                          2. Story
*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^
                                            (from instruction booklet)
```

     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.


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*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^
                    3. Overview And Controls
*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^*^^
```

     The object of the game is to carefully navigate to the top of each Round
to rescue Pauline. There are 3 Rounds in the game. When you get to the end
of Round 1, Donkey Kong will clutch Pauline and bring her to Round 2. After
Round 2, Donkey Kong will bring Pauline to Round 3. When you beat Round 3,
Donkey Kong will fall far to the ground to his death, Mario will save Pauline
and hopefully get something later that night for his valiant efforts.

     After you save Pauline (it should only take 5 minutes if you know what
you're doing), you will go back to Round 1 again. The game does not ever end.
Instead, the game will Loop. After you beat Round 3, you will start back over
at Round 1, except on your second Loop. Loops are designated at the top right

of the screen underneath a capital L. The higher Loop you are on, the faster
and more difficult the enemies will become. You start out with 3 lives. You
can die many ways such as running into a barrel, touching a flame, falling too
far, or a few other ways. The amount of lives you have is designated at the
top right of the screen underneath the capital M.

     When you turn on the console, you have the choice to play 1 Player Game A,
1 Player Game B, 2 Player Game A, or 2 Player Game B. The only difference
between Game A and Game B is that Game B is slightly harder and has slightly
more enemies, but it's really not that much harder. And obviously the
difference between 1 Players and 2 Players is the amount of people playing.
For a 2 Player game, the players take turns. After a player dies, the next
player will start. At no point will both players play at the same time. When
playing a 2-Player game, you can compete either by Points or by Loops.

Controls
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| |
| _ | STANDARD
| _| |_ | NINTENDO
| |_   _| == == (B) (A) | ENTERTAINMENT
| |_| SL ST | SYSTEM
| | CONTROLLER
'-------------------------'

Left or Right - Moves Mario Left or Right
Up or Down   - Moves Mario Up and Down ladders
START   - Pauses the game
SELECT   - Chooses A-Game or B-Game when you begin the game
A Button - Jumps
B Button - No use

^
                              4. Enemies
^

     There are a few Enemies in Donkey Kong. Some of them are inadimate, but
none the less they are threats to your life, so I will list them anyway.
All enemies kill you simply by touching you. So don't let them touch you.
Here is the list of all enemies:

_____

++ Barrel ++
   Found In: Round 1

Barrels are constantly thrown by Donkey Kong from the top of Round 1. They
will start at the top, but will roll down the ramps Lof the construction site.
They will go down ladders at a completely random rate. For example, there is
no pattern which which a Barrel will go down a ladder. When one is rolling
toward you, Jump over it and you'll gain 100 Points!

_____

++ Flame ++
   Found In: Level 1

The Flame is the very first enemy that will appear in Round 1. At the very
beginning of the Level, Donkey Kong will throw a special barrel directly down
into the Oil Barrel. Upon that Barrel going into the Oil, a flame will
appear. The Flame will never go away, and will constantly but slowly move
forward, meaning you wont be able to go backward. It is very difficult (but
not impossible) to jump over a Flame.

_____

++ Jacks ++
   Found In: Level 2

A Jack is the obstacle that bounces from the top left to the top right of
Round 2, and then falls all the way down. They will repeadidily do this
forever, and can be quite a tough obstable to pass especially at later stages
in the game.

_____

++ Fireball ++
   Found In: Round 3

Fireballs are the enemies that appear so often in Round 3. I used to think
Fireballs were ducks that were on fire, but since I have realized that they
are meant to simply be fireballs. Fireballs can only be killed by using a
hammer, which may be a good idea if there are many Fireballs around your area.
Fireballs CAN be jumped over, but it is very difficult, and I only recommend
trying if it's you're being trapped, and it's your last resort.

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^
                         5. Items and Points
^

     There is not an actual ending to this game, so you're basically either
shooting to get either a high Loop (level), or high score. Usually I shoot
for a high Loop, but some people also shoot for a High Score. This is just
a list of things you can get in each level, and how many points it's worth.
If you're one of the folks that's shooting for a high score, this section
will be most worthwile to read and memorize:

 | Round 1 |
  ==
 | |
 | Jump over a Barrel .... 100 |
 | Hit Barrel with Hammer .... 500 |
 | Final Bonus .... Depends on Time* |
 | |

 | Round 2 |
  ==

```
|                                                  |
| Grab the Umbrella ........................ 800   |
| Grab the Purse ........................... 800   |
| Final Bonus ................. Depends on Time*    |
|                                                  |
 --------------------------------------------------


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|    Round 3                                        |
 ==================================================
|                                                  |
| Purse .................................... 800   |
| Low Umbrella ............................. 800   |
| High Umbrella ............................ 800   |
| Run over a Peg ........................... 100   |
| Hit Fireball with Hammer ................. 500   |
| Final Bonus ................ Depends on Time*     |
|                                                  |
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```

* In all 3 stages, there is a thing called a Time Bonus. The Time Bonus is
located in the top right of the screen in between your Lives and Loops. You
will get a higher bonus depending on how quickly you beat the stage. The
Time Bonus starts at a certain amount, and decreases by 100 points roughly
every second. During the 1st Loop, the Time Bonus will start at 5,000.
However, as you increase in Loops, the starting Time Bonus will also increase
in 1,000 increments. However, the Time Bonus will never start any higher
than 9,000.

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                            6. Walkthrough
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```

Yes, this is the Walkthrough section of this FAQ document, AKA the meat and
bones of the document, and is probably the reason why you are looking into
my guide.

6.1) - Round 1

Round 1 is the classic common stage that just about every who's ever lived
in America or Japan has seen, even if they don't play video games. This
screen has become famous since 1981, and almost second nature to many fans
of the game. Anyway, on with the Walkthrough.

The Goal of Round 1 is to climb all of the ladders to the very top of the
construction site, and stand on the highest platform next to Pauline. To
do this, you will have to climb the many ladders in the stage to get to the
very top, while avoiding the Barrels and Flames.

When Round 1 starts, Donkey Kong will immediately drop a barrel all the way
to the bottom of the stage. The barrel will seap into the Oil, and a living
flame will emerge! This flame is impossible to kill, and very tough to jump
over, so just avoid him. Besides, you should be infront of him anyway, so
you wont even have to worry about him!

When the Round starts, immediately run to the very right of the lowest platform
and climb the ladder there to the next platform. Run to the right, and then
you'll have the option to climb up one of two ladders. It doesn't matter which
one it is, but by now, the barrels should start rolling toward you, so be
sure to jump over them if they are a threat to you. Once on the 3rd platform,
know that there is a Hammer to the left of this platform. You don't have to
get this hammer, but if you do, you can temporarily kill all Barrels for 500
points a pop. Once you're done with the hammer, run to the right, and climb
one of the two ladders there to get onto the 4th platform. On this 4th
platform, run to the leftside, and climb one of the two ladders there to get
onto the 5th platform. Once on this 5th platform, know that there is a
Hammer to the leftside of this platform that you can get if you want. To get
the hammer, just jump up to grab it. Temporarily you'll be able to defeat
every Barrel that comes near you for 500 points a pop! After you're done with
the hammer, run to the very right of the 5th platform and climb the ladder to
the 6th platform (The platform that Donkey Kong is also on). Finally, walk
to the middle of the 6th platform and climb the last ladder there to get up to
the highest platform of Round 1. You'll hear a chime, your points will be
added up, and ka-pow, you've beaten Round 1! Now Donkey Kong will heave
Pauline up to the next Floor of the construction site!

Here is a Text-ASCII-Map of Round 1. As you can see, the //, ||, and \\ marks
underneath the platform indicate which way the platform is sloping. I did this
because you can't get too detailed using only text, but it gets the job
done!

                        Pauline
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   __ __   Donkey |||||||||||||
  | | | Kong   ---------- -------------
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		Here ----------	--
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6.2) - Round 2

Round 2 is the next floor of the construction site! Once again the object
is to get through the level, and simply stand on the platform next to Pauline
in order to get to Round 3.

Start the level by climbing up the two ladders there to the top, and collect
the Umbrella for 800 extra points. To the right, there is a Flame, but wait
for him to climb downwards. Then, quickly jump to the right onto an elevator
platform, and then quickly onto the platform where the Flame was. Once again,
jump to the right onto an elevator platform. If you're quick, you can simply
jump off at the top platform to avoid obstacles, but if you were slower, you
will have to let to elevator take you to the bottom, and then jump off to the
right, onto the small platform.

From here, while taking careful notice of the falling Jacks, jump 3 platforms
to the right. Climb the ladder there, and then once again avoid the jacks,
and jump 3 platforms to your left. Climb the ladder there, and then jump one
platform to your right. From here you can get the purse that is located two
more platforms to the right if you want, which will give you an extra 800
points, but you do not have to. When you are ready, climb the ladder, and you
will be on the high platform that Donkey Kong is also standing on. This part
is kind of tricky, because you will have to avoid the Jacks by standing at a
strategic position so that they jump over you. Note that the position of the
Jacks changes VERY SLIGHTLY every time. This is how it's done: stand a little
bit before the final ladder, and wait for a Jack to hop over you. When this
happens, QUICKLY climb the ladder, and finish Round 2. If you're too slow,
however, the Jack will get you!

Congrats, now you're done Round 2. Now Donkey Kong will grab Pauline and bring
her yet another story higher, into the final Round of the game! Anyway, here
is another one of my famous Text-ASCII-Maps that I am known for (not really).
This one illustrates Round 2. Enjoy!

```
              Pauline
               here      -------------
     Donkey      --------- -------------
      Kong       ---------            |--|
      Here       |--| |--|            |--|
     -------------------------------------------------
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--------     ^|^ ----------   v|v   ------             |--|
   |--|      ^|^     |--| |--| v|v   |--|        ----------
   |--|      ^|^     |--| |--| v|v   |--|        ----------
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   |--|      ^|^     |--| |--| v|v   ----        |--|
   |--|      ^|^     |--| |--| v|v   ---- ----  |--|
--------     ^|^     |--| |--| v|v        ---- ----
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  |--|       ^|^     --------- v|v                     ------
  |--|       ^|^     --------- v|v            ---- ------
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---------    ^|^              v|v ----- ----
---------    ^|^              v|v -----
             ^|^              v|v
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```

6.3) - Round 3

Oh my Goodness! It's the Final Round of the game! Yes that's right, we are
at Round 3 of the game! It's do or die for Mario here: Either he saves
Pauline and gets some love later tonight, or Pauline will have to live with
an angry Gorilla. Can you handle the pressure?!

This is the final Round. After you beat Round 3, you will go back to Round
1, but be on your next Loop. Loops are basically like Levels, except for some
reason they're called Loops in this game. Loops are determined at the top
right of the screen underneath the capital L. Anyway, on with the walkthrough:

You will start out on the very bottom platform in the middle of the 1st and 2nd
ladders on that platform. The goal of this stage is NOT to get to the very top
like you did in the previous 2 rounds, but rather to walk over all 8 pegs,
which will collapse the construction site, and send Donkey Kong to a sudden
and unexpected death. There are 2 pegs on each platform, and 4 platforms, so
therefore there are 8 pegs all together.

There is no right or wrong way to do this, and therefore I can't really write
a walkthough for this section of the game. However I can give you a few hints.
You should know that once a Fireball starts climbing up or down a ladder, HE
MUST climb all the way. A Fireball cannot climb half way and then decide he
wants to go back down again, the game isn't programmed that way. Also, know
that Fireballs are difficult to jump over, but not impossible. So if you're in
a situation where you MUST attempt to jump over one, go for it, but don't try
to jump over Fireballs unless you have to. Also, know that there are two
hammers in this stage that can be used to defeat Fireballs. The hammers are
located at the very top, and the middle-left. To get a hammer, jump up at it,

and for a brief period, the Fireballs will turn blue, and you will be able to
kill them (I don't know how a hammer can hurt fire, but oh well). That's
pretty much all the information that you'll need to know about Round 3.

Upon beating Round 3 (stepping on the 8th peg), the construction site will
collapse, and Donkey Kong, who was standing at the top of the site, will fall
to a sudden and unexpected death. Then, Mario and Pauline will reunite with
a lovely heart in between them signifying LOVE! What a happy ending...!

As with the previous 2 Rounds, here is another Text-ASCII-Map made by me to
illustrate Round 3. Enjoy!

            Pauline   Donkey
             here   Kong
            ======   here

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*^
                     7. Conclusion
*^

   Well, there you go. That's my 2 cents about the game Donkey Kong. Of
course I wrote it for my favorite console, the NES. However, there are so
many other consoles that Donkey Kong has been ported on. Atari 2600,
Intellivision, Arcade, Gameboy Advance, I could go on. This document is
useful for all the different ports of Donkey Kong.

   I'm glad I wrote for this game. Although it's a small FAQ document, I
still learned a lot about the game in doing so. Now if you'd excuse me, I
have a homework assignment I've been putting off!

   Thanks for reading this document. The latest version can always be found
at www.GameFAQs.com, and all of the FAQ documents I have ever written can be

```
found here:   http://www.gamefaqs.com/features/recognition/22650.html




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                     * * * * * * * * * * * * * * * * *
                     |   Thanks To....   |
                     * * * * * * * * * * * * * * * * *

My Dad "Pops"   - Who bought an Intellivision when he was a teenager along
                  with a copy of Donkey Kong.  I had the Intellivision hooked
                  up when I was younger, so the Intellivision is what
                  ultimately introduced me to the great game known as Donkey
                  Kong.

GameFAQs        - Uh...thanks for hosting my guide, DUDE!

CNET            - Uh...thanks for owning GameFAQs, DUDE!

Raging_DemonTEN - Yeah, I totally used the same layout that you used for your
                  Mario Bros. FAQ.  Thanks fine fellow!

Bob Dylan       - Well, just because he's awesome!
_____
                                                            End Of File
```