Donkey Kong - 16K and 24K Differences
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In regards to the ColecoVision version of Donkey Kong, which was the pack-in cartridge for said system, there were versions of it produced with both 16K and 24K ROM chips. The 24K ROM version was known to be the earliest, and then Coleco programmers decided to cut 8K of this to 16K sometime during 1983.

There are notable differences between the 16K and 24K ROM versions of DK:

The broken ladder glitch on the girder board does the following:

*24K ROM version - Mario disappears after execution of the glitch and then re-appears after about 15 seconds on the top girder next to DK. However, Mario may lose a life when this is done because sometimes DK may throw a barrel the very instant Mario lands on DK's girder.

*16K ROM version - Executing this glitch causes Mario to fall down the girder and instantly go on to the rivets board.

Other notable differences:

*24K ROM version has a maximum time limit of 8000 bonus points.

*16K ROM version pushes this maximum to 99900 bonus points. But if this counter turns over at 00000 points, Mario will die instantly.

*24K ROM version - when Mario dies, the background music continues playing for a few timer ticks.

*16K ROM version - when Mario dies, the background music cuts out instantly when the death fanfare plays (timer's still ticking, though).

*24K ROM version - place Mario next to Pauline's hat, seen on the right side of the rivets board, and jump up from below and the hat magically disappears.

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