

=====DISCLAIMER=====

I have decided not to allow websites other than Gamefaqs (www.gamefaqs.com), IGN (faqs.ign.com) & Gamespot (www.gamespot.com) to host my FAQs from now on. Please don't ask, because I will not grant permission. It's just that too many sites don't keep their version of my FAQ up to date which makes for a lot of hassle in my mailbox. So if anyone sees this FAQ on any site other than those mentioned above, please let me know and I will take care of the situation, thanks.

Just to make things crystal clear for some people, this FAQ is not to appear anywhere at the following URLs:

<http://www.cheatcc.com>
<http://www.cheatindex.com>

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Donkey Kong FAQ
January 06, 2006
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(B) CONTROLS

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The controls for this game are as follows:

- 1,2,3,4 - Choose the skill level (1-4) for a one-player game.
- 5,6,7,8 - Choose the skill level (1-4) for a two-player game.

Fire - Jump

Left/Right - Move Mario left or right.

Up/Down - Climb ladders.

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(C) ITEMS

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There aren't many items in this game, only one of them is really useful.

Hammer - When you grab one of these Mario will start swinging the hammer like a maniac until the music stops. He can't jump while using the hammer so you should just use it to get rid of some annoying enemies and plan your next route.

Umbrella/Purse/Hat - These items are each worth 300 points.

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(D) ENEMIES

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This section also includes hazards, but basically it's anything that can kill you.

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Barrels
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Donkey Kong throws these repeatedly in the first stage and they pack a punch. Basically they roll along until they drop off a ledge, then they start rolling on the next ledge.

However sometimes the barrels roll down a ladder before they reach the end of the ledge, this is pretty random and also deadly if you're on the ladder at the time.

The best way to avoid barrels is not to wait on any ladder in case they roll down them, otherwise simply jump over them as they roll towards you.

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Fireballs
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These enemies move horizontally along platforms, while you can jump over them I wouldn't recommend trying unless it's your very last resort. This is because these enemies don't move at a constant speed, sometimes they slow down or even start moving in the other direction. They can also climb ladders (even broken ones) so keep an eye on them at all times.

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Donkey Kong
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I don't know what would make you think that tiny Mario could take on Donkey

Kong directly, but needless to say if you touch Donkey Kong you will die.

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Elevators
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These moving platforms can crush you from above or below if you wait on them too long. You can also die if you are careless and try to jump to an elevator that is too far below you.

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Gravity
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Mario is pathetic in this game and basically if you fall from a height of more than a few pixels he will die.

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(E) WALKTHROUGH

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Bricklayer J. Gastronomy

There are only three stages to the game, but you can replay them to your heart's content.

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Stage 01
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This stage has Donkey Kong constantly throwing barrels at you, other than the big ape himself the barrels are the only hazard of this stage. Sometimes a barrel will roll down a ladder instead of past it, so be very careful when climbing ladders if a barrel is coming.

Head right at the start and ignore the broken ladder as you climb the next one to your right, now you can either grab the hammer and cause some havoc or climb up either of the ladders on your left to reach the next floor.

Jump more barrels on this floor, then climb either of the two rightmost ladders to reach the next floor.

Use the hammer here if you need it, otherwise head left as you avoid/jump barrels. Climb the last ladder and jump the final few barrels, then climb the ladder in front of you to reach the top platform and end the stage.

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Stage 02
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In this stage Donkey Kong doesn't throw anything at you, so you get a small break in that respect. However he can still kill you if you go up to him and touch him, so don't do that. Other than Donkey Kong you just need to watch out for fireball enemies in this stage.

You should also notice that there are six yellow blocks in this stage, two on each of the upper floors. You need to walk over each of those blocks to remove them, then once you have removed all eight blocks the stage ends.

Use the hammers if you need them at any point in time, but otherwise watch the enemies and walk over the blocks whenever you have a chance. This creates gaps that you need to jump over, but it also means that the enemies have to find another route around the gaps.

Once you have all eight blocks removed the stage ends.

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Stage 03  
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This stage has no barrels, but there are still fireball enemies to deal with as well as elevators.

Climb the ladder in front of you at the start followed by another ladder above it, then grab the umbrella and wait there for a moment.

Make sure that the fireball enemy to your right is on the lower platform, then quickly jump across the elevator [when it's level with your ledge, or very slightly below it] to the platform on the other side. The fireball enemy below will likely be climbing the ladders below, so quickly jump across the elevator to your right when it lines up and ride it down.

Jump across the small platforms on your right and climb the short ladder, then wait for the fireball enemy to climb up high. Quickly jump across the pair of platforms on your left and climb the ladder.

Jump right across the platforms to reach the purse, just make sure the fireball enemy isn't there when you land. Now jump left to the ladder and climb up to the top level. Finally jump over the fireball enemy if needed as you climb up the nearby ladder and end the stage.

The game now loops through all three stages randomly, so you can continue playing until you lose all of your lives or get bored.

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                                (F) EXPERIMENTAL  
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For a little while now I've had a paypal link in all my FAQs at the very bottom here. Mainly as a small experiment since a few other FAQ authors have also had the same idea.

I had a few people email me before I put this link in because they wanted to send money, so it's here for those people.

For the record I've received about \$87 (which works out to a bit more in Canadian lol) last I checked, so I've been getting cases of pop and making some excellent progress on a few FAQs.

If you don't want to send money or can't then send me an email, it's nice to hear what people thought about my work and there's always room for improvement.

My email address is fecalord (AT) gmail (DOT) com, and the paypal address is listed below.

For those that want to contribute, you can use paypal at the following address:

fecalord2002 (AT) yahoo (DOT) ca

Many thanks, and I hope you continue to use my work!

~Dan