Nintendo

GAME BOY®

DMG-QD-USA

DONKEY KONG®

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™.

Thank you for selecting the DONKEY KONG™ Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

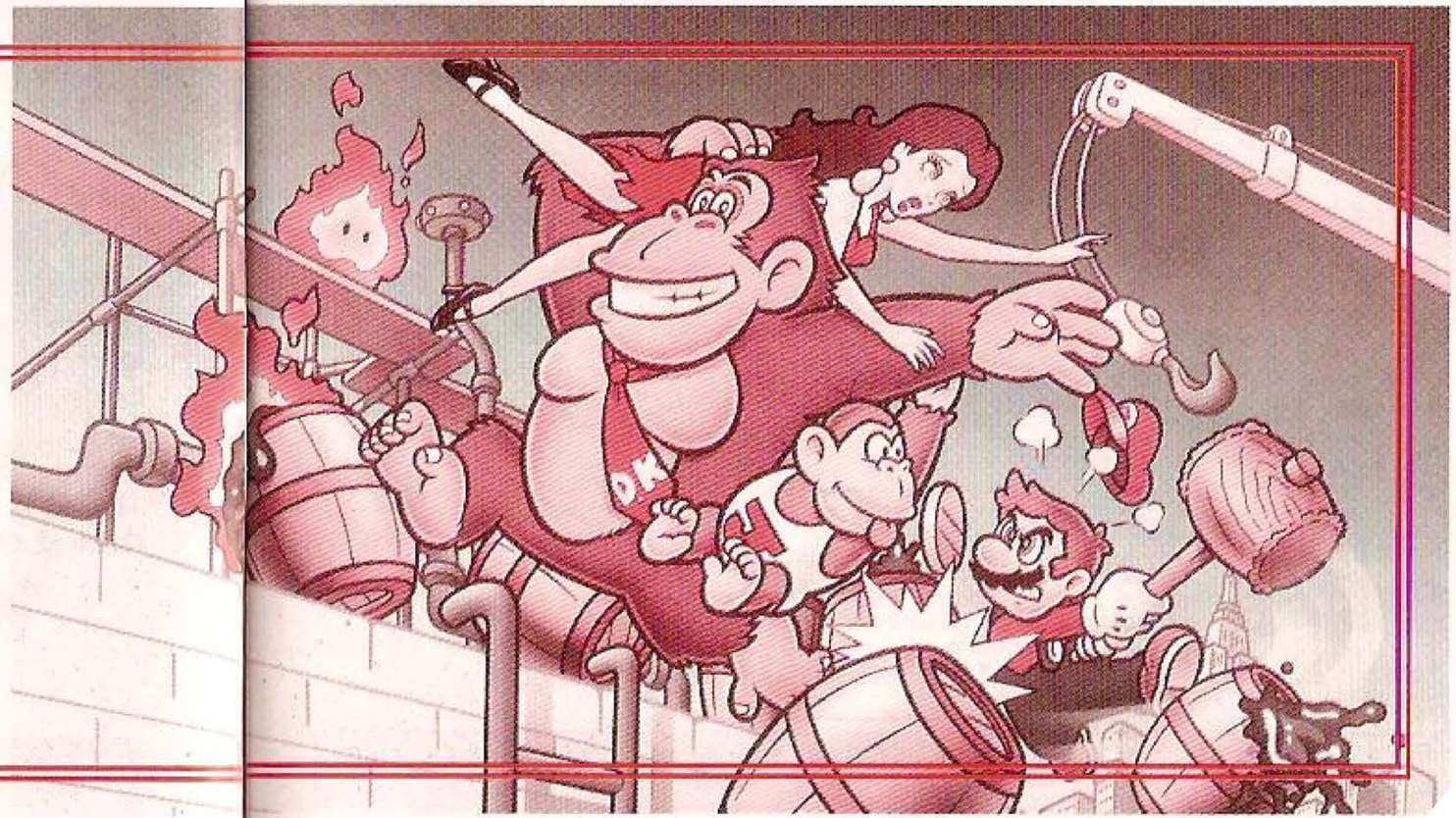
CONTENTS

Controller Operations 4
How to Start & Play the Game 6
Mario's Actions 8
Items 14
Map 17
Pause and Save 18
Time Trial 19
Caution, Caution, and Caution 20

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He's Back!!!

Donkey Kong kidnapped the beautiful Pauline and has run away!! To save her, Mario must chase after Donkey Kong. The familiar game of "Donkey Kong" is now a Game Boy title. A totally new quest awaits Mario beyond the familiar scenes of the first few stages. Hunt down Donkey Kong as he escapes from the Big-City, traveling on the Ship, through the Jungle, the Desert, Rocky Mountain and on to his home. Can Mario capture Donkey Kong and save Pauline?



CONTROLLER OPERATIONS

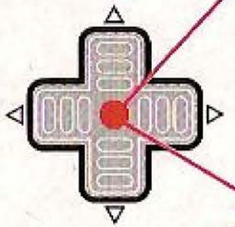
+Control Pad and A Button
▼ Do hand stand or high jump
◄ ► Do back flip

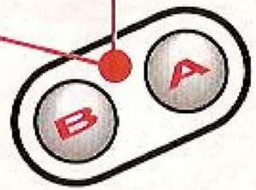
Control Pad and B Button
▲ Control switches
◄ ►Throw an object up

A Button
•Jump / Jump on to an object
•Let go of rope

B Button
•Pick up objects / Throw objects







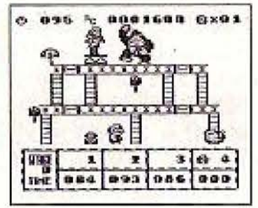


+Control Pad
▲ Spin on horizontal rope
▼ Crouch
▲ ▼ ◄ ► Move up, down, left and right

For detailed information about Controller Operation, read "Mario's Actions" in the manual beginning on Page 8.



SELECT Button
It displays the time that you took to clear the level. For details, see "Time Trial" in the manual on Page 19.





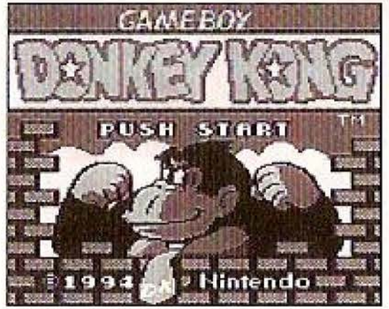
START Button
This will start and pause the game. Pressing the START Button during game play will stop (pause) it. To continue playing, select "CONTINUE" and press the START or A Button.
For details, see Page 18.

If you press the A, B, START, and SELECT Buttons at the same time, the game will reset to the title screen.



STARTING THE GAME

Correctly insert the Donkey Kong™ Game Pak into the Game Boy® unit and switch the power to the ON position. You will see the "Nintendo®" logo appear for a few seconds before the title screen appears. When the title screen appears, press the START Button to begin playing.



At the SELECT FILE Screen, press ◄ or ► on the +Control Pad to move Mario. Select a file from the three choices and press the A Button.



When you restart the game again after turning the power OFF, you have the option of beginning at a previously cleared stage. With Mario standing next to the file you want to play, use ▲ or ▼ on the +Control Pad to select the Stage and Level you wish to restart at, then press the A Button. You can select level 1, level 5 and level 9 of any stage you have already completed.

If you move Mario all the way to CLEAR at the right corner, you can clear any one of the files. When you press the A Button, Mario will pick up a bomb. Move Mario next to the file you want to delete and press the A Button again. Select YES from the options displayed to delete the record.

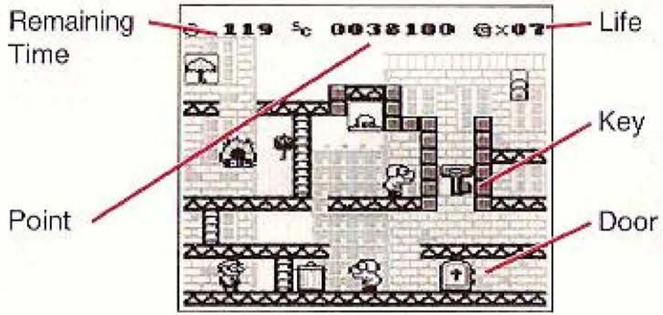
To delete all saved files, simultaneously press ◄ on the +Control Pad, START, SELECT, and B Button while on the Select File Screen. Selecting YES will then erase all records.

HOW TO PLAY THE GAME

In levels where Donkey Kong and Pauline appear on the screen, your goal is to reach Pauline while avoiding Donkey Kong's attacks.

In levels where you can hear Pauline's scream coming from the key hole in the door, your goal is to find the key and use it to open the door.

At the end of each stage, you must fight Donkey Kong and his friends. Pick up and throw barrels at Donkey Kong or find another way to damage your enemies.

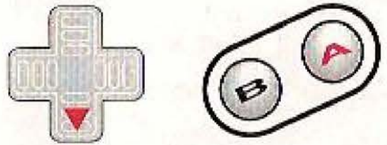


MARIO'S ACTIONS

New Actions! Mario cannot use some of these new actions at first, but as he continues along the quest, he will acquire the skills to use them.

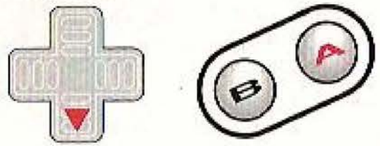
Handstand

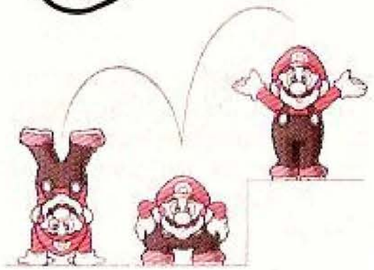
While pressing ▼ on the +Control Pad, press the A Button and Mario will do a handstand.



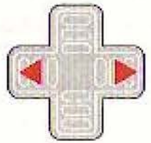
High-Jump From a Handstand

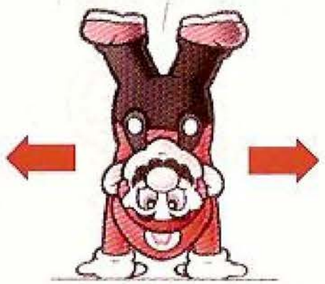
After doing a handstand, you can do a high-jump if you press the A Button again. Right after doing a handstand, if the timing is right when you press the A Button, you can jump very high.





While doing a handstand, Mario can move left or right.



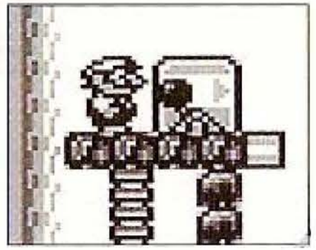


Switch

Turn switches on and off to operate the elevator and slide-board. Move Mario next to the switch. While pressing the B Button, use the +Control Pad to flip the switch. What the switch does differs depending upon the situation.

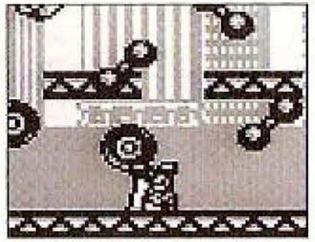






Kick From Handstand

While Mario is doing a handstand, he can kick falling objects to protect himself. Be careful though, there are some things that he cannot kick!

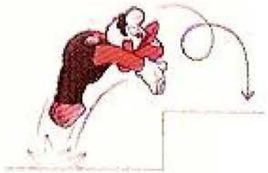


Back-Flip

While moving left and right, quickly press the key on the +Control Pad in the opposite direction and the A Button at the same time. Mario will do a back-flip in the direction opposite of that he was running.

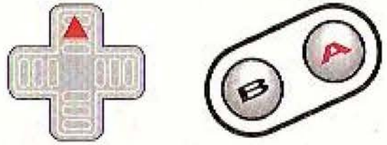


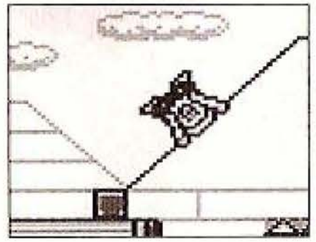
Using this technique, Mario can move up easily. Master it to finish quickly. By doing a back-flip, Mario can jump very high to reach a rope.



Spin On a Rope

Jump onto a rope .While Mario hangs from it, press ▲ on the +Control Pad. Mario will then beginning spinning. Press the A Button again and due to the centrifugal force, he can jump higher and further.



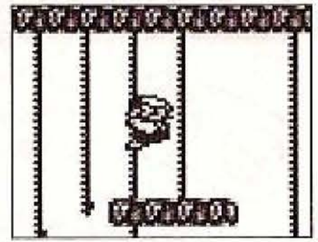






Using the +Control Pad, Mario can move left and right while hanging on the rope.

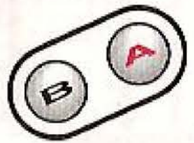
*When Mario is on a vertical object, he cannot spin.



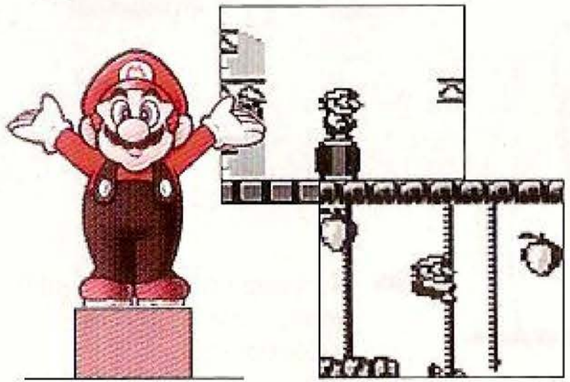
To hang on to a horizontal rope, press ▲ on the +Control Pad.

Basic Actions!

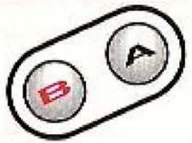
Actions you can do with the A Button



- Jump
- Jump onto an object
- Let go of a rope



Actions you can do with the B Button



- Pick up
- Throw an object after picking it up

* To pick up an object, jump onto the object using the A Button, then press the B Button.

*If MARIO is hit by an enemy while holding an object, he will be knocked away and the object will drop.

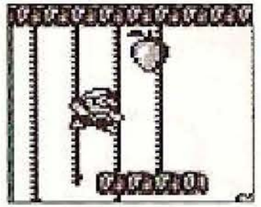


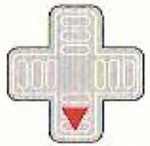
Actions you can do with the +Control Pad



- Climb up and down

*To move faster when climbing a rope or vine, use two of them. When climbing down, use only one.

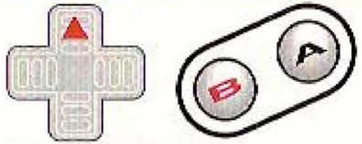




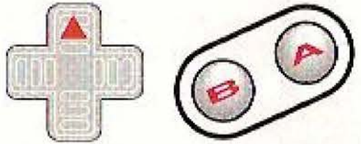
- Crouch



Conbination techniques



- Throw an object



- Throw an object higher

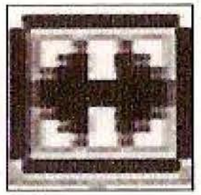
*While Mario is jumping, he can throw an object higher.



ITEMS

Road & Ladder

(You can set wherever you want)



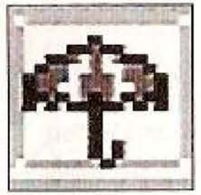
ROAD

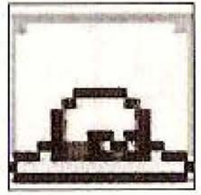


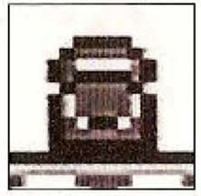
LADDER

When you touch these items, the screen stops and a cursor will appear. Select a location to set the road or ladder, then press the A Button. Roads will set horizontally, ladders vertically. The position and the length of the road or ladder will depend on obstacles in the area. Watch out! These items remain only temporarily. There are other items similar to these items that can be set wherever you want. Look for them!

Parasol, Hat & Bag





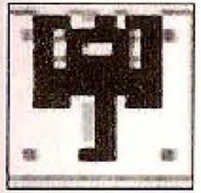


If you collect all three items when available, you can challenge the Bonus Game after clearing the level. The Bonus Game is not played until you pass Stage 0.

Hammer and Super Hammer



HAMMER



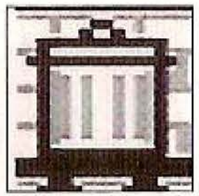
SUPER HAMMER

These are the only weapons in this quest. After Mario collects the Hammer, he can swing it either way. Since this item only lasts a short time, plan for the best time to use it. While he has a Hammer, Mario cannot jump.

The Super Hammer will open a road as well as defeat enemies. This item is different from the regular hammer! When it times out, the Super Hammer will reappear where it was.



Trash Can



Mario can throw Trash Cans at enemies (this may not defeat some enemies), or jump onto it. Be careful, there are enemies that look like a Trash Can!

Jump Stand



There are two types of Jump Stands. One can be moved into position using the +Control Pad, then press the A Button to set it. The other cannot be moved. Watch your timing and jump on it.

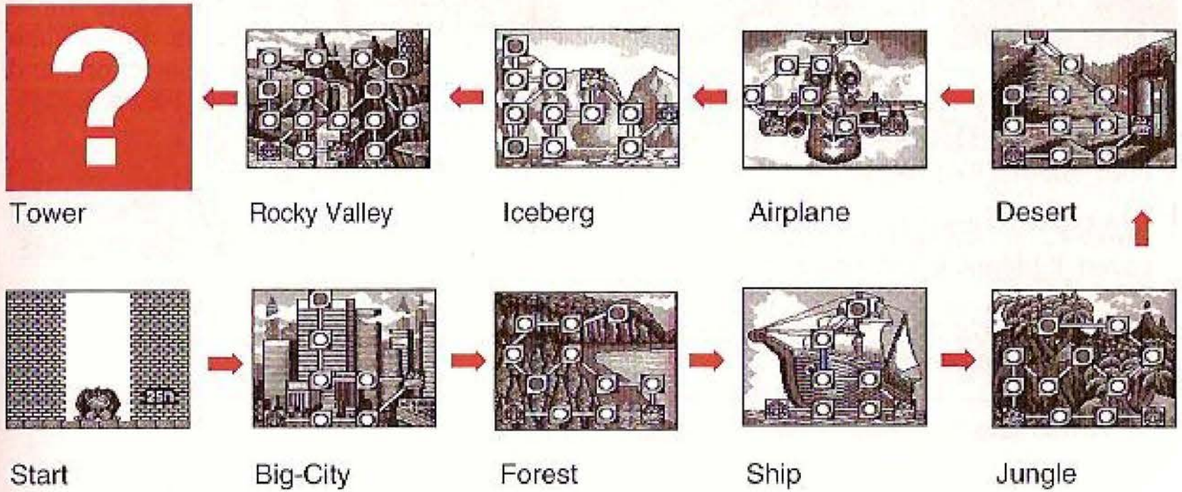
1 UP Heart



Collect this heart to receive an extra life. Mario's lives can be increased up to 99.

MAP

This quest is a long one! Where will Mario catch up with Donkey Kong?



PAUSE AND SAVE

PAUSE



During game play, if you press the START Button, the Pause Screen will appear. Select one of the three options below and press the A Button.

CONTINUE: The game continues from where it was paused.

SAVE + END: After the game is saved, it returns to the Title Screen.

RECORD: It displays the time records for each stage played.

This will also save the number of lives remaining.

GAME OVER



When Mario's lives equal zero, the game is over. When the GAME OVER Screen appears, you are given the same three options as the Pause Screen. Select one and press the A Button.

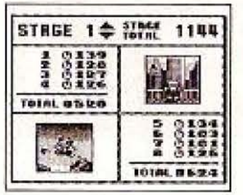
TIME TRIAL

The goal of the Time Trial game is to clear each level as quickly as possible. The remaining time is totaled after each four Level Section. Your life will be increased depending on the amount of time you have left. After every four Level Sections that you clear, you will be asked if you want to save. To save, select YES.



If you press the SELECT Button during the game play, the total time taken to complete the four level section, including the level you are playing and the items collected will be displayed.

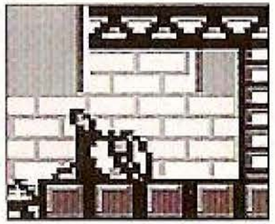
On the Pause Screen, select RECORD and press the A Button; this will display the best time record for all the levels you have cleared.

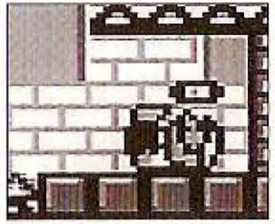


Use ▲ and ▼ on the +Control Pad to select a Stage you want to view. The best time will be saved automatically.

CAUTION, CAUTION, AND CAUTION

Be careful when you jump. If you fall too far, you might lose your life.





The door that Pauline is locked behind is sometimes hidden, look for it carefully.

If the key slips from your hand, it will flash for a moment, then return to where it was.

If you set more than one road or ladder, they will all disappear at the same time. They will also disappear when you press the A Button.

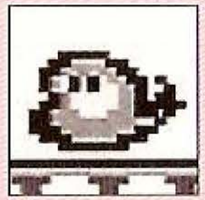


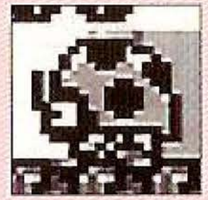
There are enemies that you can pick up and enemies that you will hurt you to touch.

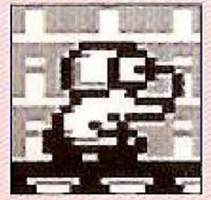
Here are a few of my friends
I'd like you to meet!



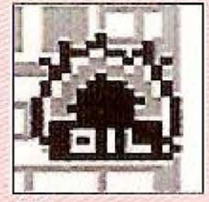
Kong's Friends


Fire


Dotty


Rappy


Bowbow



Oil

MEMO

MEMO

WARRANTY AND SERVICE INFORMATION

3-MONTH LIMITED WARRANTY

For Hardware, Game Paks, & Accessories

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware Only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product. Call the NINTENDO WORLD CLASS SERVICE® Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 4 a.m. to Midnight, Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest AUTHORIZED NINTENDO WORLD CLASS SERVICE® Center or you will be offered express factory service through Nintendo. You also may refer to your yellow pages directory under the heading of Video Games - Service & Repair, for the nearest authorized service location. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

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