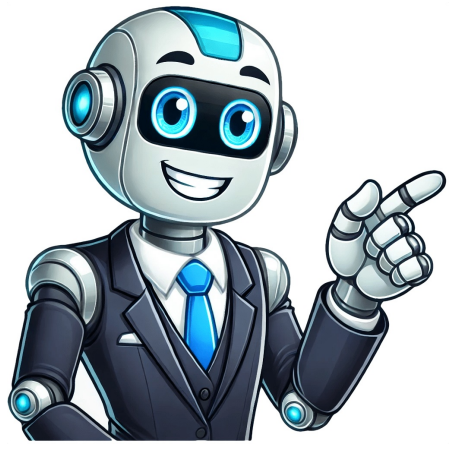


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We offer Donkey Kong in multiple Game Console Emulators including NES Emulator, Atari 2600, Atari 5200, Atari 7800, ColecoVision, and also a mobile phone and Iphone compatible game. This classic arcade game from the 1980s is one of my favorite and I spent many hours playing it as a kid in the 80s. You will have no tokens required to play this emulated version online for free on Free 80s Arcade website. Instructions, Game History and Hints are available at the bottom of the page. Use a hammer often in early levels to help with bonus time. In higher levels, use it sparingly if you need space on the far right ladder. Mario can only climb ladders that are unbroken. Barrels and beams can drop down any ladder. Fireballs can climb both types. Don't bother trying to climb broken ladders as they won't help. However, you can partially climb them to escape danger. But this is slower and more dangerous than jumping over barrels. If there are too many barrels approaching, use this method. When jumping, holding the joystick left or right extends the range that the game checks for barrels. This increases your chances of getting points even if you're not actually jumping over a barrel. Sometimes you'll get points for barrels or enemies you didn't jump over. Advanced strategy: You can make barrels roll down ladders by moving the joystick in the direction of the ladder. At level 4, you have maximum control over barrels. On higher levels, they respond well to the joystick's position. This means you can make a barrel roll down a ladder even if Mario is on one. The Conveyor Belt Stage appears on Level 3 and has five layers. You start at the bottom where you climb one ladder to reach the conveyor belt. The belt moves left or right, affecting your speed. Be alert as it switches directions when Donkey Kong is on his belt. From there, climb up to find bonus prizes and a hammer. In this stage, choose a direction that looks safest and climb up to the second layer. This layer has fireballs that increase in number over time. It's the most dangerous level, so try to leave as soon as possible; it is necessary for Mario to utilize in order to access the ladder leading to the ramp where Pauline is standing. The left elevator ascends while the right elevator descends. A fireball positioned between the elevators poses the initial challenge. If Mario finds himself below it, even by a single pixel, there is a chance that he can climb up the ladder. However, if both Mario and the fireball are on the top level, it will never descend the ladder. Using this to one's advantage when taking the first elevator upward is crucial. When utilizing the second elevator, if it moves slowly enough, one can take a shortcut from the high ledge on the left to the high ledge on the right. Nevertheless, if the elevator does not move quickly enough, Mario must ride it all the way down to the bottom and jump from island to island in order to reach Pauline. Throughout this journey, Mario must time his jumps so as to avoid the springs that fall from above. When Mario reaches the ledge upon which Donkey Kong stands, he must time his attempt to climb the ladder and rescue Pauline. The safest strategy is to stand directly over the right elevator, let the springs bounce over him, and make a run for the ladder whenever a spring clears his head. However, starting at Level 4, the springs come at a much faster rate, necessitating a more detailed strategy. This method also requires perfect positioning and timing. Initially, there are two main kinds of springs to consider. A "short" spring is a spring whose first bounce is to the left of DK's foot. A "long" spring is a spring that bounces off the top of the left elevator (in between Donkey Kong's legs) on its first bounce. Many springs will land somewhere in between ("medium" springs), but they are nothing to worry about until the next step. When you first get to the top, wait for a short spring. When the short spring makes contact on its final bounce, immediately - before it jumps back into the air - start running to the left. Stop on top of the right elevator (the yellow spot), preferably standing halfway off of its right edge. Now, wait for a long spring. When the long spring lands its first bounce, get ready. (If you do not feel ready, do not go; wait for another one.) After the long spring's second bounce, when it sails over your head, make a dash for the ladder. The next stage is the hardest: the following spring should preferably be a short spring; though one can still succeed if it is a medium spring, it will not give one the perfect amount of time to get up the ladder. If it is a long spring, one must abort and run back to the safe spot. (If one started their dash too close to the ladder, they will probably be too high up the ladder and get hit.) One cannot abort if it is a short spring, or one might get hit, so one cannot necessarily err on the side of caution. Now, often the second spring will be neither a perfect long spring nor a perfect short spring - it will land somewhere between DK's left foot and the elevator - and one must use one's judgment. However, if the spring falls completely to the left of the elevator, it should be safe. The attached video will prove extremely helpful with this stage. The first bonus prize, Pauline's umbrella, is an easy grab, but the other bonus prizes, Pauline's purse and hat, are generally not worth the effort. Rivet Stage This is the climactic stage of each level. Donkey Kong has taken Pauline to the highest point at the construction site and has nowhere else to go. Mario takes advantage of the situation by removing the yellow plugs (rivets) that hold each level together. To do this, Mario must run or leap over the yellow plugs and they will immediately disappear, leaving a gap behind. The Firefoxes which occupy this stage cannot cross those gaps, but Mario must leap over them in order to cross them safely. The Firefoxes always spawn on the opposite side of the screen from where Mario is standing. The center of the screen is counted as the left side, so Firefoxes will spawn on the right side while Mario is climbing a ladder in the middle. Like other fireballs, Firefoxes will never go down a ladder unless Mario is at a lower elevation than the Firefox. (The reverse is not true: they can still go up ladders even if Mario is lower than the Firefox.) There are two hammers on this stage for Mario's convenience, and they can be used to cut downBe careful while navigating the hammers in Donkey Kong. The first one at the bottom is simple to hit but there's a better way for the hammer on the level above that. You can get this hammer by simply jumping straight up from the edge of the platform or you could do it with some style and jump all the way off the left ramp, which will save you some jumps and increase your chances of getting the hammer without losing any lives. Keep in mind that you can't jump while holding a hammer so avoid crossing those gaps left behind after using an electric plug. Smashed Firefoxes have to come back from where they came, following their own spawning rules previously set. The safest strategy here is to clear both sides of the screen. Try to leave the one with the hammer until last and pick it up as you go over to the right side of the screen. The best part about this is that you can easily get rid of any left over Firefoxes on the left by clearing out their spots first. Don't risk your life for those high scores, because when Mario gets all the plug rewards, Donkey Kong will finally fall and Pauline will be safe. Then it's time to do it all again at a higher level where things get much crazier. If you want to beat the score though, head over to that pole right of Donkey Kong and start jumping with your stick held down while going straight up in the air. Donkey Kong, a seminal title in the history of video games, was released by Nintendo in 1981. This iconic arcade game not only introduced the world to the characters that would become synonymous with Nintendo—Mario and Donkey Kong—but also set the stage for the platformer genre. The game's plot revolves around Jumpman, later known as Mario, who must rescue a damsel in distress named Pauline from the clutches of the titular giant ape, Donkey Kong. The gameplay involves maneuvering the protagonist across a series of platforms while dodging and jumping over obstacles. This fundamental concept would influence countless other games in the genre. Donkey Kong was groundbreaking for its time, featuring four unique stages that progressively increased in difficulty. The game required players to think strategically and react quickly, as they navigated through a construction site, avoided rolling barrels, and eventually confronted Donkey Kong himself. The game was a significant milestone in the evolution of video games, blending action, strategy, and challenge in a way that captivated audiences. Its impact was not limited to the gaming community; it became a cultural phenomenon, with Donkey Kong and Mario becoming household names. The game's success can be attributed to its innovative gameplay, memorable characters, and the fact that it was one of the first games to feature a storyline and characters that players could relate to. Donkey Kong's legacy extends beyond its initial release, influencing numerous sequels, spin-offs, and adaptations across various platforms. It remains a beloved classic, celebrated for its contribution to the development of the platformer genre and its enduring popularity. The game's transition from arcades to home consoles, including the NES, further solidified its place in gaming history. In summary, Donkey Kong is not just a game; it's a landmark in the history of video games, representing a pivotal moment in the evolution of the industry. Its influence can still be seen today, with its characters and gameplay mechanics continuing to inspire new generations of gamers and game developers alike. The gameplay description can be found in the attached game manual. Please note that individual gamepad buttons are emulated by different keys on your PC keyboard depending on the settings of your online emulator, as shown in the table beside the game. The D-pad controls Mario's movement; pushing left or right makes him run, while pushing up or down makes him climb or descend ladders. Pressing A button makes Mario jump; if the A button is pressed alone, he will jump straight up, but pressing both A and left/right buttons simultaneously performs a running jump in either direction. On the title screen menu, press SELECT to choose between one-player or two-player games. Press START on the title screen to begin playing. During gameplay, press START again to pause; once paused, press it once more to resume play. The original Donkey Kong was designed for the Nintendo Entertainment System (NES), an eight-bit video game console manufactured by Nintendo from 1983 to 2003. It became the best-selling console, with over 700 licensed games and numerous non-licensed games created. Approximately 62 million units were sold worldwide at around \$100 per unit. For more information on the NES console, visit this link. The current world record for Donkey Kong is held by John Heins from USA, achieved on 03/17/2012 with a result of 3,382,500 points as recorded on TwinGalaxies.com. However, official records must be achieved without emulators and verified through video recordings or an official referee. If you break the record here, it won't be officially recognized. Nevertheless, we appreciate your performance shared in our discussion - it counts! Recommended game controllers include a keyboard for PC (refer to the table beside the game) or a USB gamepad plugged into the computer's USB port. A suitable USB controller can be purchased on Amazon or AliExpress. Six different online emulators are available for Donkey Kong, each offering unique features and technologies. Choose an emulator that suits your PC and Internet browser for optimal gaming enjoyment. For detailed information on each emulator's features, consult the provided table. This website is not sponsored or endorsed by Nintendo, Atari, Sega, or any other video games company. RetroGames.cz is not affiliated with the intellectual property contained in individual games. The text content of this website is available under the Creative Commons 3.0 License; you can copy it freely, citing the origin and adhering to the license. Facebook | Privacy policy | Terms of Service | Cookie statement | Advertisement | Report NA content This website is hosted by WebSupport.cz. Donkey Kong is a legendary game that can be found at smashingarcade.org. If you enjoyed playing Donkey Kong, check out our full collection of awesome games. We love having visitors and would appreciate it if you bookmarked us. Our website first launched in 2012 and had a major revamp in 2022 to tackle the demise of Flash. Stay connected with us on Facebook or Twitter for the latest updates on new game releases and occasional secret access to hidden gems. Our site features various cool categories, including best games, retro classics, and platformers. We utilize a unique fullscreen browser technology that allows almost every game on our site to be played in full screen mode. The Donkey Kong ColecoVision Game can be accessed directly from this page by loading the emulator using the provided instructions. Controls include: - "Shift Key" for adding coins (necessary before starting) - "Enter Key" to begin playing - "Arrow Keys" to move around - "S" and "X" keys as action buttons

Donkey Kong is an iconic game released by Nintendo in 1981, which not only introduced the world to Jumpman (later known as Mario) but also revolutionized platform gaming. This influential title has become synonymous with arcade classics and has had a lasting impact on the gaming industry. The Donkey Kong series spans multiple genres and has sold over 65 million units worldwide. The character of Donkey Kong itself has undergone significant changes, evolving from a villain to an endearing hero in his own right. With numerous games and franchises under its belt, including Mario's iconic platformer, Donkey Kong remains an integral part of gaming history. The golden era of Donkey Kong games has been etched in gaming history, especially with Tropical Freeze's ingenious "Kong-POW" co-op system that brought friends together. The addition of lovable animal buddies like Rambl the Rhino and Squawks the Parrot took gameplay to new heights. Players also got a kick out of navigating through minecart and barrel-blast sequences in perfect sync. Dynamic tag-team mechanics allowed for seamless teamplay, with characters like Diddy, Dixie, and Cranky Kong working together in harmony. Even the DK Rap meme from 1999 is still remembered fondly by gamers everywhere. The masterful soundtracks composed by David Wise are an integral part of these iconic games, cementing their place among the most influential platformers ever created. This winning combination of challenge and charm has set a high standard for creative platforming that remains unmatched to this day.

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