



Gaming's original rivalry reignites as Mario and Donkey Kong face off in NST's addictive puzzle-platformer for GBA.

MONKEY BUSINESS

It's been a long time since Donkey Kong was a villain. In the years since the original DK game, the lovable gorilla (or a relative) has been the protagonist in a number of Nintendo's most popular titles. Now the big ape is trying to steal all of the Mini-Mario action figures from Mario's new toy company.

Recovering Your Inventory



In the first six levels of each world, you must guide Mario to a key and use it to open a door, then rescue a Mini-Mario. In the seventh level, you'll guide your little buddies to safety in a Mini-Mario toy box. Level eight pits you against your longtime nemesis in an old-school face-off.

Bonus Levels

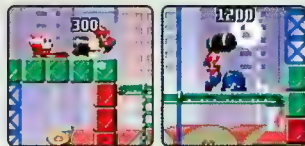


Once you finish the six main worlds and defeat Donkey Kong, you'll unlock six "Plus" worlds, each composed of six new levels. In addition, you can unlock several expert levels by collecting stars. You'll receive a star for completing a level with all three presents and achieving the high score.

TIPS FROM THE DEVELOPERS

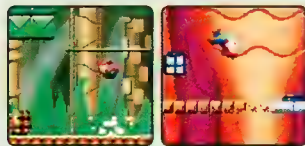
Where better to go for advice on a game than straight to the developers? We solicited gameplay hints from Yukimi Shimura, game designer at Nintendo Software Technology Corporation (the team behind Mario vs. Donkey Kong, 1080°: Avalanche and Ridge Racer 64, among others).

Hammer Time



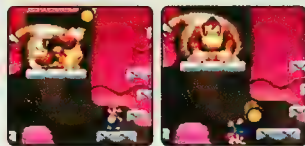
Your score will be multiplied if you defeat more than one enemy with a single hammer. For example, try defeating all of the enemies with only one hammer in level 1-2. If you keep moving quickly, it's possible to get a score as high as 40,000 points!

Jumpman



You should master all of the special jumps, such as the handstand jump, handstand double jump and backflip jump. The backflip jump is especially useful when you have to generate a quick high jump to escape from dangerous crumbling blocks.

Fight with Your Feet



In the last level of world 3, Donkey Kong throws two types of barrels. Rolling barrels always bounce off-screen and flipping barrels always land on the ground. You can stop the rolling barrels with your feet by doing a handstand.

