



*Donkey Kong,  
The Original Party Animal*



## Super Smash Brothers Brawl

Character Strategy Guide 4

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Donkey Kong is one of the most famous names in the video game industry. Not only was his original arcade game one of the first true platforming games ever made but it also gave rise to the little known plumber named Mario. While he has seemingly shrunk quite a bit in stature he has also gained quite the fashion sense with that tie of his.

Considering his huge size and gorilla body he is quite predictably a somewhat slow but powerful veteran of the Smash Bros. games. Using his reach and strong strikes Donkey Kong is one of the toughest fighters in the game. He relies on his pure power to allow him to bulldoze his foes and beat them senseless.

### **Game Appearances**

<i>DK Jungle Climber - DS</i> .....	2007
<i>Donkey Kong Barrel Blast – Wii</i> .....	2007
<i>Mario vs. Donkey Kong 2: March of the Minis – DS</i> .....	2006
<i>DK: King of Swing – GBA</i> .....	2005
<i>Donkey Kong: Jungle Beat – GameCube</i> .....	2005
<i>Donkey Konga 2 – GameCube</i> .....	2005
<i>Mario Kart DS – DS</i> .....	2005
<i>Donkey Konga – GameCube</i> .....	2004
<i>Mario vs. Donkey Kong – GBA</i> .....	2004
<i>Mario Kart: Double Dash – GameCube</i> .....	2003
<i>Donkey Kong 64 – N64</i> .....	1999
<i>Donkey Kong Country 3: Dixie Kong’s Double Trouble – SNES</i> ....	1996
<i>Donkey Kong Land 2: Diddy Kong’s Quest – GBA</i> .....	1996
<i>Mario Kart 64 – N64</i> .....	1996
<i>Donkey Kong Country 2: Diddy’s Kong Quest – SNES</i> .....	1995
<i>Donkey Kong Land – GBA</i> .....	1995
<i>Donkey Kong – Game Boy</i> .....	1994
<i>Donkey Kong Country – SNES</i> .....	1994
<i>Donkey Kong 3 – Arcade</i> .....	1983
<i>Donkey Kong Junior – Arcade</i> .....	1982
<i>Donkey Kong – Arcade</i> .....	1981

## Donkey Kong's Moves

This is a comprehensive list of all the moves available to this character. They are broken up by the type of attack they are with the Smashes and Final Smash getting their own sections. A few notes before we begin:

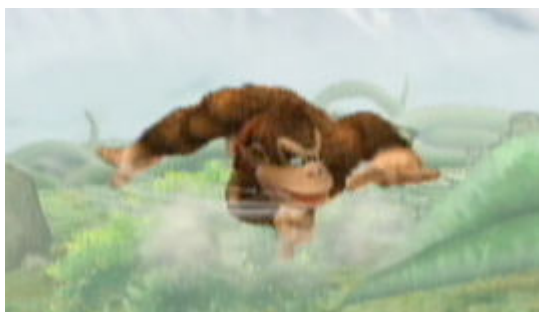
- \* Red Skills are range dependant – The closer you are, the more damage you do.
- \* Blue Skills are range dependant – The farther away you are, the more damage you do.
- \* Green Skills can be charged to do more damage.

Ground Attacks	Command	Dmg.	Description
Single Punch	Attack Button	4%	The basic fist attack.
One-Two Punches	Attack Button x2	10%	A two-hit punch combo.
Upwards Slap	Up + Attack	9-11%	Wide attack that hits above and on both sides.
Leg Slap	Down + Attack	8%	Slap attack aimed at your enemies legs.
Forward Punch	Left or Right + Attack	10%	Punch enemies while moving.
Charging Kick	Attack (while running)	11%	High kick while running at foes.
Ledge Attack	Attack (while hanging)	8%	A basic attack to stop ledge guarders.
Grab n' Pummel	Grab / Attack button repeatedly for attacks	3%	Grab the enemy and punch them senseless.
Upward Throw	Up + Grab	9%	Take the enemy and throw them skyward.
Ground Slam	Down + Grab	7%	Drop the enemy to the floor, sets up a combo.
Fireman's Carry	Toward Opponent + Grab	8%	Grab enemy and carry them, throw them at will.
Side Toss	Away from Opponent + Grab	11%	Throw enemy away from yourself backwards.

Airborne Attacks	Command	Dmg.	Description
Spinning Flurry	Attack	8-11%	Spin with your fists out to keep foes out of bounds.
Jumping Headbutt	Up + Attack	14%	Headbutt a falling foe back up into the air.
Meteor Kick	Down + Attack	13-16%	Viciously smash a foe down into the ground.
Meteor Punch	Toward Opponent + Attack	16%	Smash the enemy and blow them into the floor.
Mule Kick	Away from Opponent + Attack	13%	Rear kick enemies away from you.

<b>Smash Attacks</b>	<b>Command</b>	<b>Dmg.</b>	<b>Description</b>
Upwards Clap	Up + Attack together	18-25%	Bash enemy up into the air, setting up a combo.
Fist Slam	Down + Attack together	17-23%	Hits both directions, smashing foes down.
Charged Fist	Left or Right + Attack together	20-29%	A charged up blow that sends enemies flying.

<b>Special Attacks</b>	<b>Command</b>	<b>Dmg.</b>	<b>Description</b>
Giant Punch	Special Button	10-28%	A strong blow that's only useful when charged.
Spinning Kong	Up + Special	35%	Spinning all over, DK beats on foes.
Ground Slap	Down + Special	14-24%	Wide reaching this can be used repeatedly.
Head Butt	Left or Right + Special	10%	Knocks down and stuns your target.



<b>Final Smash</b>	<b>Damage</b>	<b>Description</b>
Konga Beat	35-74%	Pulling out his bongos, DK will play a smashing tune that harms all foes that stray too close.



## **Combat Strategies**

When fighting as Donkey Kong you are, obviously, going to want to use your power and range to your advantage here. Few of the other fighters can match DK's resilience, strength and reach with any sort of reliability so use that to your advantage.

- Using Donkey Kong's raw power is as simple as pairing up a few of his moves. For example, an upward throw paired with a head butt and Spinning Kong can do over 50% damage if you pull it off properly. You can also possibly try pairing up a Head Butt with a fully charged strike to do near 40% damage. There are a number of such simple combos that can level your opposition with a few choice attacks.

- Since you are playing as one of the big tough guys of the game you may find yourself singled out as a target. In these situations make use of the Upwards Slap, Head Butt and the Ground Slap attacks as something of crowd control. Spinning Kong is also good for if you find yourself being harassed by characters who favor the air, like Zelda.

- Yes, DK is slow, but there are ways around it. Use his Spinning Kong maneuver when you are jumping around to help you get a bit more air time and keep enemies from hitting you. Also make use of his running kick often when covering ground. DK has a pretty serious speed increase on this attack so take advantage of that and move around by running, his walking attack is nowhere near as useful.

- Keep yourself in the middle of the level and be generous with your blocking. DK has almost nothing in the ways of recovery abilities and as such once you fall off the edge, you're a goner. If you do find yourself getting knocked over one of the ledges... well try using the Spinning Kong and moving back to the platforms but don't count on it working too often.

- If you find yourself with a high damage percentage feel free to use the Fireman's Carry to life up an enemy and leap off the stage while carrying him. This won't work if his damage percentage is too low but if you're playing in a team game, or any mode that grants you extra lives, this can help you snatch something of a pyrrhic victory from the ashes of your impending loss.

- If you are fighting an enemy who keeps trying to get up close and personal, grab them and throw them towards one of the ledges. Using DK's Slaps, Claps and Charged Strikes you can cause some serious damage to anyone trying to get back onto the stage.

- When using Donkey Kong's Konga Beat Final Smash make sure that you try to tap the directions to the rhythm. If you do so you will increase the damage that it does by sending out stronger shock waves to fly out either to the left and right or up and down.



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