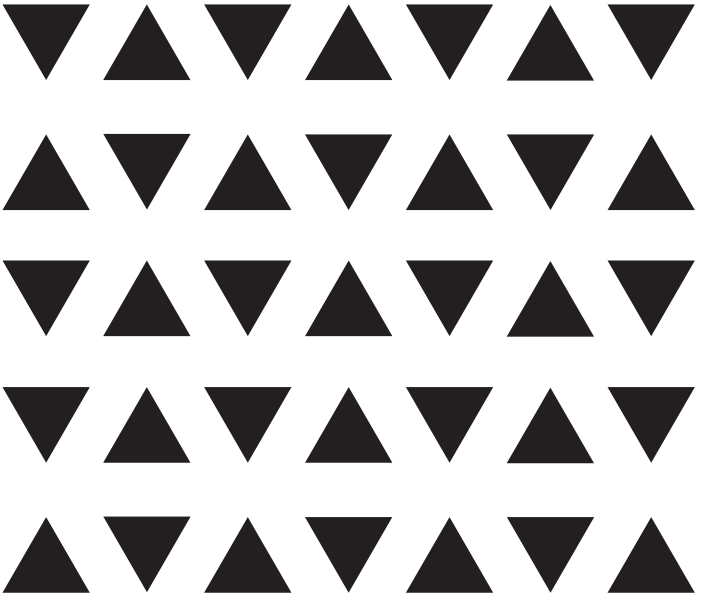
DONKEY KONG
TOWER BOMB



GAME DESCRIPTION & PLAY GUIDE

GAME DESCRIPTION

Donkey Kong Tower Bomb is a game played with four players, one being DK and the remaining three choosing characters in the 'party.'

GAME CONCEPT AND DESIGN BY ANGIE FU

DESIGN MEDIA ARTS 157A SPRING 2012
PROFESSOR EDDO STERN, TA MARK ESSEN

GAME CONTENTS

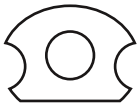
1 Donkey Kong piece

1 Mario piece

1 Luigi piece

1 Princess Peach piece

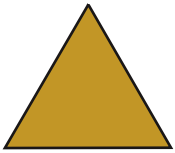
1 Yoshi piece



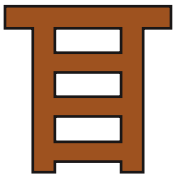
1 Toad piece

GAME CONTENTS

1 bob-omb



3 POW blocks



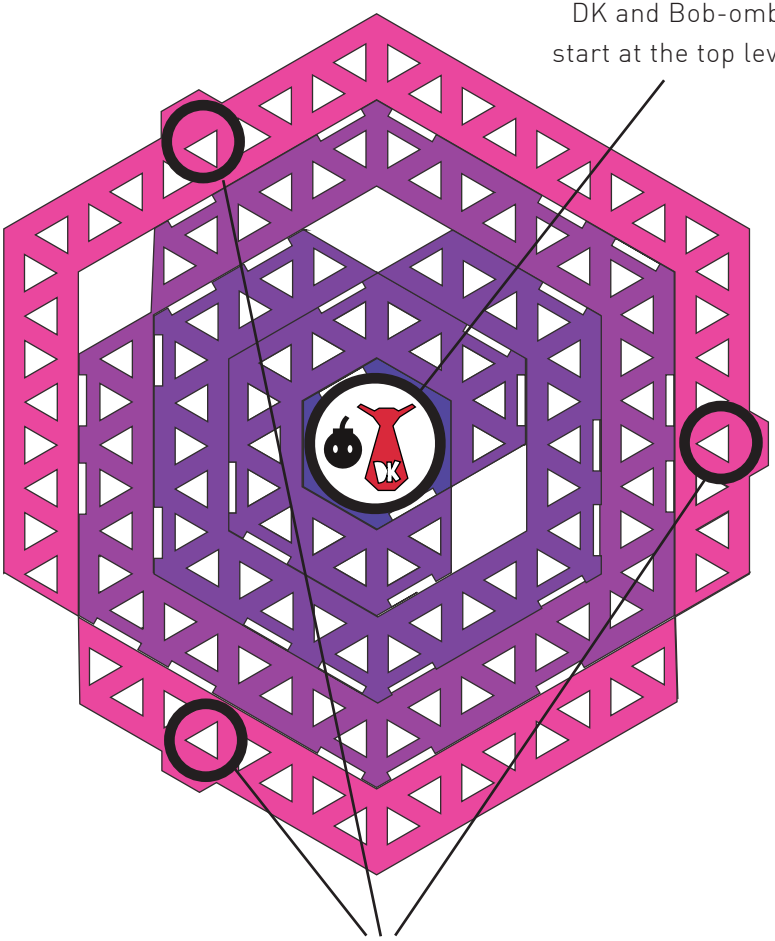
9 bridge pieces

WARNING!

The board is somewhat fragile and the pieces do NOT come apart. Please do not pull on the top platform, as it may break.

GAME BOARD

DK and Bob-omb
start at the top level



Players in the party begin on
the lowest level with the tabs

THE PREMISE: THE PARTY

Mario's final party ended badly for Donkey Kong. Over time his anger turned into rage, and DK could only achieve revenge by building a giant valve on top of the most frequented green pipe. Not only were people unable to travel to and from castles, but the water irrigation system was also disrupted. The only way to bring water back to the kingdom is for DK's valve tower to be destroyed.

Only a party of three members can travel on the valve tower at once to safely reach the last three bob-ombs in the kingdom. If they can bring them from the top of the tower down to the three control points at the base, then DK's tower will collapse and the three party members will return safely.

THE PREMISE: DONKEY KONG

The discrimination against animals in Princess Peach's kingdom was no secret. Animals and the more ambiguous creatures were seen as wild, aggressive, and uneducated. However, Toad and other mushroom species made their place with the human class by selling shrooms and Yoshi's often made suspicious deals with Mario and Princess Peach. In Mario's annual party, DK came in last because of the steriod-like qualities the humans achieved through mushrooms.

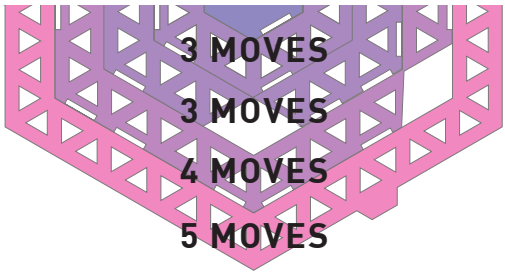
Without a chance of redeeming the animal races, DK built a tower system to prevent water from irrigating to the farmlands and to threaten the livelihood of the corrupt human race. The tower was built in such a way that it is extremely dangerous for more than three intruders to ascend the tower. DK ultimately needs this leverage to negotiate equal rights for the animal races.

PARTY MEMBERS

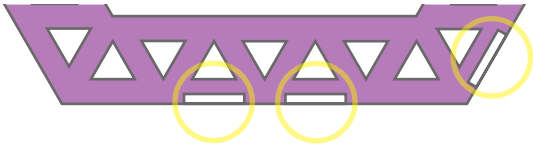
PARTY OBJECTIVE:

Work together to get to the top of the tower and grab the Bob-omb. Avoid DK at all costs!

- Each player only has a set number of moves per turn. The number is decided by what level platform the player is on:
  If a player begins on the lowest platform (5 moves) but ends up on the next one up, they still get a TOTAL of 5 moves.



- Each move allows a player to move LEFT, RIGHT, to prop a ladder, and to travel on a ladder
- Players may NOT occupy the same space two turns in a row!
- LADDERS: Players each only have 3 ladders, and must share them to reach the top. It takes 1 move to prop a ladder, and 1 to travel on a ladder (like any other space). Travelling on an existing ladder only takes 1 move.



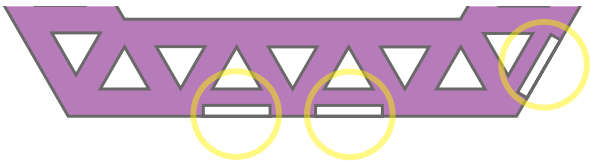
- There are many areas on the platforms above the lowest where there is an in-set.
- These are the only spaces where a ladder can be propped. A ladder cannot be propped on the same space twice.
- A ladder stays propped after a player's turns end and remains there permanently until DK knocks it down. It is not possible to retrieve old ladders.

DONKEY KONG

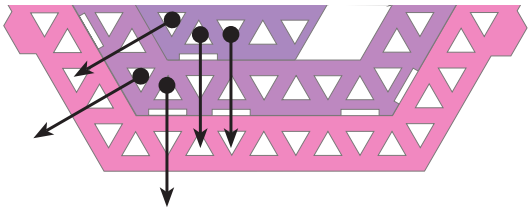
DK's OBJECTIVE:

Project the tower for a total of 12 TURNS. Knock down members of the party and don't let them reach the top! If at the end of 12 turns, the top of the tower is not reached, DK wins!

- DK gets a set amount of 4 moves PER TURN. The color of platforms do not apply to DK (as it is his own tower).
- DK may NOT occupy the same space two turns in a row!
- DK does not need ladders to travel between platforms. However, he may only move vertically on spaces that have the in-set.



- It takes 1 move to destroy a bridge (which goes back to the player who placed it.
- It takes 1 move to PUSH a player down. When this happens, the player falls directly DOWN TWO PLATFORMS:



- DK must move adjacent to the player to push them down. He remains in the same space after the PUSH (does not occupy their previous space.)
- If the players are completely pushed off the board, they lose their next two turns and start again at the starting point of their choice.
- For every player that DK knocks completely off the board, he gains +1 move!

GAME RULES

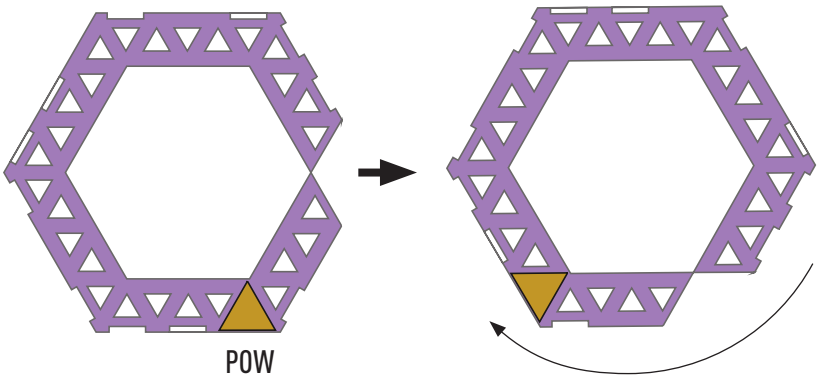
1. BEGINNING THE GAME: The player who is wearing the most red is DK. The other players choose from Mario, Luigi, Peach, Toad, and Yoshi. Place DK and Bob-omb tile at the top of the tower. The party tiles should be placed on the starting position closest to them (see game board diagram).

   Each party player takes one POW block (golden triangle) and places it on either the 2nd, 3rd, or 4th platform. Only one POW block may occupy a single platform.

   The platforms MUST align so that corner angles are directly adjacent to another corner angle, similar to board diagram; there is no order for them to begin in.

2. STARTING GAMEPLAY: Players always move first, in whichever order they choose. This order will stay the same for all further moves. After, it is DK's turn to move. Repeat.

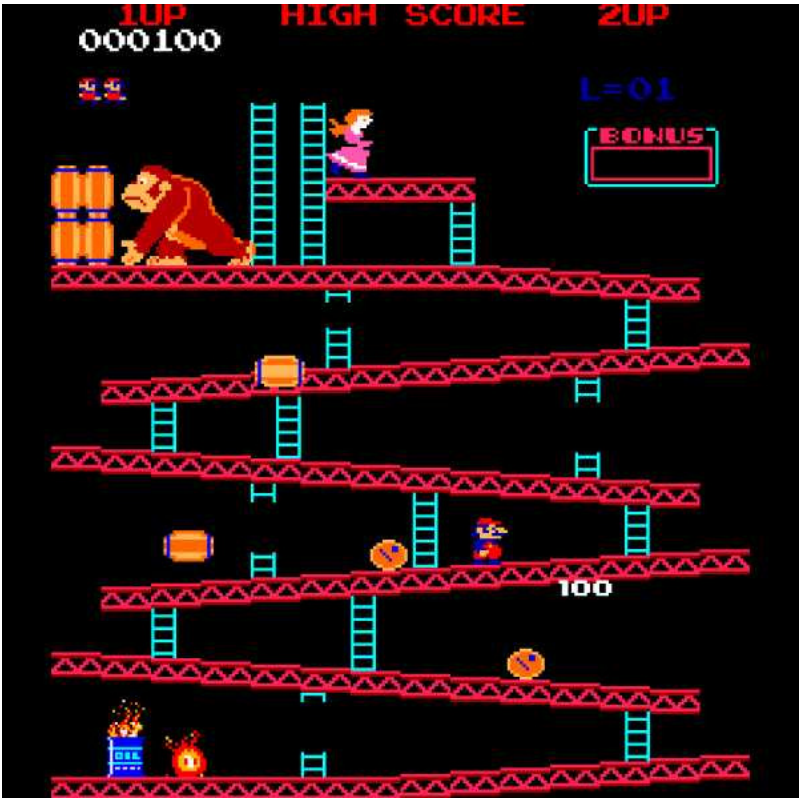
3. POW BLOCKS: POW blocks, placed at the beginning by the party players, move the platform by 60 degrees in the direction of the player's choosing.



In the above example, a player landed on the POW block and shifted the board 60 degrees clockwise. All ladders on the level are left on their same spaces (so do not remove them or replace them). Both DK and party players may utilize the ladders to their advantage.

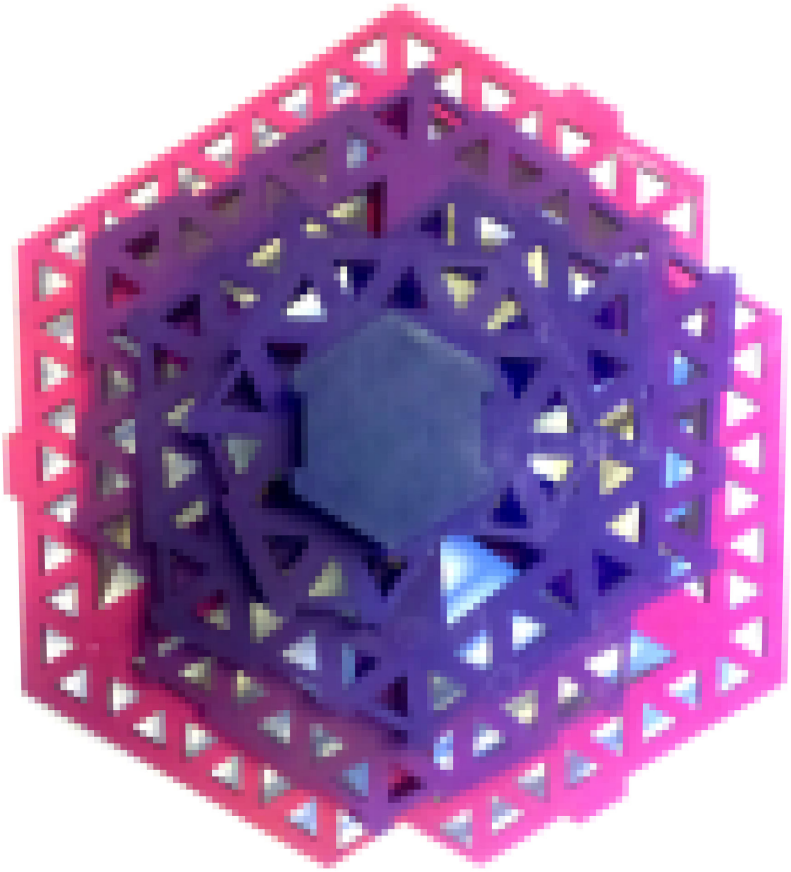
If a player has 3 moves remaining but is 1 space away from a POW block, to use it they must sacrifice any extra moves. Players may not remain on the same POW block after their turn (see DK and player rules)

4. ENDING THE GAME: The game ends after 12 rounds. DK Wins if he has successfully protected the tower and the Bob-omb. The players win when 1 party member reaches the top.



THE ORIGINAL

Donkey Kong is an arcade game released by Nintendo in 1981. It is an early example of the platform game genre, as the gameplay focuses on maneuvering the main character across a series of platforms while dodging and jumping over obstacles.



THE GAMEBOARD

Made with MDF board, laser cut and painted with acrylic paint.