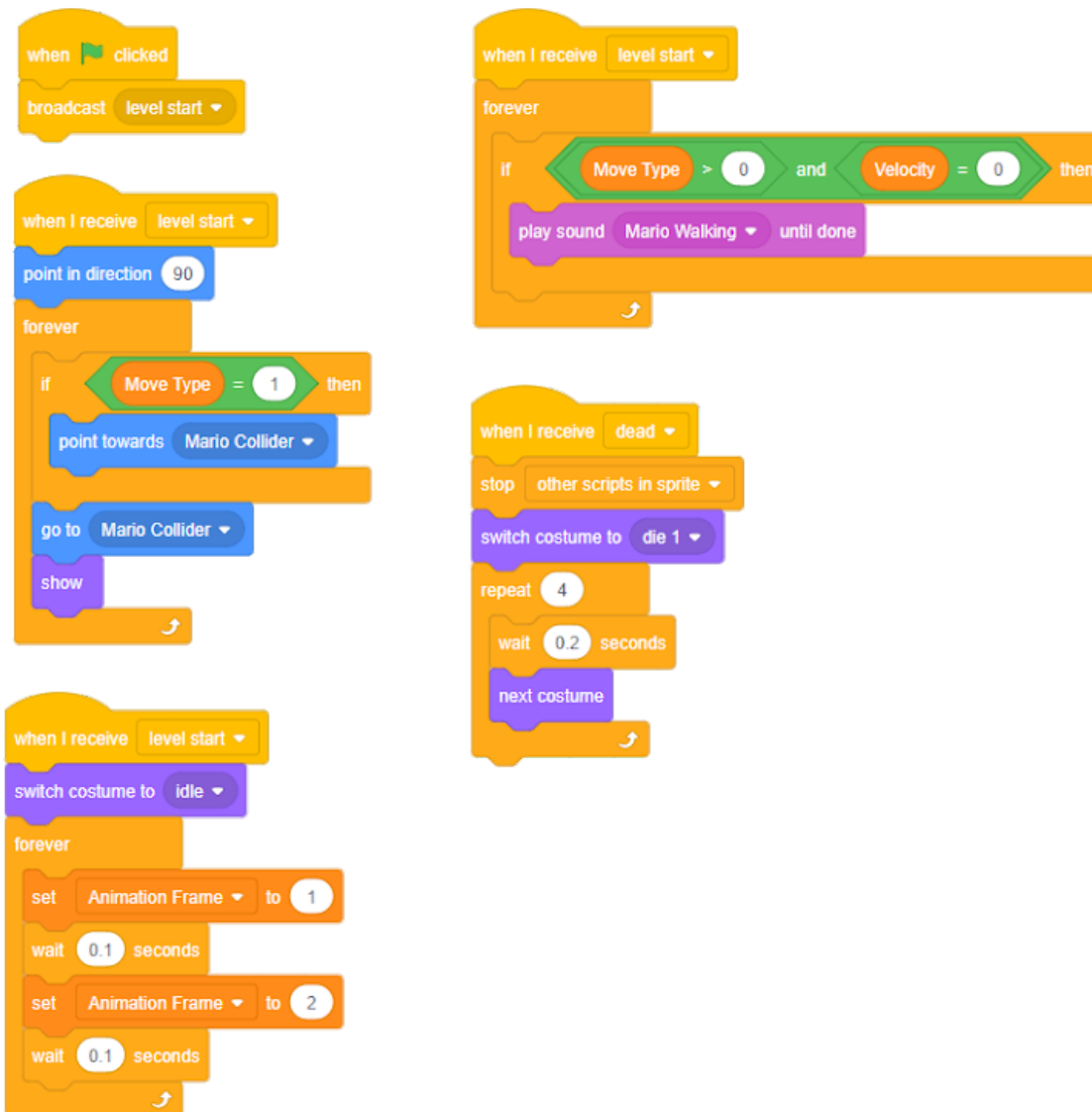


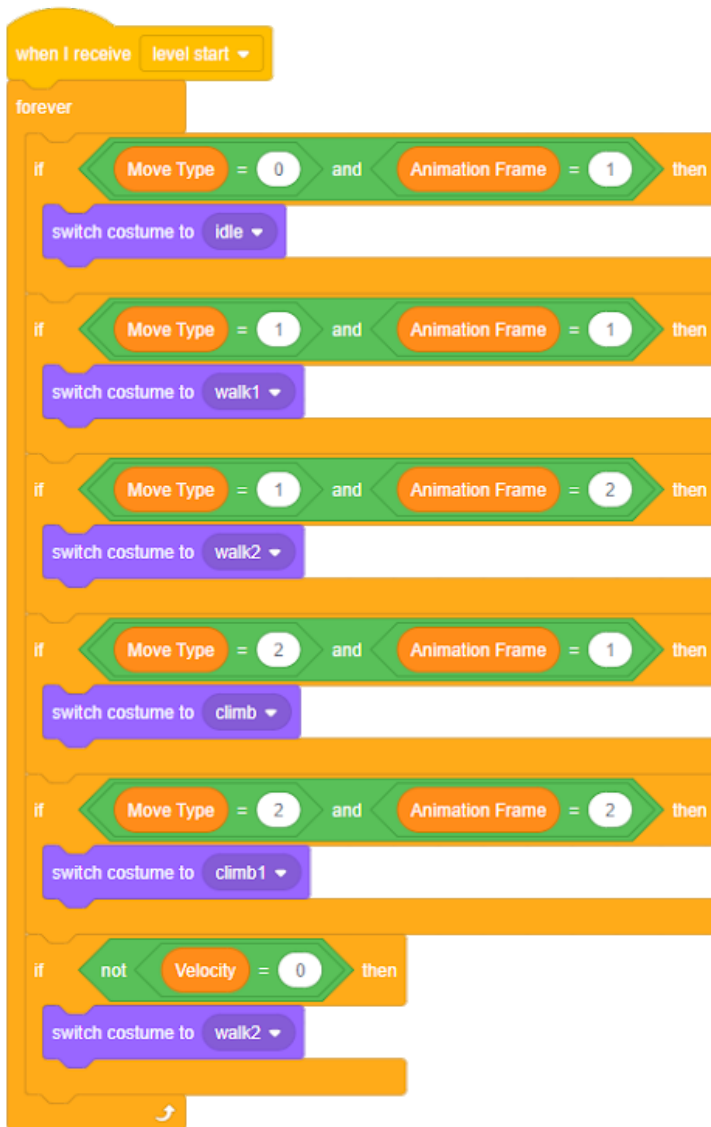
# DONKEY KONG

By popular demand, we're coding the 1981 arcade classic, which marked the first-ever appearance of Mario. Don't let the gorilla get you over a barrel!. You can find the starter file for this project [here](#).

## MARIO



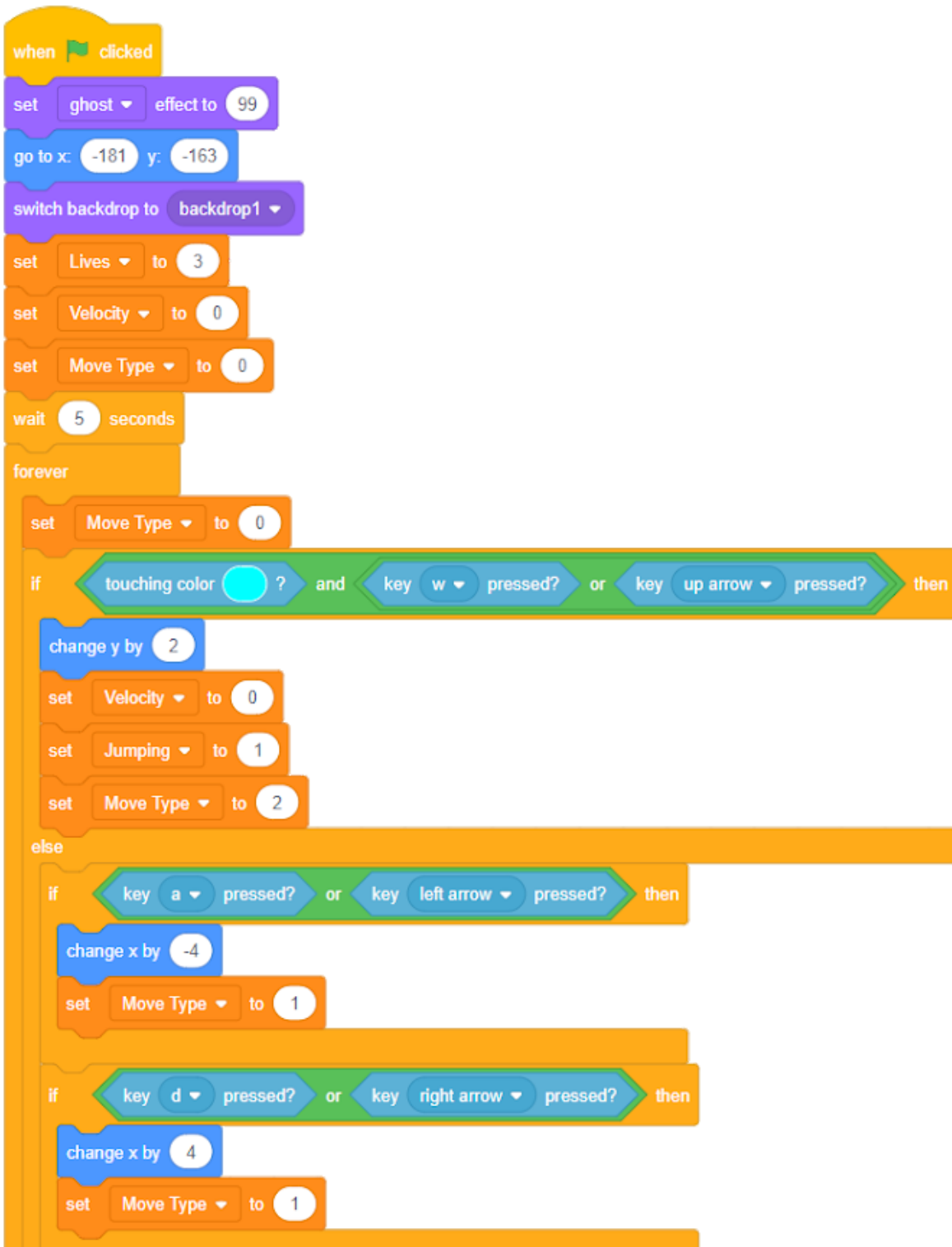
# MARIO (CONT)



Activate Windows  
Go to Settings to activate Windows.

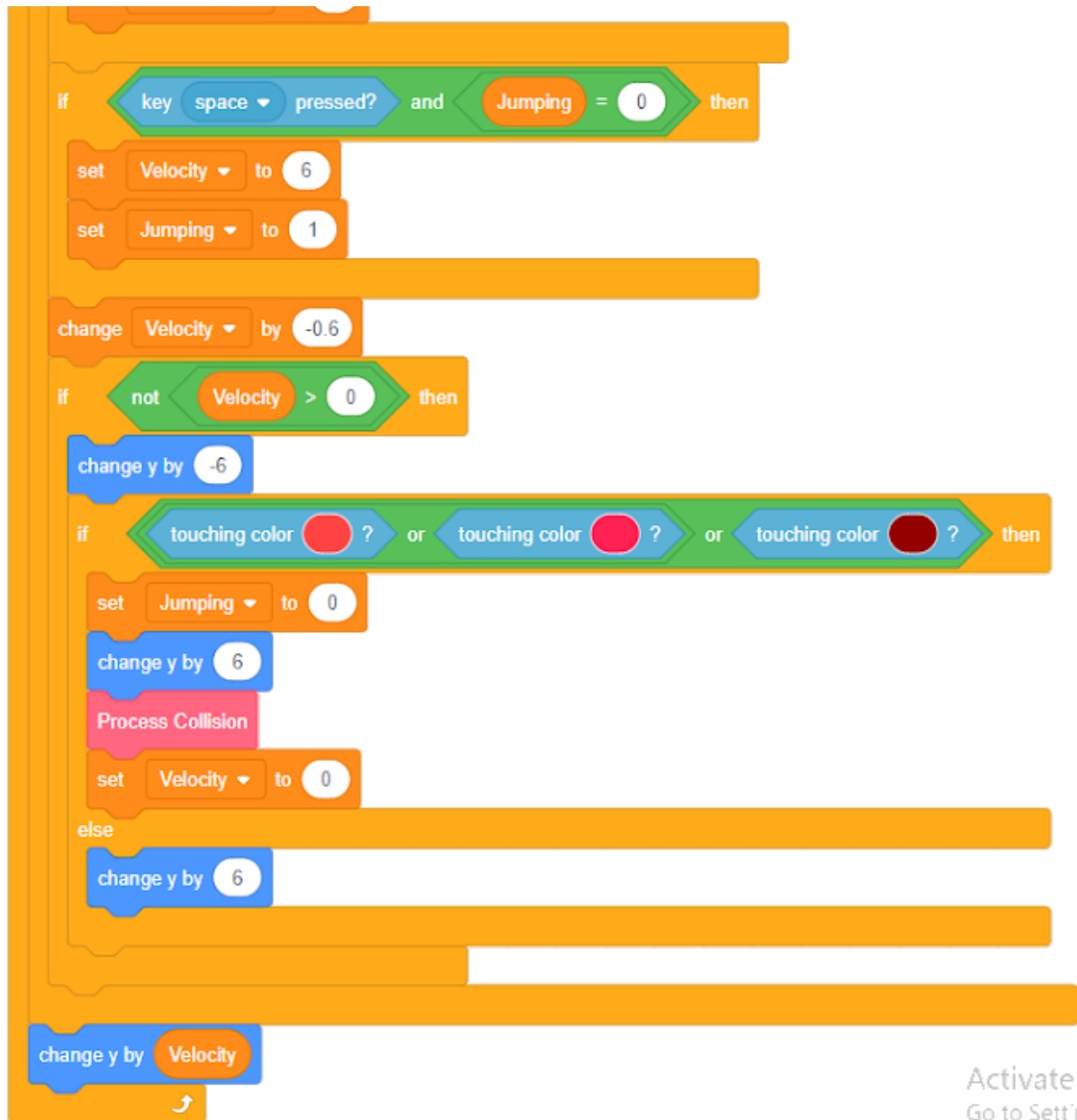
# COLLIDER





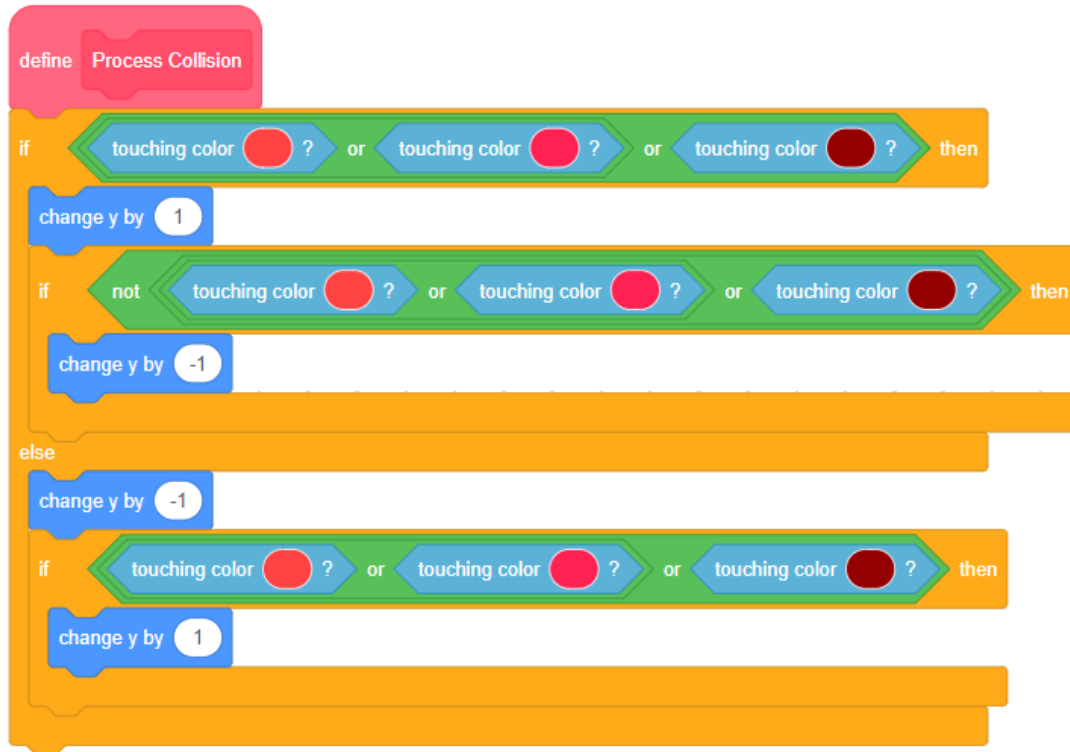
This huge block of code continues on the next page

## COLLIDER (CONT)

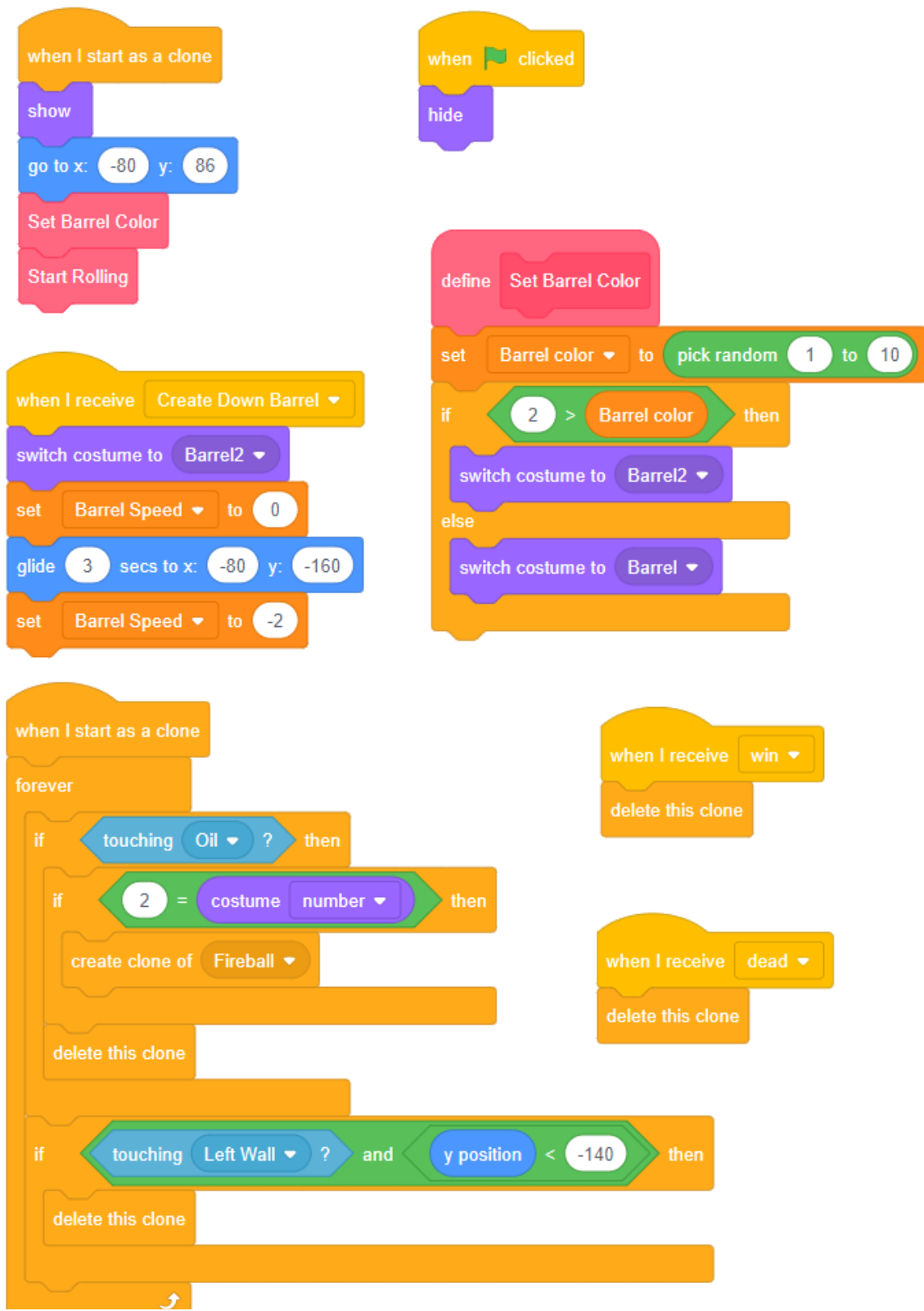


This huge block of code continues on the next page

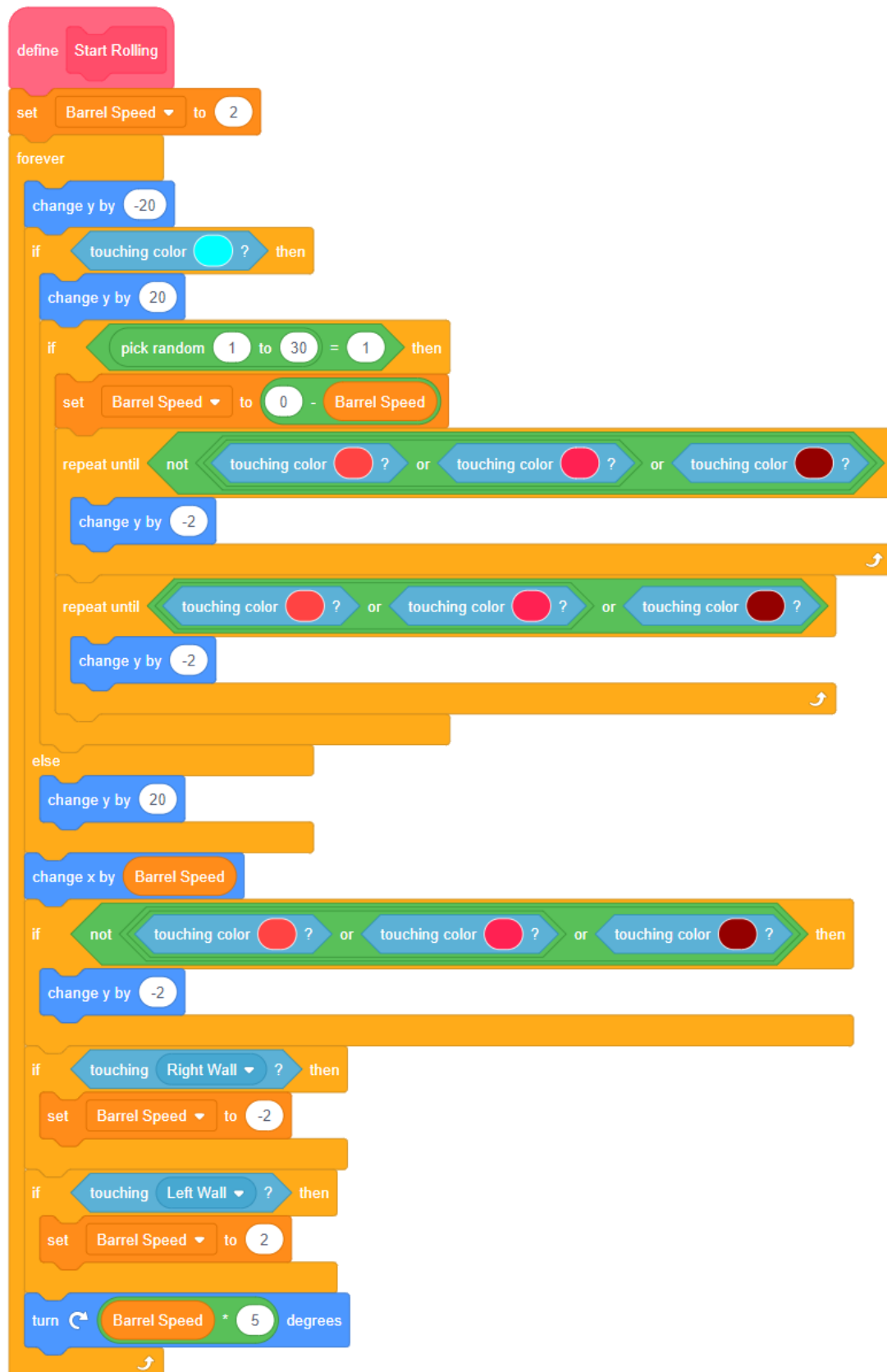
## COLLIDER (CONT)



# BARREL

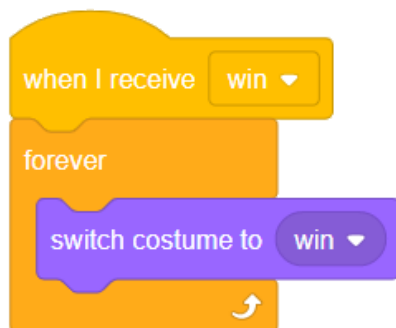
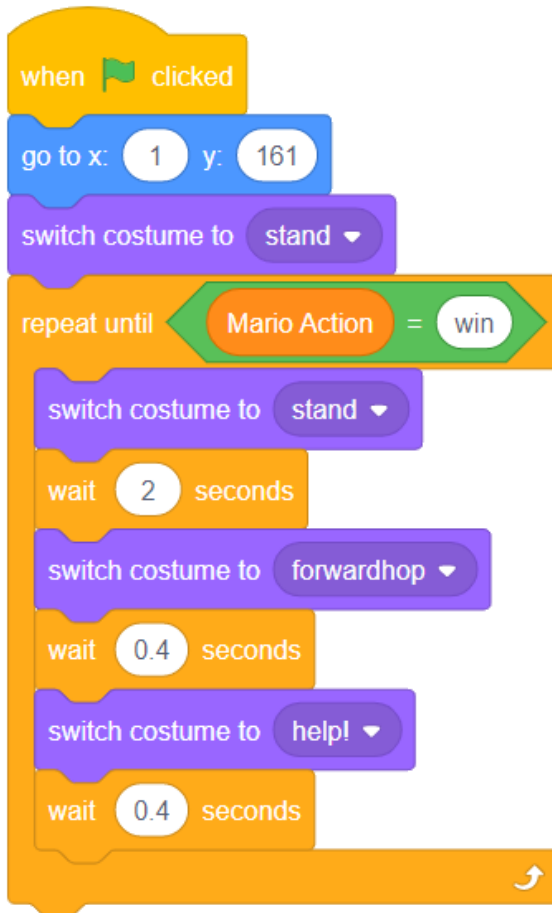


# BARREL (CONT)

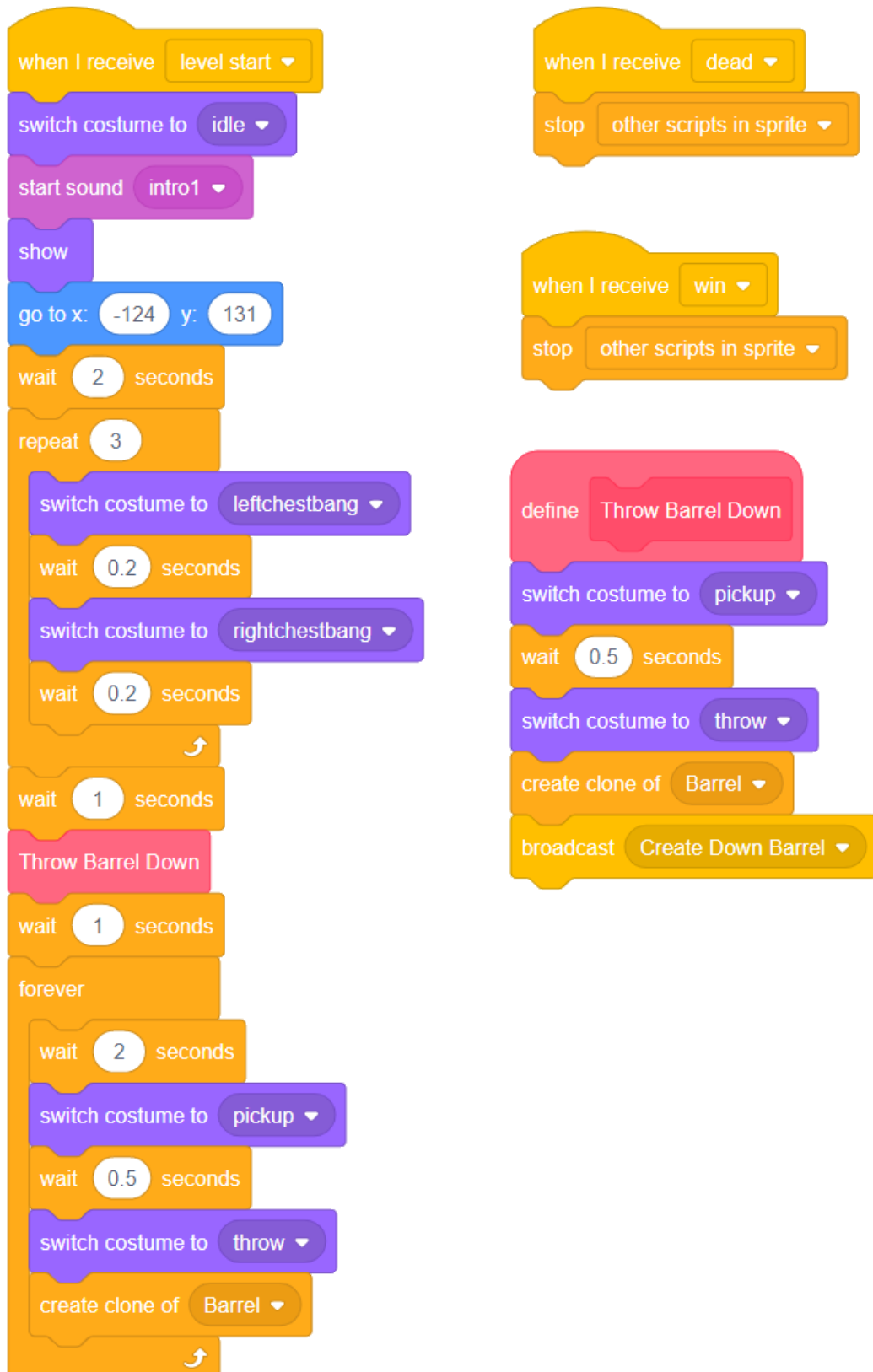




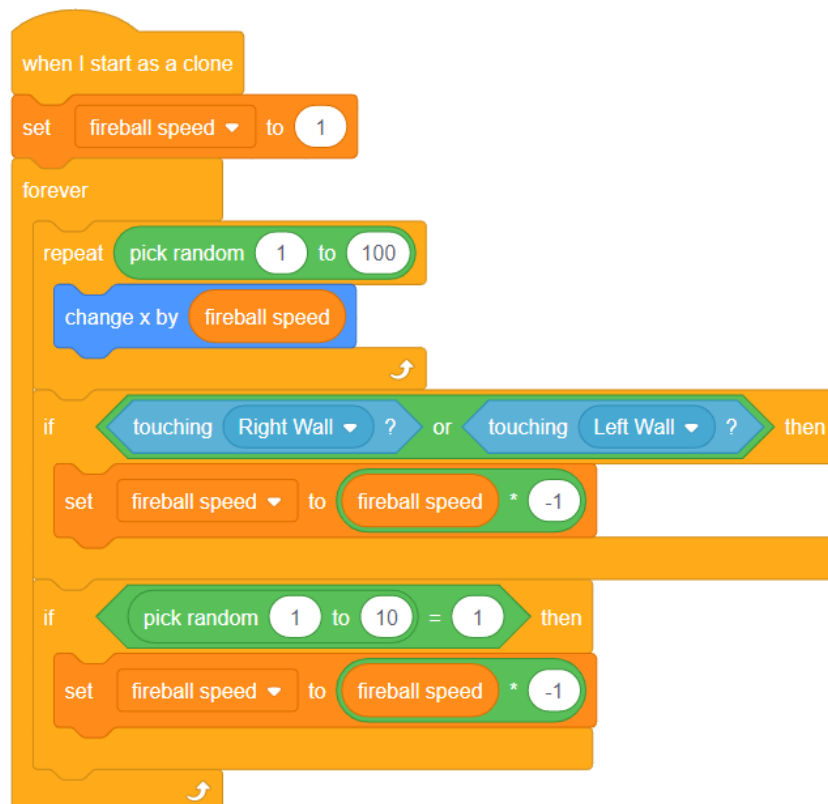
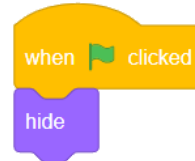
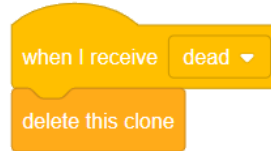
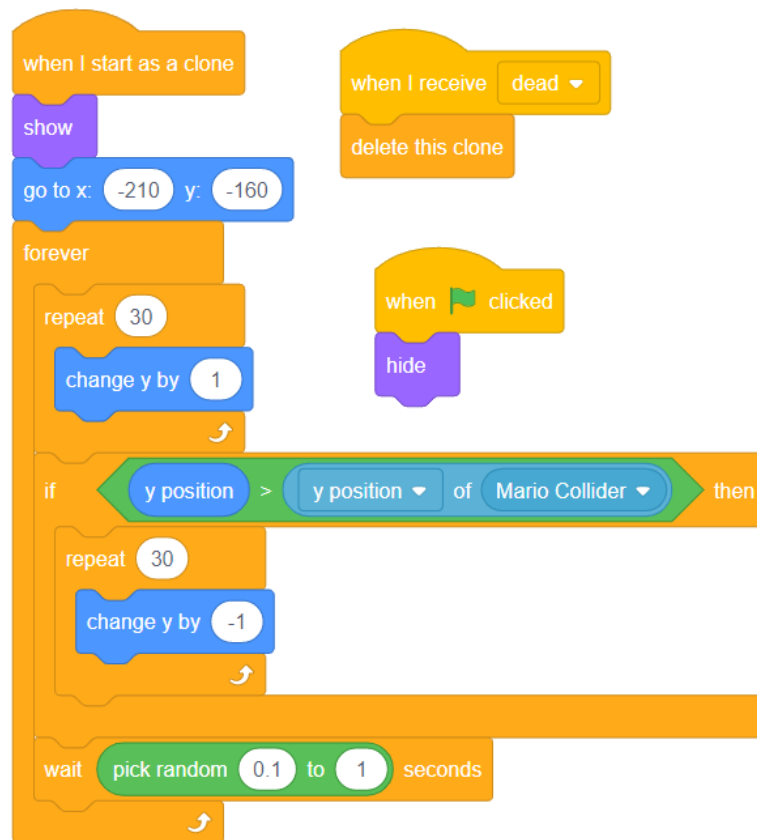
# PAULINE



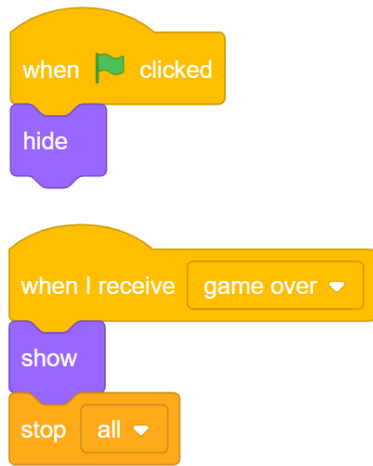
# KONG



# FIREBALL



## GAME LOSE



## GAME WIN

