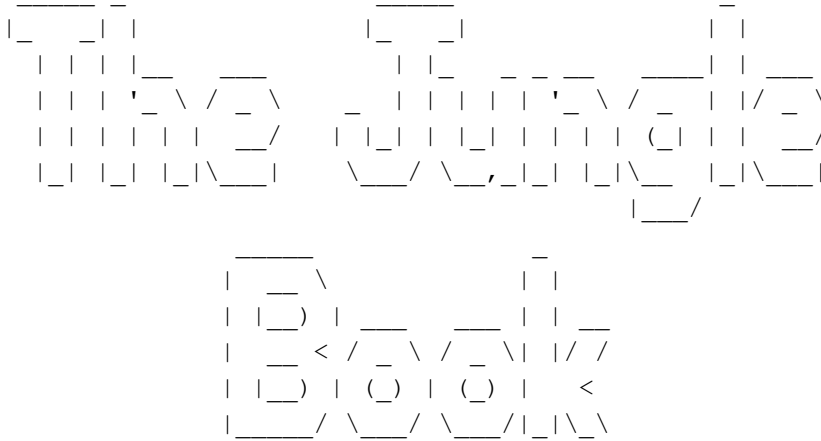


Jungle Book FAQ/Walkthrough

by KeyBlade999

Updated to v1.00 on Jun 5, 2012

This walkthrough was originally written for Jungle Book on the GENESIS, but the walkthrough is still applicable to the NES version of the game.



```
0-----0
|           The Jungle Book           |
|           An FAQ/Walkthrough       |
|           By KeyBlade999           |
|                                     |
|           File Size: 9.93 KB       |
|           Current Version: v1.00   |
|           Time of Update: 11:37 PM |
|           6/3/2012                 |
0-----0
```

```
=====  
Section Negative One: Donations          **JBOOK_-1**  
=====
```

While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

keyblade999.faqs@gmail.com

By the way, this is also my contact e-mail, so if you want to contribute something to this or any of my other FAQs, or have a question to ask about one of them, go ahead and use this e-mail.

```
=====  
Section Zero: Table of Contents          **JBOOK_0**  
=====
```

[Section Title] [CTRL+F Tag]

- 1. Donations **JBOOK_-1**
- 0. Table of Contents **JBOOK_0**
- 1. Intro **JBOOK_1**
- 2. Version History **JBOOK_2**
- 3. Legalities **JBOOK_3**

- 4. Controls **JBOOK_4**
- 5. Walkthrough **JBOOK_5**

=====
 Section One: Intro **JBOOK_1**
 =====

Welcome to another FAQ of mine. This one covers the GameBoy game The Jungle Book, another one of those movie-turned-games you see quite often nowadays. Like many of them, it's also been turned into your general subpar platformer.

Yeah, I don't know much to say about this. But try to enjoy.

=====
 Section Two: Version History **JBOOK_2**
 =====

v1.00 - Think I encountered a glitch on level one. Given the idea that you probably aren't meant to go beyond there -- I checked everything, I believe, so it has be bad design or lack of further levels -- this FAQ is "complete" until further notice. 11:36 PM 6/3/2012

=====
 Section Three: Legalities **JBOOK_3**
 =====

This FAQ may not be reproduced under any circumstances except for personal, private use. It may not be placed on any website or otherwise distributed publicly without advance written permission. Use of this guide on any other website or as a part of any public display is strictly prohibited, and a violation of copyright.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

© 2012 Daniel Chaviers (a.k.a. KeyBlade999).

If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

O-----O	O-----O
Allowed sites for my FAQs	Forever-Banned Sites
O-----O	O-----O
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop

Section Four: Controls

JBOOK_4

- ~~ D-Pad : Move around or swing on a vine (Left/Right); duck (Down); go up/down vines (Up/Down).
- ~~ A Button : Jump.
- ~~ B Button : Dash when held; press to throw projectile weapons/use items.
- ~~ Start Button : Pause/unpause game.
- ~~ Select Button: Cycle through items/weapons.
- ~~ L/R Buttons : These only have functions on the GBA SP and GameBoy Player ways of playing the game. They will widen/narrow the screen, respectively. Otherwise, N/A.

Also note that A+B+Select+Start is a soft reset combination.

Section Five: Walkthrough

JBOOK_5

Level 1 - Jungle By Day

Go right for a while, dodging a few enemies, and you'll hit a gap. Dash-jump over to the right side to find a lever. Jump on the left side and stay on to make the rock on the other side propel you further up. As you go up, hold right and you'll reach a diamond. Go right for a while now, jumping at the edge of branches.

Eventually, you'll land near a flower; a checkpoint. Go up the hill to the right and, as you go down the other side, you'll notice a vine above and to the right. Jump and grab onto it, reaching the branch above. Repeat with the next vine to the right.

Up there, swing to the right and you'll reach the end of the level. You'll swing from the initial vine to another, then to another.

~~~

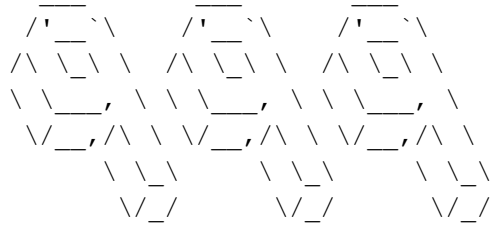
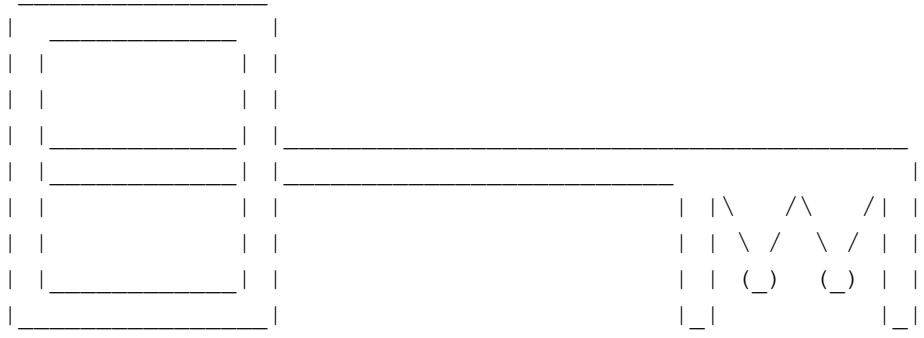
Granted, that should be the end of the level. But apparently there's a glitch in the game -- this early in the programming, no less? -- I think that's preventing at least me from going further in the game. I'm sure I've checked everything. Maybe there was only one level meant to be there, or perhaps just bad programming...

Given the "only one level" theory -- again, I checked everything, I think -- that's why this FAQ is marked complete. If you have anything to add to this, PLEASE let me know.

```

=====O
|           This is the end of KeyBlade999's           |
|           FAQ/Walkthrough for the GameBoy game       |
|           The Jungle Book.                           |
|                                                     |
=====O

```



KeyBlade999

This document is copyright KeyBlade999 and hosted by VGM with permission.