

# Donkey Kong Jr. FAQ/Walkthrough

by TheNintendoMaster03

Updated to v1.20 on Jan 14, 2013

This walkthrough was originally written for Donkey Kong Jr. on the NES, but the walkthrough is still applicable to the Wii version of the game.

FAQ#2



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Donkey Kong Jr. FAQ/Walkthrough

For NES

Written by Kevin E. Merrill

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This game is Copyright (C) Nintendo 1986.

Version: 1.20

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This guide should be viewed only in Notepad for best appearance possible.

<http://www.gamefaqs.com/features/recognition/97072.html>

My guides use the Ctrl+F4 system so you can skip ahead to any area of the FAQ you wish. Just insert the five letters in between the <>'s in the Ctrl+F4 system box. I also note to the left of the Ctrl+F4 cuts whether a section is completed or not yet.

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What's New

<WhtNw>  
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Very minor editing, maps are more accurate and added the Game Basics section.

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Table of Contents



Please read the FAQ before e-mailing or sending me messages. I've gotten a few questions that were already answered in my FAQs. If you wish to contact me, state which FAQ you're talking about and fair warning to all you spammers. All spammers will be blocked so don't bother wasting your time. Make sure that you speak proper English in your e-mails/messages please. I want to understand what you're trying to say and not see a big mess or words that don't make sense. If you didn't like it tell me how I can improve. I don't mind criticism at all as long as you don't be nasty about it. Thank you.

E-mail: kevinmrr11519@gmail.com  
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## Version History

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Version 1.0 Submitted 06/21/03: Submitted the FAQ/Walkthrough.

Version 1.1 Submitted 11/11/11: Reformatted along with all my other FAQs.

Version 1.11 Submitted 11/28/11: Just a spell check.

Version 1.20 Submitted 01/14/13: Very minor editing, maps are more accurate and added the Game Basics section.

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## Introduction

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What's up everyone? I'm back with my second FAQ. The moment I decided Donkey Kong would be my first FAQ, I knew I needed to follow it up with the superior game of the Donkey Kong arcade trilogy, Donkey Kong Jr. Like I stated in my first FAQ, I enjoy this game more than the first and let's be honest here, how can you not? Thankfully Nintendo included all four levels in this arcade conversion. Are you ready to save Donkey Kong Jr.'s Father from the evil clutches of Mario? Yeah, I bet nobody saw that coming back in the day. Let's start the guide!

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## The Story

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Copied from instruction booklet. Copyright (C) 1986.

DK Junior is on a mission to rescue Donkey Kong from Mario's cage. Jump from vine to vine collecting bonus fruits and avoiding lethal snapjaws. Then move on to tougher stages. Jump platforms, dodge sparks of electricity, and watch out for those birds. Use your skills to get the key that will set your Papa free.

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## The Characters

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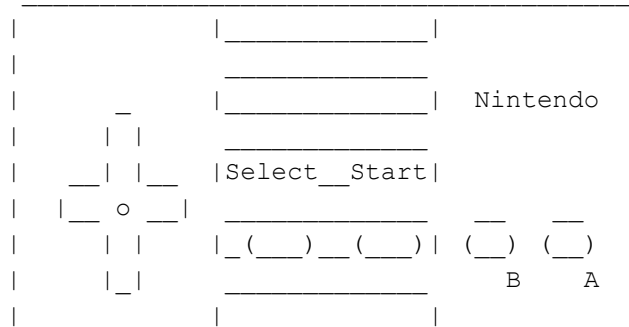
Donkey Kong: In the last game DK was the villain, but now he's the one that needs to be rescued. Seriously, how did Mario capture the big guy? Banana trail to the cage? Who knows? Time to save the previous game's villain with his son!

Donkey Kong Jr.: DK's son heads out to save his Father from the...evil Mario?! Guess Mario finally showed his Italian attitude after saving Pauline.

Mario: What a minute! Mario was a villain? OMG! That's right kids. He doesn't show it in games nowadays, but even the lovable hero Mario has a dark side.

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Controls

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Up and Down: Climbs vines/chains.

Left and Right: Donkey Kong Jr. runs.

Select: Selects a game mode. (A: Easy B: Hard)

Start: Start game.

Pause game.

Resume the game from being paused.

B: Does nothing.

A: Jumps.

+++++ Game Basics

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Gameplay  
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Controlling Donkey Kong Jr.  
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Donkey Kong Jr. will spend the majority of his time moving around through most of the levels by climbing vines and chains. Once you go up a vine, you'll start climbing very slowly. To progress through the levels a lot faster, you can either grab onto a second vine and climb upwards or slide down a single vine. If you wish to slow down, you have to either hold two vines and climb down or climb up a single vine to do so.

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Attacking  
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The only way DK Jr. can attack enemies is by dropping fruit on them. The more enemies the fruit falls on, the higher your points will keep doubling. Like in the original Donkey Kong, you cannot kill enemies by jumping on top of them.

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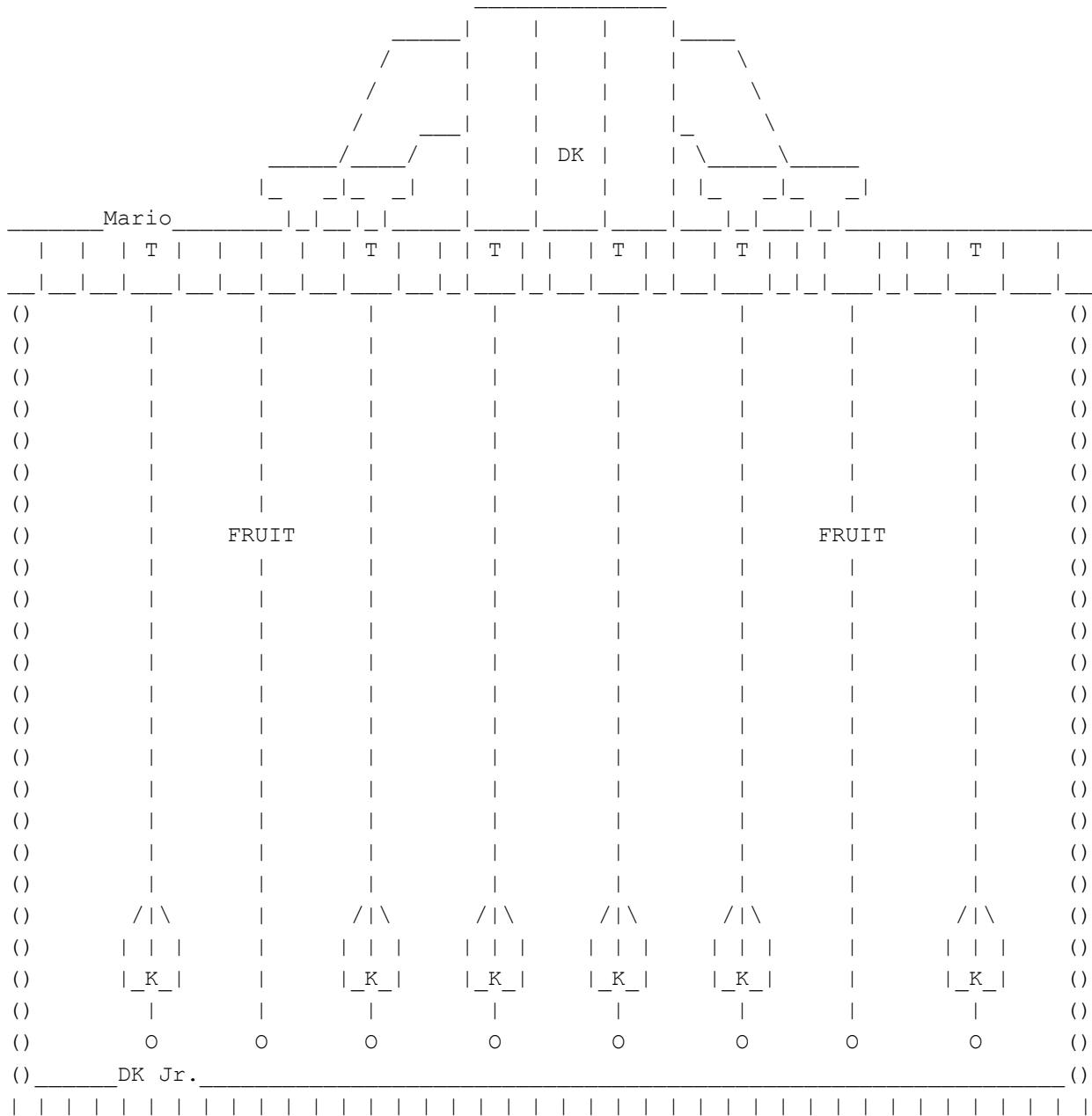












There's no doubt that this is the toughest level in my book. It gets pretty frantic the farther you get in the game and the Nitpickers don't help either. My strategy is to bring the keys up halfway the chains and once you see an opening anywhere, take it. I find this easier than focusing on only a couple of rows at a time. This way you quickly clear more ground and when you can ascend up two chains to open two locks faster. The ones on the corners are the hardest to get up to the locks, especially since the Nitpickers will give you a tough time as you end up backing up an inch or two before you'll be able to drive the key into the lock.

If you want tons of points, do your best to lure the Red Snapjaws to the chains with fruit under them. Once all the keys are placed in, Mario falls to his doom, while Donkey Kong falls down to his son, and the game loops on. Beginning at loop six, it will no longer be safe to drop to the bottom as a Nitpicker will eventually get you.

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Jump over Bird Bombers and Sparks: 100  
    Unlock locks: 200  
        Drop fruit: 400  
Drop fruit 2x Hit Bonus: 800  
Drop fruit 3x Hit Bonus: 1,200  
Drop fruit 4x Hit Bonus: 1,600  
    Extra Life: 20,000 (You only get one.)  
    Timer Bonus: The remaining time left is the exact bonus.

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## Enemies List

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**Bird Bomber:** These birds roam the skies of the springboard level dropping eggs occasionally above. They make the chain segment a little tough.

**Blue Snapjaw:** These snapjaws will fall down vines and past where the vines end in the vines level. Watch where they go so you know when it's safe to move on.

**Blue Spark:** Unlike the Orange Sparks, these get released by Mario in his hideout and fall down rows at the dotted areas and will descend the entire level unless killed.

**Nitpicker:** These are the annoying birds in the chains level getting in your way of saving Junior's Daddy. Put them out of their misery by dropping some fruit on them if you can.

**Orange Spark:** These sparks roam around their rows in Mario's hideout and never leave them. When they're in your way, take them out with fruit.

**Red Snapjaw:** These critters love guarding the vines in the vines level and the chains in the fourth making you think twice of when to progress with the level.

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## Credits

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**Nintendo:** Making the classic arcade games.  
    Releasing Donkey Kong Classics for the NES.  
    Re-releasing it on the e-Reader and the Virtual Console.

**My Parents:** Giving me Donkey Kong Classics for Christmas years ago. Played it back in the day a LOT.

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