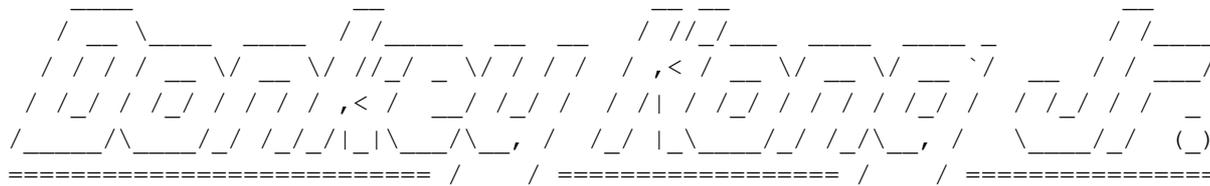


Donkey Kong Jr. FAQ

by Beautiful Affair

Updated to v1.10 on Jun 24, 2014

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.



Donkey Kong Jr. (NES) FAQ

Version: 1.10

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Version History

Version 1.10 | 16 December 2012

* I seemed to have forgotten to include level hints for Stage 4 in the last version (whoops!). In this version, that problem is now rectified.

Version 1.00 | 5 November 2012

* The first, complete posted version of this FAQ.

Table of Contents

NAVIGATING THIS FAQ: For ease of browsing through this FAQ, all major sections have a search code listed on the right-hand side of the ToC. Press Ctrl + F on your keyboard and this will bring up a search box in your web browser. Type or copy in the search code for the section you wish to navigate to, press Enter, and this will take you to the beginning of that section.

i. Introduction

- 1. STORY [0100]
- 2. GAME OVERVIEW [0200]

2.1. Controls [0201]
2.2. Basics [0202]
3. ITEMS [0300]

- ii. Credits
- iii. Legal Disclaimer/Contacting Me

=====
i. Introduction
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Hello and welcome to my FAQ for Donkey Kong Jr. In this FAQ I will detail everything there is you need to know for this game; how to play it, as well as some handy tips for playing through each of the game's four stages. This game is the sequel to the original Donkey Kong and was ported to the NES around the same time as its predecessor. It's a simple game and perhaps not as famous or as legendary as the first, but I personally reckon it's a title that's just as worth playing. It's also notable for the fact that it is the only game, to date, in which Mario plays the villain of the game - you take control of DK Jr. as you climb through four different stages in an effort to rescue the captured Donkey Kong. For old-school arcade-style games, this is one that's definitely worth a go, so see if you can score a copy and see for yourself!

=====
1. STORY [0100]
=====

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.

=====
2. GAME OVERVIEW [0200]
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2.1. Controls [0201]

D-Pad: Down/Up: Make DK Jr. descend/climb vines and chains

Left/Right: Move in those directions

Select: Move the cursor on the title screen to select between game types

Start: Begin highlighted game from the title screen
Pause the game during play; resume when paused

A: Jump (on own, DK Jr. jumps straight up; when in conjunction with Left/Right on the D-Pad, he jumps in an arc movement in those directions)


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1 PLAYER GAME A: This is the standard game of Donkey Kong Jr. at the simplest difficulty level. If you've played the Arcade version then you'll pretty much be familiar with this mode. You take control of DK Jr. and guide him through each of the four stages as you aim to rescue your "Papa" from Mario. You start with the standard three lives, and upon beating all four stages and rescuing Donkey Kong, the game is beaten and loops over, beginning again at the first stage with the difficulty slightly notched up, as well as a higher (but more rapidly decreasing) Bonus Timer. Once you've lost all your lives, that's it; how far can you get?

1 PLAYER GAME B: Like any retro Nintendo Arcade game from the 1980s, this is a slightly more advanced mode of the game. All stages retain the same layout, however the difficulty level is notched slightly higher for experts; enemies and traps are trickier to avoid, and the same hazards from Game A mode will be there as well. For experts of the game this would be your preferred game to play, but if you get through Game A without too much trouble then by all means give this mode a go!

2 PLAYER GAME A: If you have 2 controllers plugged into your Nintendo Entertainment system (or equivalent console), then you and a second player can take it in turns controlling Donkey Kong Jr. as you play through the game. Play alternates when one player beats a level or loses a life. If one player loses all their lives, the other player will continue playing on their own until they too lose all their lives.

2 PLAYER GAME B: As above, two players play through the game, with play alternating when a player wins a stage, or loses a life. Only difference is it is in Game B mode, so the difficulty setting is a little higher.

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| General Gameplay |
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The objective of Donkey Kong Jr. is to rescue Donkey Kong from the clutches of the evil Mario. The game consists of four different stages; at the top of each

screen you'll see Donkey Kong trapped in a cage, while Mario sends creatures after you from his magic wand. In the first three stages of the game, your objective is to simply manoeuvre your way up to where Donkey Kong is; simply climb the vines and ropes available, and make use of any other helpful things like springs and platforms to make it up. When you grab the blue Key symbol near Donkey Kong, Junior wins that level, and you progress to the next one.

In the fourth level of the game, the object is slightly different. You'll see that Donkey Kong's cage is linked to several locks, and underneath all the locks, the Keys are found sitting on chains attached to them. Junior has to push the Keys up until they are all fitted into the locks, by grabbing onto the chain beneath the Key, and climbing up; while doing so he pushes the Keys up as he touches them. When all the Keys are fitted into the locks, DK is rescued, Mario is defeated, and you win the game. From there, the game essentially loops over and the difficulty level will be raised a little, so see how far you can get before you lose all your lives, at which point the game is over.

Fruit

Fruit is Donkey Kong Jr.'s only means of attacking, and defeating, his enemies in this game. When you touch a piece of Fruit, it drops down in a straight vertical line, and if it hits any enemies as it falls, it defeats them and will score you some extra points. Also note that touching Fruit also gives you 400 points.

Climbing/Descending Vines

One of Donkey Kong Jr.'s vital skills in this game is climbing. You'll notice that throughout each level are several vertical lines, such as vines, ropes and chains. Donkey Kong Jr. has to climb these to reach higher ground and continue making it up to the top of each level. To grab onto a vine, simply jump into it, and Junior will grab the vine. From there, you can press Up or Down on the D-Pad to move Junior up or down, or tap Left/Right to make him reach over in those directions; tap Left or Right again, and he'll let go of the vine and fall. Don't fall from too great a height, or you'll lose a life.

Also note that Junior can climb two vines at once, if there are two close enough. If Junior is holding a vine, and there is another vine within reach, tap the directional button towards that second vine to make Junior grab it. While holding both vines, you can also climb up or down. The speed at which DK Jr. climbs or descends is dependent on whether you're holding one, or two vines. When Junior is holding one vine, he climbs slower but descends quicker. When he's holding two, he climbs faster but descends slower. Quickly changing vines and height you climb/descend is a vital skill to know in order to master this game; especially in the second and fourth stages when you have several enemies flying toward you.

Characters

Like the original, you only control the one character so I won't bother with a completely separate characters section that goes into too much detail, nevertheless, here I'll introduce all the characters seen in the game, and the roles they play.

Donkey Kong: The antagonist of the preceding game, remembered for capturing Mario's girlfriend Pauline and keeping her hostage, the roles are somewhat reversed as now he sits helplessly in a cage at the top of each screen after he was captured by Mario as punishment for kidnapping his beloved Pauline. Climb to the top of each level to get all the Keys, before pushing them all into the locks to rescue your Papa.

Donkey Kong Jr.: The hero and titular character of the game. You control Donkey Kong Jr., the son of Donkey Kong. He's a little smaller than his dad, and wears what looks to be like a white vest. Help Junior make it through each level to rescue DK.

Mario: In his first, and to date only, appearance as the bad guy in a video game, Mario is the guy with the blue shirt and red overalls and cap that stands at the top of each area. He doesn't attack DK Jr. directly, but rather uses his magic wand to spawn several grunt enemies that he sends after you.

Nitpicker: These are the bird enemies that you encounter in the game. They come in two variations. Small Nitpickers are found in Level 2 (Springboard Stage). Mario will send them from his wand along to the gap between the high ledges, where they will drop through and fly to the left at random trajectories in an attempt to strike Junior while he is climbing along the vines. While you are at the lower part of the stage, they can also attack by dropping eggs down, so do your best to avoid these. Large Nitpickers are seen in Level 4 (Chains Stage) - they fly in zigzag-patterns as they go from one side of the screen to the other, descend a short distance, before flying back in the other direction, before they get to the bottom of the area and disappear. Try to fight them by dropping Fruit on them if possible, otherwise do your best to avoid them.

Snapjaw: These are the small gator-like creatures, and are the first enemy that Donkey Kong Jr. encounters in the game, found in the first level. They come in two varieties: Red Nitpickers, while slow, will patrol one platform and turn around when they reach the edge. Blue Nitpickers are quicker, but if they move to the end of a platform, will fall off it. You can jump over them for points or drop Fruit on them to defeat them entirely, but touching one is lethal to Junior.

Spark: These enemies are found in Level 3 of the game (Mario's Hideout). They can only move along the outlines of the middle platforms, or along the links between them. Red Sparks stay to one platform, while Blue Sparks can also move down the links randomly to try and catch Junior. Touching them is fatal and they can only be defeated with the use of Fruit, so use good timing to plan when it's best to get past them as you make your way up to the top of the screen.

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| Game Screen |
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Here's an example of what you see at the top of the game screen, and what everything means:

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High Score: The score counter beside the word 'TOP' at the top-centre of the screen. This is the highest score that has been achieved in the current sitting of Donkey Kong Jr. (i.e. since the power has been switched on).

Score: Seen in the top-left corner of the screen, for Player 1 (marked by 'I') or Player 2's (marked by 'II') score in the game of Donkey Kong Jr. they are currently playing. Increase this by defeating enemies and finishing levels.

Key: A blue pentagon-shaped crest with a picture of a Key inside it. Getting this wins the first three stages, and in the fourth and final stage, push them all into the locks to free Donkey Kong.

Remaining Lives: Shown in the top-right corner of the screen, underneath the 'J' (stands for 'JUNIOR', as in Juniors remaining), this number is for how many lives DK Jr. has remaining. You can earn an extra life for every 20,000 points you rack up.

Bonus: This has two purposes; it acts as a timer (ticks down by 100 points as the level wears on) and thus giving you an incentive to try and beat each level as quickly as possible; and it is also the amount of points that will be added to your score when you win a stage. If you fail to finish a stage before the Bonus decreases to zero, you'll lose a life, so remember to be quick. Also, each time you beat the game (i.e. finish all four stages), the difficulty level goes up, but the Bonus timer goes up by 1000 points as well (although it starts to tick down at a slightly faster rate).

Stage: This is also shown in the top-right corner, underneath the 'L' (for 'LEVEL') header. This starts at 1 and goes up by one every time you beat the game's four stages. The game gets more and more challenging as your Stage number increases, but so do the bonus points.

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o-----o
| Scoring |
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There are a variety of ways to increase your score in the game, and different point amounts awarded for each method. See the table below for how many points you are awarded for each means of scoring in the game:

METHOD OF SCORING	POINTS
Bonus Timer at end of level	100 - 5000+
Grab Fruit	400+ *

and final level, there are several Keys on the chains that Donkey Kong Jr. has to push up into the locks. Once all the Keys are inserted into the locks, Mario is defeated, Donkey Kong is saved, and the game is won.

ii. Credits

Gamesdbase | <http://www.gamesdbase.com/>

- * Their site has a scanned, online copy of the Donkey Kong classics instruction manual, which in turn I was able to refer to for the game story (used in the Story section of this FAQ), and various game basics that I put in the Basics section.

StrategyWiki Donkey Kong Jr. Guide |
http://strategywiki.org/wiki/Donkey_Kong_Jr.

- * For level and character names used in this FAQ.

Wii Virtual Console Operations Guide

- * For some basics used in this guide.

iii. Legal Disclaimer/Contacting Me

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Thank you for reading my FAQ, and please feel free to read any of my other video game-related literature, which can be found at:

<http://www.gamefaqs.com/users/RJHarrison>

This file is dedicated to the memory of four late GameFAQs users, each of whom passed away well before their time. Chris MacDonald (d. May 17, 2004), Elliot Long (d. August 27, 2004), Mitchell Lee Stuekerjuergen (d. January 4, 2006), and Steve McFadden (d. June 28, 2011). The latter was one of my closest and dearest friends whom I had met through GameFAQs, and was one of the most well-known and prolific contributors to the site. Steve was an inspiration to myself to take up video game writing and always took the time to speak to me online about gaming or other interests, as well as comment on my writing. Rest in Peace guys, you will all be dearly missed.

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