

Friday the 13th FAQ/Walkthrough

by Gali1of1the1sea

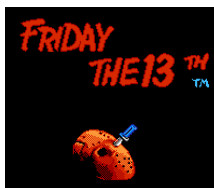
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NES Friday the 13th

By Gali1of1the1sea

INTRODUCTION

'Friday the 13th' is a popular series of horror movies, first released in 1980. This slasher series stars the iconic Jason Voorhees, an undead killer wearing a hockey mask and wielding a machete. Set at Camp Crystal Lake, Jason seeks his vengeance against the neglectful counselors and offensive children that led to his death.



In this game, Jason is on the loose at Camp Crystal Lake, and you must guide the six camp counselors into protecting the children and finishing Jason off! Though the game is fairly notorious for its difficulty level, unintuitive design choices, and frustrating fights with Jason, you might find it an enjoyable challenge.

Your mission in this game is *not* to light the fireplaces as the instruction manual and introductory screen suggest, but to protect the kids and your fellow counselors by killing Jason once and for all. In the process of hunting Jason down (and occasionally running and hiding away from him), you'll find stronger weapons and items to help you in your quest.

But this is no easy task! Jason will be constantly on the prowl as well, chipping away at the health of the counselors he meets while you're not controlling them and returning to menace the children hiding in their cabins, forcing you to continually rush over to protect them. To make matters worse, this immortal monster won't stay dead! After you kill him off, he'll return at the dawn of the next day, more powerful than ever before! All in all, you'll need to kill Jason on three consecutive days (presumably one of which is Friday) before he'll stop returning to terrorize Camp Crystal Lake. Whether you do this by arming all your counselors with strong weapons to take on Jason, or you choose your best hero to hunt Jason down alone, this guide will provide all of the information you need and then some.

CONTROLS

While in the field

- **START:** Pause and view map (except while fighting Jason).
- **CONTROL PAD:**
 - Hold left or right to move in that direction.
 - Left moves you clockwise around the map, right moves you counterclockwise.
 - Hold down to duck, or to move down a path (except while fighting Jason).
 - Press up to enter a cabin or move up a path (except while fighting Jason).
- **A:** Jump.
- **B:** Throw weapon.



While on the lake

- **START:** Pause and view map.
- **CONTROL PAD:**
 - Hold left or right to row the boat in that direction.
 - Left rows the boat counterclockwise around the lake, right rows the boat clockwise.
 - Press up to dock.
- **B:** Throw weapon.

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While in a cabin

- **SELECT:** Switch to the action menu.
- **START:** Pause, view map, and change counselor.
- **CONTROL PAD (while moving in cabin):**
 - Press up to move forward.
 - Press left, right, or down to turn in that direction.
- **CONTROL PAD (while in the action menu):**
 - Press up or down to scroll through the menu.
- **A: (while in the action menu):** Select the highlighted action.
- **B (while in the action menu):** Exit the action menu.



While fighting Jason in a cabin or Pamela in the cave

- **CONTROL PAD:**

- Hold left or right to move in that direction.
- Hold down and press left or right to dodge.
- **B**: Throw weapon.



CHARACTERS

The characters' stats below are graded according to the following scale:

STRENGTH: How many stones a character can throw off-screen from the center of the screen within 30 seconds. A: 65 rocks F: 50 rocks

RUNNING SPEED: How many seconds it takes a character to make a lap on the inner road around the lake. A: 34 seconds F: 51 seconds

ROWING SPEED: How many seconds it takes a character to row from one side of the lake to the other. A: 12 seconds F: 17 seconds

JUMPING HEIGHT: How many pixels a character can jump from a standing position. A: 60 pixels F: 45 pixels

KILL COUNT: How many zombies a character has to kill before items will start appearing for them.

George

- **STRENGTH:** A
- **RUNNING SPEED:** F
- **ROWING SPEED:** F
- **JUMPING HEIGHT:** F
- **KILL COUNT:** 2



Mark

- **STRENGTH:** F
- **RUNNING SPEED:** A
- **ROWING SPEED:** A
- **JUMPING HEIGHT:** A
- **KILL COUNT:** 3



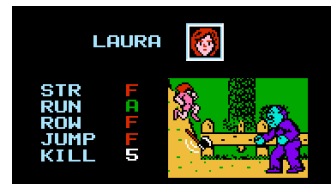
Paul

- **STRENGTH:** A
- **RUNNING SPEED:** F
- **ROWING SPEED:** F
- **JUMPING HEIGHT:** F
- **KILL COUNT:** 4



Laura

- **STRENGTH:** F
- **RUNNING SPEED:** A
- **ROWING SPEED:** F
- **JUMPING HEIGHT:** F
- **KILL COUNT:** 5



Debbie

- **STRENGTH:** A
- **RUNNING SPEED:** F
- **ROWING SPEED:** F
- **JUMPING HEIGHT:** F
- **KILL COUNT:** 4



Crissy

- **STRENGTH:** A
- **RUNNING SPEED:** A
- **ROWING SPEED:** F
- **JUMPING HEIGHT:** A
- **KILL COUNT:** 3



Each character is supposed to have their own strengths and weaknesses, but unfortunately, some are objectively better than others.

- George is almost identical to Paul and Debbie. His sole advantage is that he only has to kill two zombies before items will spawn for him: Less than any other character.
- Mark is definitely the best character in the game. He's the only fast rower in the game, he moves around the field quickly, he has a high jump, and he has a low kill count. His only weakness is his strength, but since you almost never need to throw your weapon rapidly (and this need goes down even more as you get

more powerful weapons), the difference between a good strength stat and a bad one is negligible.

- Paul and Debbie are 100% identical in their stats. Because their kill counts are high (and in fact, twice as much as George's), and their other stats are all identical to George's, there is no reason to pick one of them over him.
- Laura is a poor character in a lot of ways: Her only good stat is her running speed, but she has the worst kill count out of all of the characters. There's no reason to pick her over Mark, but she can be useful to put near the lake since she can run to the docks leading to the children's cabins quickly if need be.
- Crissy has a high running speed, jump, strength, and a low kill count. Because of her stats, she is objectively better than Paul, Debbie, or Laura, and the only way George beats her is with his negligibly lower kill count (along with a worse running speed and jump height). When you're not on the lake, she slightly beats out Mark as the best character in the game.

ENEMIES

Jason isn't alone in his mission to kill the kids. Below are the enemies you'll have to deal with in your quest to kill Jason.

Zombies



The most common enemies in the game, zombies will rise up out of the ground and slowly walk towards you. On day one they are slightly slower than all of the counselors, but on days two and three, they're exactly as fast as George, Paul, and Debbie.

During the day, only one zombie can be on-screen at a time. During dusk, two can, and three can be out at once during the night. No items will spawn for a given counselor until they have killed enough zombies.

DAMAGE: 2 (1 with the sweater) Can be killed when hit with any of the following:

- Three stones
- Two knives
- One machete, axe, torch, or pitchfork

Lake Zombies

Lake zombies are weaker than their land counterparts, but are more annoying to deal with. While rowing the boat across the lake, they'll occasionally pop high up into the air, hoping to damage you as they rise or fall back down. If you're not moving, they'll arc slightly instead of going straight upwards.



DAMAGE: 2 (1 with the sweater) Can be killed when hit with any of the following:

- Two stones
- One knife, machete, axe, torch, or pitchfork

Bat



Bats are some of the easiest enemies to deal with. They only appear in the cave in groups of two and lazily fly forward in a slight sine wave pattern. They're supposed to blend in with the background and be hard to notice until you find the flashlight, but in practice they're still clearly visible and too weak to be a threat anyway. Bats will not appear during the day: They only attack during dusk and night.

DAMAGE: 1 (Does no damage to a counselor with the sweater) Can be killed when hit with any weapon.

Stalactites

During the night, stalactites will occasionally fall down from the ceiling while you're in the cave. They're mostly harmless though: They do negligible damage, are easily avoided, and are rarely even encountered.

DAMAGE: 1 (Does no damage to a counselor with the sweater) Stalactites cannot be destroyed, but disappear upon contact with the ground.



Crows



Crows will fly in slowly from the left or right while you're on the open field or rowing your boat along the lake. Once they get close to you, they'll dive down in an arc to try to hit you and continue forward to escape.

While on the lake, a crow will appear after every third water zombie during the day, every fourth one during the dusk, and every second one during the night.

While on the field (excluding the woods or cave), crows will only appear at night after every six zombies.

DAMAGE: 1 (Does no damage to a counselor with the sweater) Can be killed when hit with any weapon.

Wolves

Wolves are the most powerful basic enemies in the game. They appear in the third screen of the cave at all times, and in the woods during dusk and night. They run at fast as Mark, Laura, and Crissy, they cause more damage than any other basic enemy, and they are far more resilient than any other. If they get close to you, they'll pounce (which can be ducked under), or charge (with can be jumped over, but moves faster than any counselor's top speed). Aside from the palette differences, the ghostly cave wolves and wild forest wolves are identical.



DAMAGE: 3 (1 with the sweater) Can be killed when hit with any of the following:

- Ten stones
- Five knives
- Four machetes, axes, or torches.
- One pitchfork

Pamela Voorhees

The severed head of Jason's mom, Pamela can be found in any of the three special locked rooms in the cave. She can only be fought once each day, but leaves a reward if you successfully defeat her.



She begins the fight by lazily floating to the top of the screen (giving you the opportunity to safely throw four or five weapons at her), then dives down towards you. The rest of the fight involves her moving to the left and right to follow you, occasionally diving back down at you before returning to the top of the screen. It's possible to duck and dodge her attacks, but because of how long she lingers on your hitbox, it requires exceptional timing to do so.

On day two, Pamela moves slightly faster and will occasionally attack twice in a row, meaning you'll have to be prepared to dodge her dives.

On day three, she moves even faster and will very frequently attack twice in a row or three times in a row.

DAMAGE: 5 (2 with the sweater) Can be killed when hit with any of the following:

- 30 stones
- 15 knives
- Ten machetes, axes, or torches.

Pamela will drop the following item if you manage to defeat her:

- **DAY ONE:** She drops a machete if you defeat her with stones or a knife, an axe if you defeat her with a machete or torch, or a torch if you defeat her with an axe.
- **DAY TWO:** She drops her sweater. This unique item effectively doubles that counselor's health.
- **DAY THREE:** She drops the unique and powerful pitchfork weapon.

Jason Voorhees

The big, semi-immortal monster himself, Jason is the terror of Camp Crystal Lake. You can find him occasionally hiding in a few large cabins, attacking other counselors in small cabins, terrorizing the children's cabins, or wandering the roads and woods.



If you encounter Jason while in a cabin, he'll move left and right in two dimensions: He can only hit you when he moves forward, but you can hit him any time your counselor is lined up with him. When he throws a punch at you or attacks with his weapon, you'll have to duck and dodge out of the way.

- **DAY ONE:** If Jason rushes quickly towards you, he'll attack you twice in a row before backing off, so you'll have to be ready to dodge both attacks. If he moves slowly towards you he'll throw one punch and move to the opposite side, then repeat this movement three more times before backing away.
- **DAY TWO:** Jason moves much faster than before and will do his double-attack more frequently. He telegraphs his double attack and single attack just like before. If Jason rushes quickly to the left or right side of the cabin before charging at you, he'll double-attack twice before backing off.
- **DAY THREE:** Jason moves *incredibly* fast. He exclusively does his double-attack, and will do it twice before backing off every time. Because of how quickly he attacks, your timing must be incredibly precise to duck and dodge him: If you dodge just before his first strike hits you, your character will avoid both of his attacks.

After hitting Jason seven times with any weapon, he'll leave the current cabin... for now (But if his health bar drops below seven bars during the fight, or if you only have one or two counselors left alive, he won't run away and will fight you to the death). The next time you find him in a cabin that night, he'll be wielding a machete, and an axe the time after that. However, these are only aesthetic changes since Jason does the same amount of damage and has the same speed, no matter what weapon he's using. Regardless, he'll reset back to his bare fists whenever a counselor dies or Jason dies and the new day begins. All of your living counselors will fully heal whenever Jason dies.

DAMAGE (while in a cabin): 8 (4 with the sweater)

If you encounter Jason while on the field (foreshadowed by the screen refusing to scroll), he'll charge in from the right side of the screen. He'll move back and forth, occasionally throwing an axe at you. Each day, he and his axe move more quickly than the last. If you hit him seven times, he'll run off-screen again (unless his total health drops below seven bars during the fight or you only have one or two counselors remaining, in which case he won't give up until you or he goes down).

DAMAGE (contact with the axe): 5 (2 with the sweater) **DAMAGE (contact with Jason):** 7 (3 with the sweater)

Finally, you can find Jason swimming at high speeds across the lake while he's attacking the children's cabin. He moves about twice as fast as Mark can row, meaning he's virtually unavoidable when he chooses to rush at you. Even if you hit Jason with a torch or stone while he's swimming (the only weapons that can hit him because of their arcing paths), it won't do any damage to him.

DAMAGE: 5 (2 with the sweater)

While fighting in a cabin or on a field, Jason takes the following damage (Note that he has 32 bars of health):

- Five stones will remove one bar of his health.
- Four knives will remove one bar of health.
- Three machetes will remove one bar of health.
- Two axes will remove one bar of health.
- One torch or pitchfork will remove one bar of health.

For more details on how Jason operates, check the section below on **Jason's actions**.

ITEMS AND WEAPONS

Weapons are used to fight off the enemies terrorizing Camp Crystal Lake, and can be passed from counselor to counselor. If you pick up a new weapon, your old one is replaced (even if the old weapon was better than the new one!). Items provide passive support to the counselors in their missions, and *cannot* be traded to another counselor once collected. To see where the 'randomly' spawning items will appear, check the sections below on **item locations**, **weapons spawning in hidden**

areas, and on message information.



STONES

USE: A weak weapon that travels in a lazy arc forward. For optimal use, crouch while throwing the stones to prevent them from flying over the enemies.

FIND: All counselors begin the game armed with stones

KNIFE

USE: A weak weapon that slowly moves horizontally forward.

FIND: Randomly appears when a counselor jumps, but only after they've killed enough zombies to spawn items.

MACHETE

USE: A good weapon that quickly moves horizontally forward.

FIND: Appears whenever a counselor first kills 60 zombies, randomly appear in the hidden cabins in the woods, randomly appears in one of the locked rooms in the cave, and appears after killing Pamela Voorhees on day one with stones or a knife.

AXE

USE: A strong weapon that slowly moves horizontally forward.

FIND: Randomly appears in hidden cabins in the woods, randomly appears in one of the locked rooms in the cave, and appears after killing Pamela Voorhees on day one with a machete or a torch.

TORCH

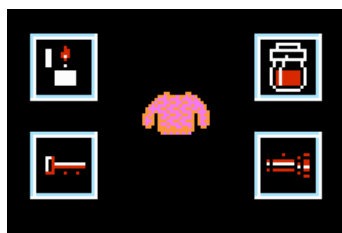
USE: Among the most powerful weapons, it is lobbed forward onto the ground. If it doesn't hit an enemy, another torch cannot be thrown until the first one burns out two seconds later.

FIND: Randomly appears in a large cabin by the lake, and appears after killing Pamela Voorhees on day one with an axe.

PITCHFORK

USE: The strongest weapon, it quickly moves horizontally forward. When it hits an enemy in the field (except for Jason), instead of disappearing like the other weapons, it continues moving forward.

FIND: Appears after killing Pamela Voorhees on day three. This is the only unique weapon in the game.



LIGHTER

USE: Allows you to light the fireplaces in the large cabins.

FIND: Appears immediately after killing enough zombies (each counselor has their own count for how many zombies must be killed before it will appear). Note that no vitamins, knife, key, or messages can appear until the lighter has appeared for that counselor.

KEY

USE: Allows you to enter the hidden cabins in the woods, as well as the locked rooms in the cave.

FIND: Randomly appears while jumping.

VITAMINS

USE: Automatically used when a counselor runs out of life: Restores the counselor to six bars of life. Can also be used while in a small cabin with another counselor to restore four bars of life to the other counselor.

FIND: Randomly appears while jumping.

FLASHLIGHT

USE: Reveals the hidden paths in the cave. Note that even without the flashlight, you can still go down these paths.

FIND: Appears after lighting the last fireplace as any counselor. Note that if you turn away from the flashlight without picking it up, it will disappear forever.

MESSAGES

USE: Read automatically by selecting 'TAKE' in the action menu. Triggers certain other messages or weapons to appear in other cabins or in the locked rooms in the cave.

FIND: Appears randomly in the large cabins and hidden cabins. Messages will disappear when read, but can be read by multiple different counselors.

SWEATER

USE: Halves all damage the counselor takes, rounded down.

FIND: Appears after killing Pamela Voorhees on day two. This is the only unique special item.

MAP AND GAMEPLAY



When you start the game, you'll be faced with this map of Camp Crystal Lake. The camp is split into seven areas: The main road, the inner road around the lake, the inner road around the cave, inside the lower woods, inside the upper woods, inside of the cave, and the lake itself.

Along the three roads, you'll find ten small cabins and seven large cabins. Your six counselors will each randomly start in one of the ten small cabins, and will occasionally teleport from one to another while you're not controlling them. You can also only change control of your active counselor while inside of a small cabin. Other than that, the main thing you'll be doing in the small cabins is fighting Jason, as explained **above**.

No more than one counselor can stay in the same small cabin: If you enter a small cabin that a second counselor is already in and pause to switch control to a third counselor, the second counselor will teleport to the same cabin as the third counselor. This ensures that one of the two counselors in the small cabin will eventually have to leave out the main door.

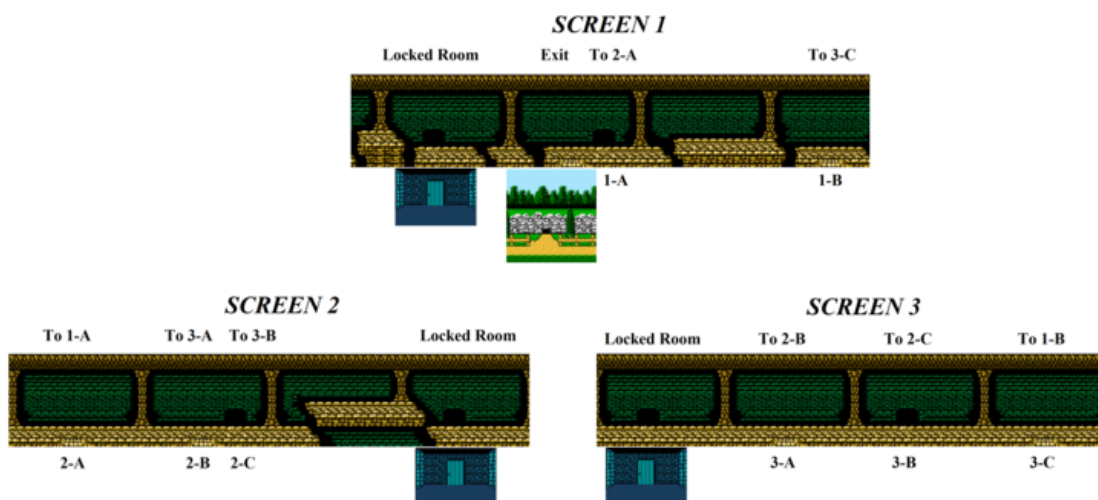
Each of the seven large cabins contains a fireplace that needs to be lit before your counselor can get a flashlight. Other than that, specific large cabins will occasionally hold messages that offer hints and directions, the powerful torch weapon, and sometimes even Jason himself!

Directly north of the lake are the three children's cabins. If Jason is attacking the kids, you'll have to rush your active counselor there to fight him off before he manages to kill any of them. If he kills all fifteen of them, you've failed in your mission and the game is over.

Finally, you can see the three hidden cabins in the lower and upper woods. These cabins occasionally hold axes or machetes for you to arm yourself with, but you cannot enter them unless you have a key.

- While in a small cabin with another counselor, you can open up your action menu and use '**CHANGE**' to change control over to the other counselor, '**PASS**' to trade weapons with that counselor, or '**HEAL**' to spend one of your vitamins to heal the other counselor.
- While in a large cabin, hidden cabin, or locked room in the cave, you can use the '**TAKE**' command to read a message if there's one on the floor, or take a flashlight or weapon off of the floor.
- If you exit five cabins, the day changes to dusk. If you exit three more, the dusk changes to night.
- Jason's timer doesn't count down while you're inside any kind of cabin or locked room, nor does Jason move around the map at these times.

The Cave

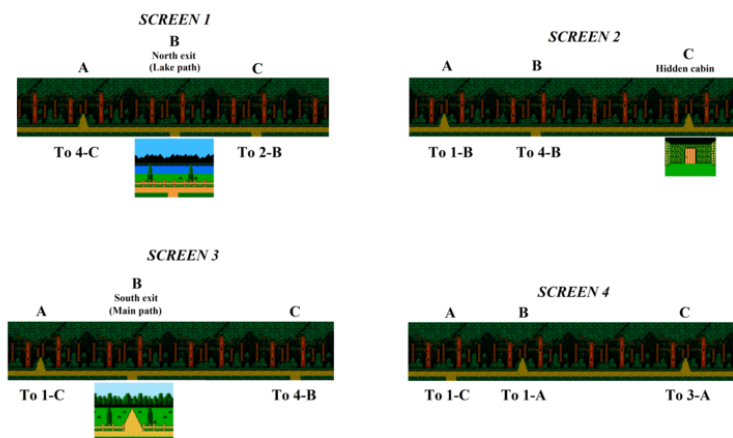


Without a flashlight, the entire back wall of the cave is a solid black color, making it very difficult to recognize the paths along that wall. Of course, if you have a map, it's easy to figure out where you can go, even without a flashlight. Even without a map, it's not too hard to realize that the rocks in front of paths are a different pattern than all of the other rocks in the cave. There are three different screens in the cave and each one has a locked door inside. You can't enter those rooms unless you have a key, but if you do, you'll find Pamela Voorhees hiding in them. If you manage to defeat her, she'll give you a reward and disappear for the rest of the day.

On the first two screens of the cave, there are bottomless pits. If a counselor falls into one of those, they'll immediately die, regardless of what items or how many vitamins they have.

The one separate platform on the second screen of the cave is too high for George, Paul, or Debbie to jump onto. This means that they'll be unable to loop around on that screen and might lose valuable time crossing from one side of the screen to the other.

LOWER WOODS



While you're exploring Camp Crystal Lake for stronger weapons or seeking out the evil fiend, Jason is doing some exploring of his own. He constantly walks around the perimeter of Camp Crystal Lake, alternating between hunting in the forests and the west side of the map. If there's a counselor in any cabin he passes by, he'll enter that cabin and stay there until the counselor is dead, or until you arrive there and fight him off. If he passes by a large cabin, he'll hide inside of it for five seconds, prepared to ambush you if you should enter the cabin during that time (of course, since his health bar is visible whenever he's in the same cabin as you, it shouldn't take you by surprise if this happens). After he's finished his tour of the camp, he always ends up at the children's cabins and attacks them.

Whenever Jason is in the same cabin as another counselor, or whenever he's in the children's cabins, the alarm will go off to warn you that he's trying to kill one of your friends. One of the lights at the top of the screen will begin blinking (either the one next to the five heads or the one next to the counter of surviving children, depending on who he's attacking), and a timer will appear, counting down 60 seconds. If you pause the screen, whichever cabin Jason is in will begin blinking, allowing you to rush over there to defend his target.

Even if you arrive at the cabin within the time limit, Jason will still damage his targets in the meantime. The following will happen while Jason is attacking a counselor (note that the sweater has no effect on this damage):

- If the timer hits 40 seconds, the counselor will take 2 damage.
- If the timer hits 30 seconds, the counselor will take 2 more damage (4 total).
- If the timer hits 20 seconds, the counselor will take 4 more damage (8 total).
- If the timer hits 10 seconds, the counselor will take 8 more damage (16 total).
- If the timer hits 5 seconds, the counselor will take 8 more damage (24 total).
- If the timer hits 0, the counselor will die.
 - If the counselor has four or fewer health and would die from this damage before the timer hits zero, they no longer take damage until that point.
 - If the counselor has five or more health and would die from this damage before the timer hits zero, their health is set to four instead and they no longer take damage until that point.
 - If your active counselor dies before the timer reaches zero, it resets to 60 (but the target counselor does not regain any lost health, and will continue to lose health as before).

If Jason is in the children's cabin, he will begin to slowly kill off five kids before running away (unless you arrive before the timer runs out and fight him off). A child will die whenever the timer hits the following numbers:

- 30 seconds
- 20 seconds
- 10 seconds
- 8 seconds
- 0 seconds
 - If your active counselor dies before the timer hits zero, it resets to 60. In this way, it's possible for Jason to kill more than five kids during one trip to the children's cabins.
 - If there is only one more child left alive, they will not die until the timer hits zero.

Once you meet Jason in a cabin, you'll have to fight him. See the section on **Jason Voorhees** for information on fighting Jason.

At the start of the game, and the start of each new day, Jason will randomly choose to follow 'path A' or 'path B'. He begins at the star spot on that path (if he follows path A, he will randomly start at either of the star spots). Jason then follows the path in the direction of the arrows, attacking any of the cabins he passes. Once he reaches the west bank of the lake, he attacks the children's cabins. After he leaves the children's cabins, whether by being fought off or the timer running out, he switches his path and exits the lake from the east bank (meaning if he was following path A, after attacking the children he'll begin following path B, and vice versa).

On path A, Jason will travel along the north side of Camp Crystal Lake until he arrives at the path to the cave. He'll enter the inner path and walk counter-clockwise around the perimeter of the cave, then return to the main path. Finally, he'll walk along the south side of the camp until he reaches the road leading up to the lake, then enters its west bank.

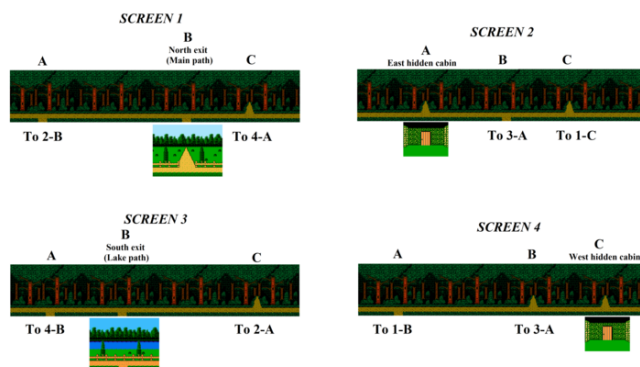
The woods are a dangerous place to explore, both because of the vicious wolves that prowl them during the dusk and night, and because of how easy it is to get lost in them. There are four screens to both the upper woods and the lower woods with three paths on each screen, and walking down the path you just came from won't always take you back to the previous screen. Without a map, it's incredibly hard to navigate the woods successfully.

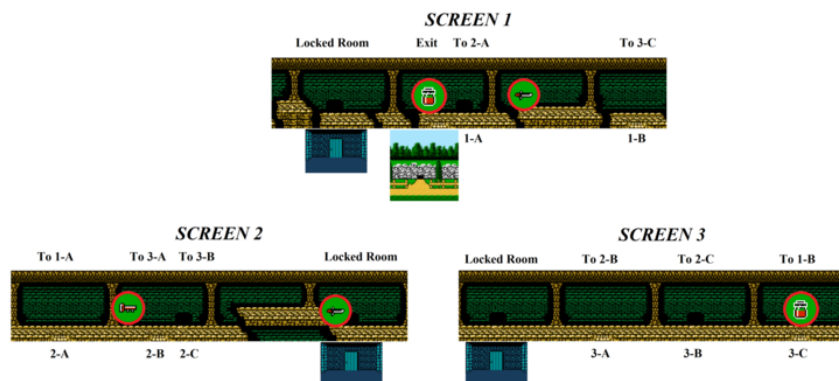
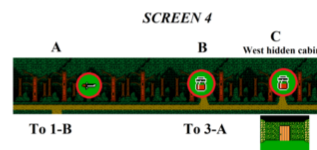
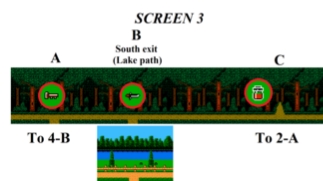
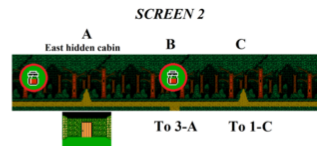
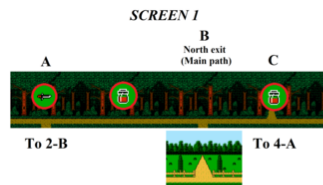
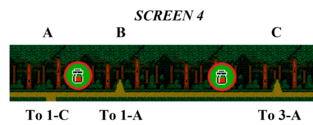
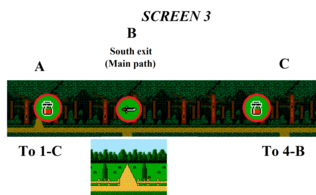
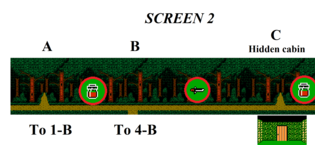
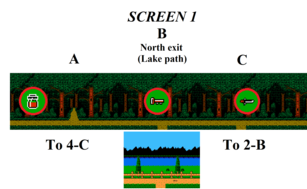
There are three hidden cabins in the woods: Two in the upper woods and one in the lower woods. You need a key to enter these cabins, but might find a hidden message about Jason's greatest fear, or a powerful weapon hidden within them. Aside from that, there are also lots of vitamins to be found in the woods!

For directions on navigating the woods without having to read a map, check the section on it **below**.

Jason's Actions

UPPER WOODS





Note that if you pick up any of the items in the lower woods, a corresponding copy of that item will not spawn in the upper woods, and vice versa. This means that there are exactly six keys available in the game (one along the south edge of the road, one on the north edge of the road, one west of the cave entrance, one on the east edge of the lake, one in the woods, and one in the cave), so if any counselor picks up two or more keys, at least one counselor will never be able to enter the hidden cabins or the locked rooms in the cave.

There are also only 12 knives and 14 vitamins available in the game.

Message Information

The messages that appear in the cabins are not random: They always appear in the same spots in the same large and hidden cabins under the same circumstances. Note that 'having' the knife means that the counselor has picked it up at least once before during any of the three days.

- The south cabin on the inner road by the lake:
 - **"GO INTO THE CABIN NEAR THE CAVE."** (Appears if you have killed enough zombies to start spawning items)
 - **"THERE'S AN AX IN A CABIN IN THE MIDDLE OF THE WOODS."** (Appears if you have the key, knife, flashlight, and have read the other message in this cabin)
- The north cabin on the inner road by the lake:
 - **"GO INTO THE WOODS."** (Appears if you have the knife)
- The east cabin on the inner road by the cave:
 - **"GO INTO THE CAVE."** (Appears if you have the knife)
- The north cabin on the main road:
 - **"GO INTO ONE OF THE CABINS BY THE LAKE."** (Appears if you have killed enough zombies to start spawning items)
 - **"THERE'S A MACHETE IN A CABIN IN THE MIDDLE OF THE WOODS."** (Appears if you have the key, knife, and have read the first message in the cabin south of the lake)
 - **"THERE'S AN AX HIDDEN SOMEWHERE IN THE CAVE."** (Appears if you have the key, knife, flashlight, and have read the first message in the cabin south of the lake)
- The southwest cabin on the main road:

- **"THERE'S A MACHETE HIDDEN SOMEWHERE IN THE CAVE."** (Appears if you have the key, knife, and have read the first message in the cabin south of the lake)
- The east cabin on the main road:
 - **"YOU CAN FIND A TORCH IN ONE OF THE CABINS BY THE LAKE."** (Appears if you have the key, knife, have read the first message in the cabin south of the lake, and have lit four or more fireplaces)
- The east hidden cabin in the upper woods:
 - **"FIRE WILL DAMAGE JASON THE MOST."** (Appears if you have read the message in the cabin north of the lake or read the message in the north cabin on the main road, and have exited cabins at least twice before this one)

Note that no messages will ever spawn in the west hidden cabin in the upper woods, the hidden cabin in the lower woods, or the west cabin on the inner road by the cave.

Spawning Weapons

The strong weapons that spawn in the cabins and cave are also not random, and knowing what will make them appear will allow you to arm your counselors more quickly.

The machete can spawn in the west hidden cabin in the upper woods, or in the locked room on the third screen of the cave.

It will appear in the upper woods after you've read the first message in the cabin north of the inner road by the lake and have read the message in the east hidden cabin.

It will appear in the cave when you have the knife, flashlight, have read the first message in the cabin south of the inner road by the lake, and have read the first message and the last message in the cabin north of the main road.

The axe can spawn in the east hidden cabin in the upper woods, or in the locked room on the second screen of the cave.

It will appear in the upper woods after you've read the first message in the cabin north of the inner road by the lake, and the message in this cabin.

It will appear in the cave when you have the knife, flashlight, have read the first message in the cabin south of the inner road by the lake, and have read the first message and the last message in the cabin north of the main road.

The torch can appear in the large cabin north of the inner road around the lake.

It will appear after you've read the message in the east hidden cabin the upper woods.

No weapons will spawn in the lower woods.

STRATEGIES

Navigating the woods

The following directions are designed to easily get you through the labyrinthine woods. Note the following: No items or messages will ever spawn in the hidden cabin in the lower woods, you can collect the vitamins from it by entering the upper woods instead, and it is almost always faster to go around these woods than through them, so there is no reason to enter them unless you want to fight Jason in them.

LOWER WOODS

- **FROM THE NORTH EXIT**
 - **To the hidden cabin:** Right, down, right, up
 - **To the south exit:** Left, up, up, right, down
- **FROM THE SOUTH EXIT**
 - **To the hidden cabin:** Left, up, down, right, up
 - **To the north exit:** Left, up, left, down
- **FROM THE HIDDEN CABIN**
 - **To the north exit:** Right, up, down
 - **To the south exit:** Left, down, right, up, right, down

The upper woods are very useful for finding a spare axe or machete early in the game, and is a key lead on the route to a free torch.

UPPER WOODS

- **FROM THE NORTH EXIT**
 - **To the east hidden cabin:** Left, down, left, up
 - **To the west hidden cabin:** Right, up, left, up
 - **To the south exit:** Left, down, down, right, down
- **FROM THE SOUTH EXIT**
 - **To the east hidden cabin:** Right, up, up
 - **To the west hidden cabin:** Left, down, right, up
 - **To the north exit:** Left, down, left, down, down
- **FROM THE EAST HIDDEN CABIN**
 - **To the west hidden cabin:** Left, up, up, left, up
 - **To the north exit:** Left, up, left, down
 - **To the south exit:** Right, down, right, down
- **FROM THE WEST HIDDEN CABIN**
 - **To the east hidden cabin:** Left, up, left, up, up
 - **To the north exit:** Right, down, down
 - **To the south exit:** Left, up, right, down

Arming your counselors

It's very easy to quickly arm your counselors to the teeth if you know how to. Getting the torch is a daunting task when you don't know the mechanics behind it, but it's a trivial one if you do. If you follow all of these steps, you can get the torch for any and all of your counselors before even meeting Jason.

1. Kill enough zombies to start spawning items (You do not need to actually pick up the lighter).
2. Jump in any labeled spot on the map to make the knife appear, and pick it up.
3. Go to the cabin north of the road around the lake. Move forward and turn right, then read the message there.
4. Jump in any labeled spot on the map to make the key appear, and pick it up.
5. Go into the upper woods from the south entrance. Move right, up, and up into the cabin.
6. Leave the cabin (or enter and leave any other cabin along the way), then reenter it. Turn right, then read the message there.
7. Exit the woods by going right, down, right, and down.
8. Return to the cabin north of the road around the lake. Move forward, then turn around. The torch will be on the ground now.
9. (OPTIONAL) Repeat steps 1-8 with any and all other counselors to arm them as well.

This ensures that you get the most powerful weapon in the game almost immediately, and with any luck can arm a fast counselor before Jason even damages any of your counselors. At this point, you should never jump with that counselor near any spot that can spawn a knife, because picking it up will remove your torch for good!

Killing Jason

Jason is an incredible foe when you first start the game, but can be simple if you know how to deal with him. Ideally, you should get a powerful weapon as soon as you can (you can get the axe or the torch almost immediately by following most or all of the steps in the previous section).

On day one, it's easier to dodge his attacks when you're in a cabin (if you know how to), since you only need to be on the lookout for a double attack when he speeds up. Even so, it takes a long time for you to damage him since you have to move around his attacks, and risk taking more damage overall since you have to fight him for so long. On the contrary, if you run into him on the path, it's much harder to dodge all of his attacks, but much easier to rapidly hit him with seven or more weapons, ensuring that he takes more damage faster than you. If you keep following his path to chase after him once you find him, you'll be able to take him down in no time.

On day two, since Jason will alternate seamlessly between fast and slow attacks, it's very risky to take him in a fight in a cabin. Since at least one of your counselors will have a strong weapon still from day one. It's not very important to fight Pamela for the sweater since you should be able to take Jason on in the path just as easily as the previous day, but it might be worth going for it if you think you are skilled enough to take on Pamela and want some more insurance against Jason.

On day three, Jason is incredibly difficult to fight in the cabins since the timing for dodging his attacks is so tight and the timing for hitting him after that is even tighter. It's far easier to fight him on the path on this day, and there's no reason to take the risk of fighting Pamela for the pitchfork if you already have the torch.



Killing Pamela

It's usually not really going to help you in the long run to fight Pamela. On day one, you only have to follow a few more steps from the **earlier section** to get the torch once you're able to get the axe or machete, and killing her with the knife in order to grab the machete is a waste of time when you can find it or the axe in the upper woods after following only a few of those steps. On day two she drops the best reward, but if you grab vitamins and fight Jason exclusively on the path with strong weapons, damage shouldn't be too much of a priority. And the pitchfork is only negligibly more powerful than the torch, so there's no reason to take such a risky fight for it. But if you really want to earn her rewards, these tips should make the fight easier.



As soon as you enter her room, throw your weapon at Pamela five times while taking half a step to the right and left to follow her weaving path. Then, immediately run to the side to dodge her incoming attack. You want to always stay a step ahead of her so you won't get hit when she dives at you. When you get close to either edge of the screen, immediately rush over to the other side of her so she doesn't corner you.

On day one she will never dive multiple times in a row, so you can hit her two or three times after every time she attacks before you need to dodge again.

On day two, always assume that she will attack twice in a row. Put a priority on defense, and don't stop to attack her until she does a double attack: The fight will take much longer this way, but you're less likely to take as much damage.

On day three, it's probably best to still always assume she will attack twice in a row, since it's too difficult to consistently dodge three attacks in a row without taking any damage. Instead, focus on hitting her hard and fast. The best defense here is a good offense, so kill her as fast as you can, before she kills you!

CHALLENGES

To keep you interested in Friday the 13th after you've taken down Jason, see how many of these challenges you can do:

- o Beat the game without controlling any counselor except George.
- o Beat the game without controlling any counselor except Mark.
- o Beat the game without controlling any counselor except Paul.
- o Beat the game without controlling any character except Laura.
- o Beat the game without controlling any character except Debbie.
- o Beat the game without controlling any character except Crissy.

- o Kill Pamela Voorhees on all three days.
- o Kill Jason while on the path on all three days.
- o Kill Jason while in the cabin on all three days.
- o Beat the game without letting any kids or counselors die.
- o Beat the game with only one kid and one counselor left alive.
- o Collect the torch or pitchfork with all six counselors.

- Collect a key, flashlight, and torch with every counselor, and end the game with every counselor holding at least one vitamin.
- Complete the game without every collecting any weapons or items (Using only the stones with every counselor, never getting any vitamins, sweater, lighter, or key).



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JASON WIPED
OUT THE KIDS.

GAME OVER

YOU AND YOUR FRIENDS
ARE DEAD.

GAME OVER