

=====DISCLAIMER=====

I have decided not to allow websites other than Gamefaqs (www.gamefaqs.com), IGN (faqs.ign.com) & Gamespot (www.gamespot.com) to host my FAQs from now on. Please don't ask, because I will not grant permission. It's just that too many sites don't keep their version of my FAQ up to date which makes for a lot of hassle in my mailbox. So if anyone sees this FAQ on any site other than those mentioned above, please let me know and I will take care of the situation, thanks.

Just to make things crystal clear for some people, this FAQ is not to appear anywhere at the following URLs:

<http://www.cheatcc.com>  
<http://www.cheatindex.com>

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Donkey Kong Jr. FAQ  
January 06, 2006  
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(B) CONTROLS

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The controls for this game are as follows:

- 1,2,3,4 - Choose the skill level (1-4) for a one-player game.
- 5,6,7,8 - Choose the skill level (1-4) for a two-player game.

Fire - Jump

Up/Down - Climb vines, chains or poles.

Left/Right - Move Donkey Kong Jr left or right.

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(C) ITEMS

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There are only two item in the game, one is a key that you use in the last stage, the other is fruit.

Fruit - Fruit comes in many shapes but it's all worth 400 points and falls once you grab it. Falling fruit can kill enemies if it lands on them.

Key - The last stage has a number of keys and you need to move them into their locks to beat the stage.

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(D) ENEMIES

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This section also includes hazards, but basically it's anything that can kill you.

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Lizards  
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These enemies appear in every stage except the fourth one and they come in two varieties, red and blue. The blue enemies walk along the ground before climbing down chains/vines and fall off at the bottom. The red versions are exactly the same except they don't fall off at the bottom of the chain/vine, they climb back up it instead.

To avoid them while hanging on a vine/chain just make sure your hand isn't on the vine that they're on. To avoid them on the ground simply do a running jump over them.

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Birds  
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These enemies move horizontally through the air before diving down a little and moving horizontally in the opposite direction. They move pretty fast so you should always watch out for them.

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Gravity  
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Jr isn't that agile in this game and basically if you fall from a height of more than a few pixels he will die.

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(E) WALKTHROUGH

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Bricklayer J. Gastronomy

There are only four stages to the game, but you can replay them to your heart's content.

Jr can climb up fastest when he holds two vines/chains/poles, conversely he climbs down fastest if he's only holding one vine/chain/pole at the time.

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Stage 01  
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Jump to the leftmost vine from the start of the stage, then climb enough to reach the vine on your right. Climb both vines at once to climb up a lot faster, then watch for any lizards above as you grab the nearby fruit.

Drop to the platform on your right and jump to the vine beyond, then grab the fruit and slide down the right side of the vine to the ground below. Jump across a pair of gaps to your right next and climb the vine to your right, then head left to the red fruit while watching the lizards above.

Carefully head to the rightmost vine, then climb up the pair of vines to reach the top of the screen faster. Watch out for any lizards on the platform to your left, then drop onto it and jump to the slightly higher platform further left. Finally jump over any lizards that get in your way as you jump to the vine below the key, then climb up and touch the key to end the stage.

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Stage 02  
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This stage has two red lizards as well as multiple birds and blue lizards as the main hazards, but it's not really that hard a stage. Basically you need to move the six keys into their respective locks at the top of the room.

You can even use the fruit to take out some enemies in this stage, then you don't have to worry about them, it's up to you really.

Start with the lock that's above you when you start the stage [unless a lizard comes down the chain, then you should leave it for later], you can even grab the left fruit on your way up if you wish. Quickly drop down to the bottom of the chain and move right so your between the next two keys, then move them up to their locks while avoiding the enemies.

Drop down once again and head right to the next pair of keys, then cautiously rush them up to their locks exactly like you did for the previous pair.

Finally drop down once more (grab the fruit on the way down if you wish) and head right to the last key. Keep an eye on the enemies as usual, then move the key into the lock to free Donkey Kong and end the stage.

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Stage 03

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Jump to the leftmost vine from the start of the stage, then climb enough to reach the vine on your right. Climb both vines at once to climb up a lot faster, then watch for any lizards above as you grab the nearby fruit.

Drop to the platform on your right and jump to the vine beyond, then grab the fruit and slide down the right side of the vine to the ground below. Jump across a pair of gaps to your right next and climb the vine to your right, then head left to the red fruit while watching the lizards above.

Carefully head to the rightmost vine, then climb up the pair of vines to reach the top of the screen faster. Watch out for any lizards on the platform to your left, then drop onto it and jump to the slightly higher platform further left. Finally jump over any lizards that get in your way as you jump to the vine below the key, then climb up and touch the key to end the stage.

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Stage 04

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Birds and gravity are the major hazards for this stage, but neither one is a big problem.

Jump on the springboard to your right and let it bounce you to the stationary platform beyond. Jump on the large moving platform up ahead and ride it right, then jump right from the edge before the platform heads back left. Now take a breath before climbing up the pair of chains above you.

Drop to the platform on your left, then watch the birds and the moving handles.

Jump to the closest handle when it starts to pass under the fruit above you, then drop to the small moving platform to your left when you're above it.

Jump to the handle on your left once it descends, then grab the closest chain on your left when it gets close to the longer chain above and wait there for a moment. Wait for the nearby moving platform to pass below you, then drop down onto it. Ride the platform left until it's almost above the springboard, then jump left to the next moving chain.

This is the hardest part of the stage right here so don't get discouraged if it takes you a few tries. Basically you need to wait until the moving chain is almost below the leftmost chain with fruit above, then you need to grab the chain on your left. If you mess it up you'll miss the chain and fall to your death and unfortunately there's no easy way around this part, it's all timing.

Watch the birds as you climb to the top of the pair of chains, then carefully head right across the chains [while grabbing fruit] until you reach the rightmost pair. Climb to the top of these chains, then drop to the platform on your left. Jump over the birds if needed as you jump the gap and climb up the leftmost chain to end both the stage and the game.

The game now cycles through the three stages repeatedly and you can continue playing until you lose all of your lives or get bored.

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(F) EXPERIMENTAL

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For a little while now I've had a paypal link in all my FAQs at the very bottom here. Mainly as a small experiment since a few other FAQ authors have also had the same idea.

I had a few people email me before I put this link in because they wanted to send money, so it's here for those people.

For the record I've received about \$87 (which works out to a bit more in Canadian lol) last I checked, so I've been getting cases of pop and making some excellent progress on a few FAQs.

If you don't want to send money or can't then send me an email, it's nice to hear what people thought about my work and there's always room for improvement.

My email address is fecalord (AT) gmail (DOT) com, and the paypal address is listed below.

For those that want to contribute, you can use paypal at the following address:

fecalord2002 (AT) yahoo (DOT) ca

Many thanks, and I hope you continue to use my work!

~Dan