

## Jumpman Junior FAQ

Game: Jumpman Junior  
System: Colecovision  
Contributor: CZewe  
E-mail addy: Icewind717@hotmail.com  
Version: 1.0  
Date of last update: 11/23/02

### I. Introduction

Hey everyone. Contrary to popular belief, I am NOT dead. I just took a (year-long) break from FAQ and review writing. So sorry. Ah well, here's your intro.

Yes I know Colecovision is dead and never coming back, but some people still play the games...I guess. Even though Colecovision is a system that's almost twenty years old, it's actually quite new to me. I bought one off E-Bay for fifty dollars then I bought a complete set of games for 90 dollars. This all happened about a month ago. After using the most reliable source for game information (GameFAQs) I saw that very few games had FAQs written for them. I saw a window of opportunity and decided to write this FAQ, and I'm working on several others for the Colecovision. This Jumpman Junior game is the one that you could find in arcades back in the late 70s, but it's slightly enhanced on the Colecovision. The point of the game is to have Jumpman collect all the red flowers in a level by jumping from place to place avoiding bullets, fires, and a few other things too. Now that you know the whole point behind the game, shall we move on to the table of contents?

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\* Means that the section is completed.

### III. Contacting Me

My e-mail address is Icewind717@hotmail.com, and I'll accept e-mails that have anything to with the stuff on the "E-mail Me With" list. But if I get anything that is on the "Do not e-mail Me With" list I will delete it and block your e-mail address. My AOL screenname is Outcast717 so you can IM me about anything.

E-mail me with:

Contributions

Spelling and Grammatical errors on my FAQ

Hate Mail

Praise Letters

Asking for help on Jumpman Junior as long as your question isn't answered on this FAQ

Asking if you can use this FAQ on your site

Do Not E-mail me with:

Spam

Large Contributions

Things that have nothing to do with Jumpman Junior

Questions about Jumpman Junior that are answered on this FAQ

Viruses

Chain Letters

Etc.

You can e-mail me asking for help on the game itself, but just don't overdo it. If you want to talk about anything on the not list, IM me, except the obvious like viruses and spam.

#### IV. Version History

Version Number: 0.1

Date Added: 11/23/02

What's New: Everything!

#### V. Controls

The controls are fairly simple in Jumpman Junior, and here they are:

Joystick Left- Moves Jumpman Junior left

Joystick Right- Moves Jumpman Junior right

Joystick Up- Allows Jumpman Junior to climb ladders

Joystick Down- Allows Jumpman Junior to go down ladders

Joystick Button- Makes Jumpman Junior jump

Keypad 1- Set speed to 1 at the menu

Keypad 2- Set speed to 2 at the menu

Keypad 3- Set speed to 3 at the menu

Keypad 4- Set speed to 4 at the menu

Keypad 5- Set speed to 5 at the menu

Keypad 6- Set speed to 6 at the menu

Keypad 7- Set speed to 7 at the menu

Keypad 8- Set speed to 8 at the menu

Keypad 3 + Joystick Button- Starts game at title screen

Keypad 8 + Joystick Button- Starts new game at high score screen

#### VI. Walkthrough

This Walkthrough is going to be as detailed as I can make it, but this is one of the simplest

games and it's also one of the smallest games (not cartridge size, memory size) so it will be

pretty short. I will add one level per update, because if I didn't do that, and if I just had

all of the levels covered on version 0.1 I would have no reason to update. To start out I have

done levels 1 & 2 to help everyone out. By the way, all of the levels are symmetrical, so when

I say, "Now do the same thing on the other side" don't get confused.

#### Level 1: Nothing to It

You will start out on the second lowermost portion of the ladder in the center of the level.

Run straight up the ladder then move to the left part of the ground that it touches when you first reach the third platform. Grab the red flower by touching it and then get the one on the other side of the ladder. When you do that you will notice that a big portion on the opposite side of the platform will disappear with each one you grab. Now jump over the incoming bullet then run up the ladder to the highest platform. Gather the flower on the right first then the left. Now leap off the far-left part of the platform onto the ladder to left of the screen.

Descend the ladder then get the red flower. Now go back up and jump off the top of the ladder

back to the center platform. Now do the same thing you did just, but to the right side. Next,

go down the long ladder down to the ground and get the two flowers beside it. Dodge the two

incoming bullets then leap to the ground on the right side and gather the flower. Run up the

ladder and get the flower up there. Do the exact same thing you just did, except do it on the

other side. After you've gotten the last two flowers, take a deep breath then move on to level

two.

#### Level 2: Fire! Fire!

On Level 2 entitled "Fire! Fire!" you will start out at the very top of the ladder in the

center. Move left immediately and collect the red flower. After you do that a fire will start

up right beside you and on the platform to the left of you. Go to the edge of the platform that

you're on right now, run towards the fire. Right before you hit it jump back to the center

ladder. Now walk to the right and get the red flower there. Again you should jump to the

center ladder. Now move back to the side of the platform and you'll notice the fire has gone

out. Run then jump to the platform on the left that had a fire. Its fire went out too. Get

the red flower on the far left of the platform then a fire will appear right in front of you and

on the ladder by you. Jump over the fire in front of you then go to the opposite side of level

and do the same thing. Now go back to the platform on the left and go down the ladder, which

isn't on fire anymore, and get the red flower on the lower platform. The ladder will ignite

again so you should jump to the small platform left of the middle ladder. It will light a fire

on one of the lower platforms, so you're safe from it. Jump to the center ladder than go back

to the top of it. Now go to the other side of the level and do the same thing you just did.

And if you haven't noticed, the levels are symmetrical. Now move down the ladder until you are

slightly above the next platform down. After the bullet goes above you, jump onto the platform

and get the red flower. That will start a fire above you and one will block your way. Jump over it then jump back to the center ladder. Do the same thing the same way on the other side. Now go down to the next platform, jump to the left side and get the red flower. Now an impassable fire will start right beside you, so move to your left and go to the red vine. Press the Joystick Button when you're touching it to go down. You will land right on a red flower. Jump over the fire beside you now by getting a running start. Then jump to the platform in the center where the big ladder starts and get the two red flowers beside you. The ladder will catch on fire, so you can't climb up it, so jump back to the platform you were just on, on the left side. Jump onto the green vine to climb up it to the second platform again. Run and jump to the identical platform on the right side of the screen and get the red flower. Since you can't get back to the ladder again, go down the red vine on this side and climb down in so you will land right on the last red flower.

Level 3: Sreddal (I don't know what that means, but that's what it's called...)

Start off by going immediately right, and then grab the flower. Now go up the ladder and head right again to get the next red flower. Now go back down the ladder and go left to the edge of the platform. Now jump left to the center platform. Next, run to the left end of that platform and jump onto the platform identical to one you started on. Get the red flowers the same way you did before, then jump back to center platform. Now, for a tricky part. Head to left end of the platform and wait until the floating ladder on that side to start coming down right by you. Let it grab you then push down on the joystick so you go with it. When it starts to ascend again, jump on the platform directly beneath the one that you started on and run and get the red flower. Next, jump to the ladder as it goes by you and ride it to the center platform. Get off and go to the left edge this time. Do the same thing you just did and go back to the center platform. Wait for the left ladder to come up and start down again, then get on it. When it is lined up with the next platform with flowers, jump to it. Go back to center and repeat. Next, ride the left right ladder to the fragment of a platform right above the ground, and then jump to it. Now, get a running start and jump to the other fragment on the edge of the screen and nab the flower. Go back to the main center platform and do the same on the left side. Now, you have to go for the last, and hardest, two flowers. Ride either one down to the ground, and time it just right so you don't go plummeting to your doom. Now, run and jump to the left or right side of the level and get the last two red flowers. Congratulations! You beat a very hard level!

Level Four: Hellstones

\*\*\*COMING IN VERSION 1.1!\*\*\*

#### VII. Hints & Tips

Here is where I'll provide hints and tips for Jumpman Junior. These are not specific for any particular level, nor will they work on all of the levels.

\*Don't be afraid to jump over things such as fire. You'll waste a lot of precious time not doing so.

\*If you see a bullet coming, seek refuge ASAP.

\*He's called "Jumpman" for a reason. Use his power.

\*If you choose speed 1 you'll move a lot faster, but so will the bullets and other enemies.

\*If you get mad or frustrated, don't take it out on the control. They're old and they break easily.

\*For longer distance jumps hold the joystick button and the joystick direction that is the same direction as your jump.

\*You can climb up green vines and climb down red vines. Most people who I've asked don't know this.

#### VIII. Frequently Asked Questions

I don't have any questions yet, probably because this is the first version of this FAQ! But feel free to send me questions via email ([Icewind717@hotmail.com](mailto:Icewind717@hotmail.com)) or use AOL Instant Messenger ([Outcast717](http://Outcast717)).

#### IX. Game Genie Codes

Infinite Lives: 0399-0394

Start On the Last Level: 0399-3149

#### X. What to Expect in the Next Version

Version 1.2- I'll add a walkthrough for level four, five, and maybe six, add some frequently asked questions if I get any, add some more Game Genie codes, and make some other updates.

#### XI. Legal Stuff

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#### XII. Word Count

Pages: 5  
Words: 1928  
Characters (W/out spaces): 8245  
Characters (W/ spaces): 10152  
Paragraphs: 100  
Lines: 212