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.

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Donkey Kong Jr. FAQ/Walkthrough For NES Written by Kevin E. Merrill This file is Copyright (C) 2003-2013. This game is Copyright (C) Nintendo 1986. Version: 1.20	
This guide should be viewed only in Notepad for best appearance possible http://www.gamefaqs.com/features/recognition/97072.html	 le.
My guides use the Ctrl+F4 system so you can skip ahead to any area of the 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 completed or not yet.	
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Very minor editing, maps are more accurate and added the Game Basics sect:	
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Contact	Info.	and Rules	<cntct></cntct>

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.

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Version History <Versn>

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.

Introduction	<induc></induc>

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!

The	Story <s< th=""><th>Sline></th></s<>	Sline>

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.

The Characters <Crctr>

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. _____ <Cntrl> Controls | Nintendo | | | ___ |Select Start| o __| | () () | () () | В ΑI 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 <GBsic> _____ Gameplay _____ _____ Controlling Donkey Kong Jr. _____ 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. _____ Attacking

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.

Game Mode Options

One-Player Mode A: Mode A consists of playing through all four levels of the arcade game. After completing the fourth level, the game begins to loop, increasing in difficulty.

One-Player Mode B: The only difference between the modes is the AI. It's much smarter this time. The enemies move faster and are released more frequently.

Two-Player Mode A: When a friend challenges you to a game, grab the second controller and go head to head to see who gets the highest score. The second player won't have the opportunity to play until the first player dies.

Two-Player Mode B: If both players have already mastered Mode A or just want to try the harder version to see who last longer, plug-in another controller and challenge the second player to a round of this mode if he/she dares.

Heads-Up-Display

I: 000000 Top: 000000 II: 000000 (J) (BONUS) (L) ____ (3) (BONOS) (1) | | | Key | | DK | | |_| | ___/ | Mario _ | _ _ | __ _ | _ Н Н Н | | | | H . T •••_ _... 1 . . . _... | | H/\/\/\Fruit/\/\/\/\/\/\/\/\/\/\/\/\/\/ . . . 1 . . . · · · _ DK Jr.____...

Below is an example of what the heads-up-display (game screen) may look like:

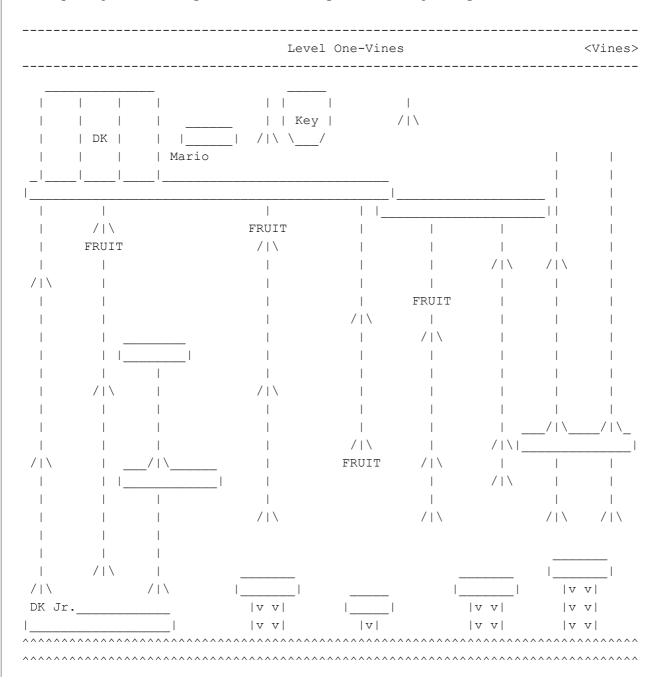
I: Shows the first player's current score.
Top: Shows the highest score that has been reached.
II: Shows the second player's current score.

J: Stands for Donkey Kong Jr.2: Indicates how many lives you have remaining.

BONUS: The timer bonus you receive after completing the level is below.

This is the walkthrough section, the bulk of the guide. Here I cover strategies for all four levels of the game and the later loops when the game begins to get more difficult. Every loop gets harder as the enemies move faster and more enemies get in your way of your mission to rescue Donkey Kong. Unlike in Donkey Kong, there aren't any enemy limitations for any of the four levels. Like most arcade games, you start with three lives and the game ends when you lose all your lives.

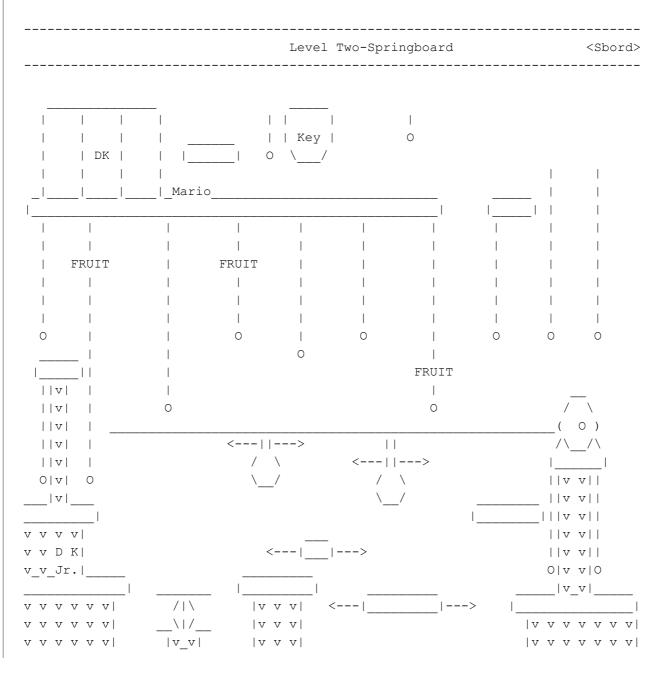
Speaking of loops, you clear one once you insert every key in the keyholes on level four. Unlike Donkey Kong on the system, no one has yet to reach the kill screen of this game, so it's unclear how many loops exist. It may be 132 like Donkey Kong, but nobody has reached it yet. How long can you last?



While you jump up the vines to the top, Mario will release Blue Snapjaws that go down the vines and even off the screen. Unlike the red ones that will stay on them, the blues will fall right off when they reach the end of a vine. So watch where they're headed at all times, especially when the game begins looping. There will be a Red Snapjaw on the small ledge right of the fruit you dropped on at the beginning. It can climb up to the ledge above it, so watch where it's headed. Unlike the Bird Bombers and Sparks, you cannot collect points for jumping over Snapjaws. It's pretty stupid if you ask me since you could in the arcade version. Climb vine to vine until you reach the top.

There's a safe spot to make the jump to the top platform without jumping on a Snapjaw. Stand above to the right of the vine the Red Snapjaw was guarding at the beginning. (it's under the tiny vine above.) You should have no problems unless a red one is there as well, which happens often in later loops. Wait on the tiny vine until you see an opening.

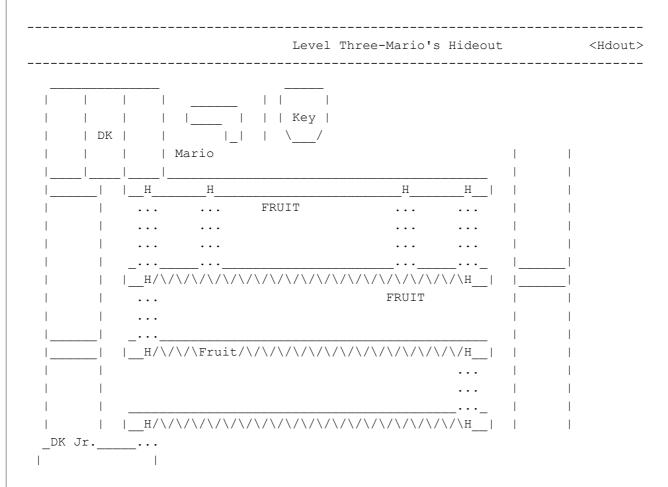
From loop three and beyond, you'll start seeing Red Snapjaws on the vines of the two that lead up to the top area. If you're lucky enough to make it to loop seven, both vines will have one on each vine! Starting at loop four, Red Snapjaws will start hanging out on the top near Mario. They will go down some of the vines and on the walkway to the exit. At Loop five, you may start seeing the Snapjaw sprites disappear for a couple of seconds. They're still there so prepare to jump once you see them flicker!



Mario unleashes Bird Bombers that patrol around the chains where you can drop fruit. Every couple of birds will drop their eggs from the sky that can reach the very bottom of the level. You won't have to worry about that happening for the first four loops as you can use the springboard to reach the floating platform above if timed right.

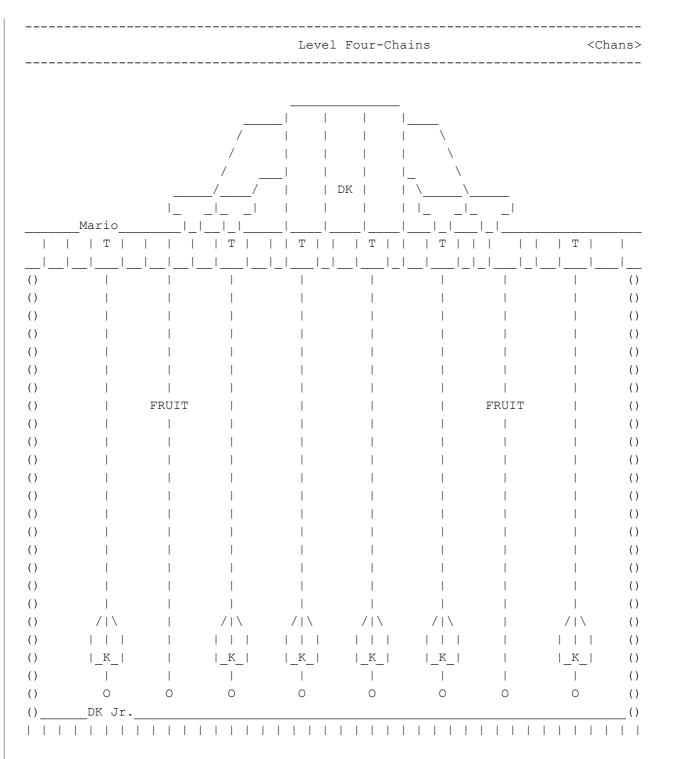
For a great shortcut through the level, jump off the last part of the platform DK Jr. starts on and jump on the right side of the springboard to get the most hang time, to get you up to the floating platform above. If you mess the jump up, it may cost Junior a life, so get the timing down and can zip past this level quickly until later loops that force you to take the long road. When you take the long way, you'll need to wait for the Bomber's eggs to disappear before jumping the gap. The fruit that hangs low up top is not worth it in later loops as they'll hunt you down more and not let you have free passage through the lower area to the fruit.

Keep crossing chain to chain to reach the top. You'll then or will soon see a Bird Bomber go under the small gap near the top. Either jump over it for points or jump to the tiny chain to let it go by. Then move onto the third level, which is my personal favorite.



Unlike the Blue Sparks that Mario releases, the orange ones just roam around the row they're on and can only be taken out with fruit. The blue ones will head down the entire level however, and drop down on the dotted areas. On the top row in later loops, Blue Sparks will begin to descend from the multiple dotted areas.

Whenever you see an Orange Spark above your row and a blue coming down to yours, let the Orange Spark go by. Then you can jump over the Blue Spark without bumping heads with the orange ones. Starting at loop six, the Orange Spark on the third row moves super fast! Don't go nuts collecting tons of points there. You'll eventually get killed just run to the next chains ASAP.



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.

Scoring <Scrng> _____ 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. _____ Enemies List <EList> _____ 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. _____ Credits <Crdit> _____ 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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