

# Friday the 13th Walkthrough

by Demon1050

Updated to v1.0 on May 28, 2004

Friday The 13Th- BY LJN toys

Written on April 20, 2004

-Versions-

1.0 First Version,updates to come.

-Intro- This game was made for the nes in 1988 by LJn toys, and its a pretty underrated game. It may be hard to get into, but once you do , you will want to play it untill you win. This game may be beatable in 4 minutes by experts, but expect a many hours of gameplay because its got a pretty high challenge level for a beginner, which makes you do over and over again till you complete it.

This game is based on Fridaythe13th's Crystal Lake area, and has some elements of the movie. A man named Jason is out for revenge, and is killing the kids, and you have 6 counsollors to try to kill him with, but it is easier said then done.

-Table of contents-

1. Characters
2. Controls
3. Items
4. Enemies
5. Weapons
6. Jason Fight Strategys
7. Walkthrough
8. Credits
9. Copyright

--

\*1\* The Six playable Counsollors.

Mark: This is the fastest character, and jumper. You will use him through most of the game. He rows his boat like it has a motor, and can easily jump over enemies, if he dies you might want to restart the game.

Paul: I never really use this Counsollor much, if I do its for protecting someone on the lake, or for fighting in the houses. Never use him to go get items, he isn't fast enough and cant really jump enemies very good.

George: Like Paul, I rarely use him, he cant jump or run very good, so just stick with him

when you need extra help, or your fast characters are nearly dead.

CRISSY: This character should be used like Mark, the one who goes and gets the items for everyone, has about the same jumping and running power as mark and can fight just as good.

Debbie: Like Paul/George, this is just another character that is worthless for doing much, probably the worst character.. just use this one as a suicide attacker.

Laura: Cant really jump, but is one of the 3 useful characters. I usually use this one on the second day of the game, it has pretty good running speed, much better then george and paul anyway.

\*2\* -Control-

Cabin\Cabin fights: Left\right moves the character to different parts of the cabin, up moves forward.

In a cabin fight, left and rights moves, and B shoots the weapon. Holding down and left does a left dogde, holding down and right does a right dodge.

Path:

A: Jump

B: Throws weapon

Pad: Move left/ or right or Up and down a path or house.

Start: Pauses and shows map

Boat: Same as walking, except this time your rowing.

B: throws weapon

Pad: Row left or right

Up: goes in the lake house, or out of the lake

\*3\* -Items-

-Medicine- Heals about 5 health bars when used on a Counsellor, and is automaticly used when you die to heal about 1\10 of the health.

How to get: Jumping and killing enemies.  
(More come out at forests)

-Flashlight- Lets you see the secret paths in the cave.

How to get: Light up all 7 fireplaces with the lighter.

-Lighter- Lights up the fireplaces in the cabins.

How to get: At the start of the game,  
kill 3 enemies in a row with rocks to  
get it everytime, not random like other items.

-Key- Opens the doors in the woods, and caves.

How to get: Randomly by jumping/killing  
enemies on the trail.

-Sweater- Reduces damage taken by Jason by half,  
and stops most trail encounters.

How to get: Defeat the monster head in the cave  
on the second day

\*4\* -Enemies-

>Zombi< Endless enemies that constantly appear  
on the trail, just kill them quick  
with a knife or better or jump over them.

Hit Points: 3 rocks, 2 knives, 1 machete,axe,torch,pitchfork.

>Crow< Appears after around Zombi kills,  
Just jump over them or kill them.

Hit Points: Any weapon will kill them instantly.

>Lake Zombi< Jumps out of the water,  
sometimes diagonally, its best to avoid them.

Hit Points: 2 rocks, 1 hit of anything else will kill them.

>Bats< Rare enemy in the cave, best to avoid them.

Hit Points: Ive never fought them before,  
so ill have to go test first.

>Wolves< These appear in the forest at  
evening and night time after you kill  
about 3 Zombi , they are the hardest in game to kill,  
except for bosses.

Hit Points: Not sure on this, but: Rocks: 9  
Knife: 6 Machet: 3  
Axe,pitchfork, torch: 1-2

\*5\* -Weapons- (Listed from weakest to best)

-Rocks-

Default weapon you start with, not really

good for killing anything

-Knife- Its a bit better than rocks, and its best to make sure all 6 characters have atleast one of these.

How to get: Random, jumping on the trails.

-Machete- Bit better than a knife, a overall good weapon for fights, will kill most enemies in 1 hit.

How to get: Supposdily, its gotten after killing a certain about of zombi, I have yet to test it though.

-Axe-

Perferred weapon to have, besides the torch. try to get atleast 2, as they can kill anything in 1 hit except bosses.

How to get: Ive found 2 ways to get this item.

Light the fireplaces, grab notes, and goto the cabin in the woods, and it should be near the exit.

Can also get by defeated the Monster head in the cave on the first day , using a machete.

-Torch- this is one of the best weapons, it can take off 1 life bar from jason each hit, and kills all normal enemies quickly, and has a burning effect.

How to get: Light every fire places (all 7) grab the lighter, and search the 2 big lake houses and it will be in one of them.

-Pitchfork- The best weapon, has same power as the torch, but it can kill multiple enemies and has longest range.

How to get: Kill the Monster head in the cave on the third day, ive never done this because i had the torch, but its suposidly a hard fight.

\*6\* Jason strategys

-Day 1-

This is where you figure out how to fight him, hes easy once you figure it out, but hard at first.

Cabin Fighting: To beat this form, simply wait for him to come, and do a doge till he goes to the back of the room, hit him 2-3 times

while he's there, and repeat. Sometimes he may do a double attack, to tell if he is, when he retreats, he will normally go all the way to the left of the room and come down to you. When he does this, its a single attack, when he comes down at about half way from the left and half way from you, its a double attack, so do the dogde 2 times.

Trail Fighting: I always find trail fighting harder then cabin on first day, but if you must trail fight, just constantly throw weapons at him untill he retreats.

-Day 2-

Cabin Fighting: Today he has 2 modes , Normal mode(from day 1) and Turbo mode, in turbo mode he always does a double attack, but its faster and harder to dogde then a slow double attack. Just use the same strategy from day 1 and the only difference is the dogdging is much harder, sometimes impossible on a controller with a worn out control pad.

Trail: Trail fights are the same through out days 1-3 , so just reapeat Day 1's strategy.

-Day 3-

Cabin Fighting: Today you must use a totaly new strategy, if you use the old one, you will dodge him, but won't have time to get any hits in! To beat him here you must rely on a little bit of luck and timing.

He's always in turbo mode.. So what you must do is wait till he comes near you and At the last second, do a dodge , and it will dodge both attacks, and you can hit him with a weapon right after it. This form is pretty hard, and it might be easier to fight him on the trail in day 3.

\*7\* Walkthrough.

Ok, now that i've given you all the strategys and item locations, lets move on to using them in the actual game!

Since this game is random, just try to follow this guide best you can.

The game uses 3 different days, and

you kill jason on each day. Sounds easy enough, but each day he gets faster and hits harder. When he attacks someone a 60 second clock appears, and he will damage them every couple of seconds if you dont get there. Use the Slow characters (Paul, Debbie near the lakes for when jason attacks the kids.

---Day 1---

I suggest you pick mark for this day, he walks and jumps the best. Get used to the games controlls , and kill 3 Zombi that come from the ground to get a lighter. now goto the lake area, light up the 2 cabins that have fireplaces in them. While your doing this try to get Medicines, Key, and a Knife. And be sure to yeild off the occasional jason attack. (Check the map and the green flashing house is where he's at)

Now goto the main path that goes around, and light all 3 fire places. Then move on to the 2 near the cave, and grab the flashlight. Now go back to the lake, and search both houses until you find a torch. To grab the torch press select and pick TAKE.

For the rest of the day, just search for potions while waiting for jason attacks, eventually you will kill him.

---Day 2--- First off, i suggest you give the torch to laura and take mark to the forest. Once in the forest, goto the forest house. Heres a forest solution: Enter the forest at the top of the screen from the lake, goto the right and goto the first path that heads upwards, and go up it. You should find another one in the same spot, go up it and you should be in the forest house. (you should have the key, if you followd this guide in day 1.

Search the house, and go back out, you should find a Axe at the exit. Take it, and leave the forest and goto the cave paths. Now go in the cave, jump the hole to the left, and make one more jump, you should see a door. Go in it. Go up and unlock the door with the same key from the forest, you will now be fighting the Monster head. To defeat it, i suggest just keep hitting it with the axe while standing in the middle till it dies, because your not using this character again(mark) until day 3.

When it dies, grab the sweater object.  
(notice the new glowing) This item will help greatly in day 3 during the final jason fights. Now take this character back to a house, and keep him there until day 3, your now done with Mark for today. Now take contrl of Laura (has the torch) and search for Medicine. **\*\*NOTE\*\*** Be careful not to jump into a knife or machete, or you will lose the torch and the third day will be very hard. Now just do as usual, fight jason off until he dies. (if you get low Health, trade the torch to someone besides Mark.  
You've now made it to the third and final day!

---Day 3---

Take Laura and give the torch to Mark, and then switch to him. You will use him until the end of the game. **\*\*OPTIONAL\*\*** IF you want the pitch fork with Laura, goto the Cave and kill the monster head, but you probably will die without a axe or better, but i have never done this before. Taking control of Mark, This day is straight forward: Chase jason until he dies. (refer to the jason fighting strategys)  
Once you kill him watch the 'Ending' Not very long, but you can be satisfied you beat a pretty hard game.

\*8\* Credits

TheAmazeingChaoDaos, And Binta for telling me 2 different torch strategys.

\*9 Copyright

This guide is Copyright (2004) (Jake "Demon" Jetro),  
Friday The 13th Game is By Ljn

If you want to use this Walkthrough on a web page, just Include that its my work and don't alter any of the text.

For questions, mistakes and Whatever else Email Demon1050@hotmail.com

This document is copyright Demon1050 and hosted by VGM with permission.