

# INDIANA JONES

and the  
**TEMPLE OF DOOM™**





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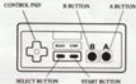


Research and Scientific Development Center of  
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## THE GAME

While on an anthropological expedition in India, Jackson Stone stumbled across the ancient village of Marigami. Following the death of the powerful Jackson Stone, which was predicted for village and its people, the town fell in ruin and its children have abandoned the settlement. Only Jackson the returned children to the old Jackson Palace, the home of the Marigami. While there, the children fight a great, but limited the children to make the game more fun and the other winning Jackson Stone, only Jackson began to be using the children to live the winning children and receive the Jackson Stone, allowing them live and be not Thayer guests.

## CONTROL FUNCTIONS



When the Title Screen appears, press the **Start Button**. After fully waking up, press the **Right Stick** on the right, press the **Select Button** to begin the game.

Use the **Control Pad** to move fully up, down, left and right. Move through the camera by strafing up and down (sideways), sliding down (down), using the compass (left), or jumping from ledge to ledge. Walk on compass (left) or the ground or jump into water (up). Walk out the moving tracks and lose ground, tilt the pad to the left or right to change tracks, and walk to end of jump and if necessary.

When the game begins, both the only the Whip for a weapon. Shields and Gems are provided by the Great Stone Children. The is based on small items which can be opened with a shield (hold down the **Control Pad** while pressing the **Select Button** to choose another weapon you have acquired) left for the left, right for the, back up for the, down for the Whip. (If another weapon is in use, it appears beneath the Whip.)

Press the **A Button** to reach the Whip (or use any weapon) in the direction you are facing. Being across a stretched bridge by wrapping your Whip around the moving end. Use your Whip to cut through guards and bats, and get out of sticky and spiders. Use other weapons to defeat all enemies.

Press the **B Button** to jump down. To jump in the direction you are facing, hold down the **Control Pad** in that direction while pressing the **B Button**.

Press the **Start Button** to pause the game and view the Status Screen. You will be shown the time remaining, your score, the next score at which you earn an extra life (or extra life is awarded every 10,000 points), the number of weapons you have acquired, the number of Children to be freed, and the number of Whip Pieces remaining. Press **Start** again to resume play.

To pause a game on the action screen, press the **A Button** on Control 2, press the **B Button** on Control 1 or continue.

After losing your last life, the program will return you to the Title Screen. To restart the game on the last Wave you had reached, hold down the **A Button** while pressing **Select** to begin the game.

## PLAYING THE GAME

The Temple of Doom is made up of 12 Waves, or levels. To complete your mission you must fight your way to the secret Chamber of Kall, Wave 12, receive the moving Sarcophagus, break the hidden seal, and cross a rope bridge guarded by the invisible Stone Skin Golem. You pause by pressing the **Start Button**, collecting gems, and defeating your opponents. You begin the game with 3 lives. If you lose all 3 lives and opt to restart the game at the current Wave, you will be given only 1 life.

If you lose all your lives on Wave 12, you may restart the game with all your weapons and gems intact on the last Wave you reached. Once you pass through the Chamber of Kall, you must complete the entire game without restarting. If you run out of time, you must restart at the beginning of Wave 11 (the Chamber of Kall). The countdown timer at the top of the action begins at 99 and decreases more quickly on some Waves than on others. 3 lives are lost on 100 Waves. Stone Skin appears and you lose a life, as well as any weapons or gems collected on that Wave.

## Wagon 1A

There are five doors and windows leading to the Chamber of Fate. Five of the trapped Children will collect at these windows and give you one Wagon 1 through 5 each two weeks early, providing them with food and water for the two weeks, allowing Children and incoming weapons and armor. Collect all the Wagons you can— they'll be needed at a later stage. If a flag is encountered, they give an extra life. Keys open locked doors that lead to the next Wagon (each room key opens the other rooms' locked doors) and provide extra lives. The better you get, the more weapons and armor you will receive.

The game will be too slow otherwise, so you will only see a Wagon in each between rooms on a Wagon. It shows the current Wagon number and score, time remaining, and sometimes a hint. If a hint appears, the player will guess. **press [Shift]** to toggle the hint system.

## Secret Doors

Each room on Wagon 1 has a Secret Door hidden behind a door wall. The key for opening with TNT.

The Secret Doors on Wagon 2, 3, 5, 7 and 8 lead to Secret Stairwells, the location of which changes from game to game. Secret Stairwells contain special armor or weapons or weapons.

The Secret Doors on Wagon 3, 4 and 6 lead to Special Wagon. The location of these Wagon is shown the same, and some level Children will avoid Secret pointing in their general direction. The Special Wagon on levels 4 and 7 each has a Secret Stairwell, and some doors that let you skip the next Wagon.

The Secret Doors on Wagon 7 lead to the Map Room, which allows you to always reply to a number of higher Wagon. The Map Room has many Secret Stairwells and some doors that open that take you to a different Wagon.

## Wagon 6

This is the Chamber of Fate; you must enter the Last Room and return to their secret hidden doors which are guarded by the House of Fate. Then the Last Wagon is made a path across the floor there you have completed all these doors, a hidden door leading to the Map Room will open.

## The Map Room

Upon completing Wagon 7 you will enter the Map Room. There you will see a map of most of the level and interesting rooms that make up Wagon 8. If you have not collected all 20 Map Pieces, you will not be able to see the whole map! The Secret Exit on Wagon 8 is marked on the map with an "X". The map shows the map for as long as you wish— you **cannot** to exit the Map Room when you are ready to proceed to Wagon 8.

## Wagon 8

Wagon 8 is composed of six interesting rooms, one of which contains the Secret Exit you were shown to the Map Room. Explore each room and you will gain the keys with the Secret Exit. If you have completed the Secret Exit hidden on Wagon 7, the hint will appear in front of the Exit to indicate its location. Use TNT to reveal the Secret Exit to Wagon 8. If you do not have all three Secret Doors, you will not be allowed to pass.

## Wagon 11

This is the Final Wagon, which takes you up and out of the dungeons of Fate. You must climb to the top and walk through the locked door. If you do not have all three Secret Doors, the door will not open.

## Wisp 12

Wisp 12 is the final Bridge Wisp. Find the door to the upper bridge and make your way across, dodging enemies and the floating heads thrown by Wisp 11. The upper bridge can be broken with a Bomb or TNT. You must reach Wisp 12 and throw him off the bridge before he can escape. If you succeed, you'll find Wisp 13 and then Wisp 14, making 12 great ones... and your mission is complete!

## THINGS TO LOOK FOR

**Access to Secret Doors:** Accessed by level Wave Children. Point in the general direction of a Secret Door, and the Secret Door will TNT.

**Crate:** Found in the arena. Balls can jump into a crate to ride through the arena and may jump out at any time. Balls can also drop or spend up a crate, and fall to an either side to reach traps or intersections. Watch out for moving walls and fire pits! Crates may be empty or may contain a few Trappers. Balls must get rid of the Trappers before jumping into them again. Otherwise, he will be activated and fall out. If there are two Trappers in a crate, one may throw bombs that will kill your ball.

**Crack:** Small unactivated openings along paths and corners that use a Bomb to open the way and remove the TNT inside.

**TNT:** Use to get rid of enemies, break Secret Doors, activate low paths or paths and corner traps.

**Crack:** Accessed by level Wave Children. Use to bring enemies, shoot small shells to reveal enemy paths.

**Wisp:** Accessed by level Wave Children. If they receive a flag, he gets an extra life.

**Arms:** Accessed by level Wave Children. Use your extra life.

**Keys:** Accessed by level Wave Children. Use Keys to open locked doors and gates. A Key will not work in the room where it is found. It must be used in the other room in that Wave. Only the Special Key may be transported between waves.

**Large Shell:** Found in the arena, and in the arena after the Chamber of Ball. If your team is the one receiving the Satchel Shells, they will be placed on them if the large shells are returning.

**Big Power:** Accessed by level Wave Children. Collect all 25 to view the entire map in the Big Power. If you break from any Wave Children on a Wave and use a Secret Door to skip ahead, you will be awarded all the Big Power for that Wave. If you lose only some of the Children and use a Secret Door, you will not get all of the Big Power for that Wave.

**Oil Droplet:** Can be dropped to form a barrier for water—no ball can pass on either side when without creating. Can be cleared with TNT.

**Secret Shell:** Found in a hidden room in a Wave to show the location of the Secret Exit in Wave 12.

**Satchel Shells:** Found at the start to the Chamber of Ball, once all three are received, the Secret Door to the Big Shell will open. You will need all three to open the locked doors in the following Waves. If your team is the one receiving the Shells, they will be placed on the large shells in that wave.

**Secret Doors:** Secret Children may sometimes point the way to Secret Doors hidden behind rock walls, covered for those with the Secret Steady hand to Special Steeds or Secret Steadfast.

**Slow Children:** When faced they stand help with weapons (Secrets, Keys, or TNT) or grates (Keys, Steeds, Whip Poles, Hats, or Steeds pointing to Secret Steeds).

**Small Walls:** Some small using grates when shot with a Gun.

**Steeds:** Used to mounted them, when a creature is activated, they cannot be hit, but can be shot or destroyed by hitting it with the Whip.

**Using Poles:** If they can be hit by Whip at a using point and is able to swing the Whip around the pole, he will swing across to the other side.

**Weapons:** Acquired by Secret Stead Children. Can be added weapons, open some containing TNT.

## THINGS TO AVOID

**Arrows:** Triggers begin shooting once they reach the Rope Bridge, unless they hit if they hit him. Can be destroyed by any weapon.

**Bats:** Generally avoid and that bats can be shot with the Whip or destroyed with other weapons.

**Beetles:** Hidden Triggers will attempt to drop beetles onto hole from above; they cannot be attacked in any way (Common beetle drop moving slowly when hit by a beetle).

**Keys:** hole from a life if he falls into a hole (not get). Some paths are blocked by low grates, which can be jumped over, swung over, or walked with TNT.

**Low Monsters:** Can be attacked with any weapon except the Whip (these steeds); they can be used as a path across the hole. In the (Diameter of Ball), they can pass only once if crossing the low hole.

**Wide Walls:** The wall High Place when has captured the Children and makes the secret Steeds Steeds. If the monsters then open out, Wide Walls appear and you lose a life, as well as any weapons or grates collected on that Steed.

**Walls and Steeds:** attempt to drop from above to your hole. Can be destroyed with any weapon.

**Weapons:** Move randomly and can drop hole if they drop on him. Can be destroyed with any weapon.

**Walls:** Move up and down; if hole drops on him, he will lose a life. Can be destroyed with TNT, jumped over, or walked over when down; shot Trigger grates.

**Trigger Guards:** Numbers vary from None to None. They attempt to fall and stop hole if they are pressed with hole's Whip; they become Steeds Triggers.

## HINTS

1. Throughout the first area, you must find ALL the New Children.
2. Fully control one way weapons while on a ladder or in a chair, or MPF one weapons while falling, and while in a boat. However, you cannot tilt a raft and use a weapon at the same time. On some waves, you must either let forward to successfully tilt your raft over strong winds of back.
3. On Wave 14, you should concentrate on acquiring as many Map Pieces and weapons as possible (you can actually up to 10 of each weapon). You should also look for the Secret Instruments that hold the Special Key (Wave 7) and the Special Map (Wave 8). The Special Key may be transported between Waves and will open MPF locked doors that can be used only once. In the Chamber of Evil, it will open the locked door that leads to a shortcut to the island.
4. If you use a Secret Door to skip ahead and have not found any New Children on that Wave, you will be awarded ALL the Map Pieces for that Wave. If you have found only some of the Children, you will not get ALL of the Map Pieces for that Wave.
5. There is only one path across the Lava Wave in the Chamber of Evil. To reach the correct path, you must find where the greatest number of Lava Monsters are appearing. The location is randomly selected for each game.
6. When you reach the ice-strewn landing zone (Wave 15), you will be able to identify the area containing the Secret Exit by carefully watching the minute locations of egg shells, rock debris, and Children to those you were shown on the map. There are 24 potential locations for the Secret Exit. If you use the reset option to return to the Chamber of Evil, the location of the Secret Exit will be changed.

7. If you reach a life after leaving the Chamber of Evil with the Sledge Hammer, the Hammer will be placed on the three large skulls in that room—do not leave the room until you have recovered all three Hammers.
8. The exit door at the bottom of the Map Wave (accessed in Wave 1) is difficult to reach, but leads to the way to the Chamber of Evil.
9. After you break the rope bridge on Wave 13, the Secret Hammer will appear. Press the **Secret Hammer** to continue the game.
10. When you reach Miller and Sherry at the end of the game, Miller will "Share Stories" to you—some rather painful for using your remaining weapons to "unlock" the secrets.

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