

INDIANA JONES

and the
TEMPLE OF DOOM™





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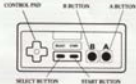


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THE GAME

While on an anthropological expedition in India, Indiana Jones discovers ancient ruins in a remote village in Rajasthan. Following the death of his grandfather Indiana Jones, which was predicted by the village and its people, the town has to deal with children from neighboring villages. Indiana Jones discovers the ancient children in the well known Palace, the temple of the Maharajah. While there, the children fight first, but later the children to make the game more fun and the other coming Indiana Jones, India's adventure begins as he enters the palace to free the ancient children and recover the Indiana Jones, following this first and the end of the game.

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 (climb, sliding down-climb), 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 use grapple. Hit the up to the left or right to change tracks, and walk out of jump and if necessary.

When the game begins, both the only the Whip for a weapon. Shields and Cane are provided by the Great Sage (Children). The is found in small areas which can be opened with a shield (hold down the **Control Pad** while pressing the **Select Button** to choose another weapon has been acquired) left for the left, right for the shield up for the down for the Whip. (If another weapon is in use, it appears through the screen.)

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 use Thugger guards and bats, and get out of water 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 can win or lose (if an 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), rescue the missing Serpent Stone, break the hidden seal, and cross a rope bridge guarded by the terrible Wave Run Demons. You proceed by freeing Wave Children, collecting power, and defeating your opponents. You begin the game with 1 Wave. If you lose all 1 Wave and opt to restart the game at the current Wave, you will be given only 1 Wave.

If you lose all your lives on Wave 12, you may restart the game with all your weapons and power (what is the last Wave you had 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 1 (the Chamber of Kall). The countdown timer at the top of the screen begins at 99 and decreases more quickly on some Waves than on others. 1 Wave runs out at 600 Waves. Wave Run appears and you lose a life, as well as any weapons or power 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 beds for the two weeks working Children and increasing supplies and gold. Collect all the Wagons you can— they'll be needed at a later stage. If a bed is uncollected, beds given to you by the King upon a bed's door that lead to the next Wagon (each room has upon the other room's bed) don't provide extra food. The better you get, the more resources and gold you will receive.

The game will be two other resources will appear every time you hit a Wagon, or more resources means on a Wagon. It shows the system Wagon building and work, time to building, and resources a lot. If a bed appears, the system will give you **Wagon 1** to begin the next sequence.

Secret Doors

Each room on Wagon 1 has a Secret Door hidden behind a door wall. The one for Wagon 1 is marked with TNT.

The Secret Doors on Wagon 2, 3, 4, 7 and 8 lead to Secret Stairways, the location of which changes from game to game. Secret Stairways contain special gold or carbon resources.

The Secret Doors on Wagon 5, 6 and 8 lead to Special Wagon. The location of these Wagon is shown the same, and more food Children will avoid Secret pointing to their general direction. The Special Wagon on Wagon 6 and 7 each has a Secret Stairway, and each door that led to the next Wagon.

The Secret Doors on Wagon 7 lead to the Map Room, which shows you to always reply to a number of higher Wagon. The Map Room has many Secret Stairways and each door will open that takes you to a different Wagon.

Wagon 6

This is the Chamber of Fate; you must enter the Lane Room and return to their secret Stairway Doors which are guarded by the House of Fate. Then the Lane Stairway to make 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 6 you will enter the Map Room. There you will see a map of one of the most interesting rooms that make up Wagon 10. If you have not collected all 10 Map Pieces, you will not be able to see the whole map! The Secret Exit on Wagon 10 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 10.

Wagon 10

Wagon 10 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'll discover the secret with the Secret Exit. If you have completed the Secret Exit hidden on Wagon 7, the TNT will appear in front of the Exit to indicate its location. The TNT is what the Secret Exit to Wagon 10. If you do not have all these Secret Doors, you will not be allowed to pass.

Wagon 11

This is the Taker Room, which takes you up and out of the dungeons of Fate. You must climb to the top and walk through the bedded door. If you do not have all these 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 pieces... and your mission is complete!

THINGS TO LOOK FOR

Access to Secret Doors: Accessed by Good Snow Children. Point to the general direction of a Secret Door, around the Secret Door with 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 their own collection, or will be captured and fall out. If there are two Trappers in a crate, one may throw bombs that will melt both.

Crack: Small unobstructed openings along paths and around walls. Use a Bomb to open the crack and remove the TNT inside.

TNT: Use to get rid of enemies, around Secret Doors, inside low paths or paths and around walls.

Crack: Accessed by Good Snow Children. Use to bring enemies, shoot small shells to reveal enemy paths.

Wisp: Accessed by Good Snow Children. If they receive a flag, they get an extra life.

Arms: Accessed by Good Snow Children. Use your extra life.

Keys: Accessed by Good Snow 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 on that Wisp. Only the Special Key may be transported between rooms.

Large Walls: Found in the arena, and in the arena after the Chamber of Ball. If both doors in the arena surrounding the Northern Doors, they will be placed on them if the large shells are returning.

Big Pieces: Accessed by Good Snow Children. Collect all 25 to view the entire map in the Big Room. If you collect from any Snow Children on a Wisp and use a Secret Door to skip ahead, you will be awarded all the Big Pieces for that Wisp. If you then only come off the Children and use a Secret Door, you will not get all of the Big Pieces for that Wisp.

Old Doors: Can be changed to have a Bomb for extra—no cost and give an extra life when without creating. Can be changed with TNT.

Secret Shell: Found in a hidden room on Wisp 14, shows the location of the Secret Exit in Wisp 12.

Northern Doors: Found at the start to the Chamber of Ball, once all flags are received, the Secret Door to the Big Room will open. You will need all three dropped the locked doors in the following Wisp. If both doors in the arena surrounding the Doors, they will be placed on the large shells in that arena.

Secret Doors: Secret Children may sometimes point the way to Secret Doors hidden behind rock walls, covered for hours with TNT. Secret Doors lead to Special Rooms or Secret Workshops.

Stone Children: When found, they speak only with riddles (Secrets, Keys, or TNT) or poems (Keys, Secrets, Big Poems, Hints, or Answers pointing to Secret Doors).

Wood Walls: Some secret entry points when shot with a Gun.

Workshops: Used to construct items, where a workshop is activated, items cannot be built and instead a message is written if with the Whip.

Writing Poems: If they can be hit by Whip at a writing post and is able to write the Whip cannot be used, he will write a poem to the other side.

Secrets: Acquired by Secret Stone Children. Can be deleted manually, open console, removing TNT.

THINGS TO AVOID

Arrows: Triggers traps shooting into body starting the Stone Bridge, unless shot back if they hit face. Can be eliminated by any weapons.

Bats: Especially avoid and shot bats, can be shot with the Whip or eliminated with other weapons.

Bookies: Hidden Triggers will attempt to trap bookies into body from above, they cannot be attacked in any way (Common books stop moving freely when hit by a bookie).

Keys: Body takes a life if he falls into a key trap (if Stone walls are blocked by two guards, which can be jumped over, swung over, or walked with TNT).

Large Monsters: Can be attacked with any weapon except the Whip (these damaged), they can be used as a path across the lake. In the (Dungeon of Hell), they can pour into cracks of crossing the lava flow.

White Walls: They will High Poem when has captured the Children and makes the secret (Secrets, Keys). If the workshop items open out, White Walls appears and you lose a life, as well as any weapons or items collected on that floor.

Blue and Red: Attempt to trap from above to your body. Can be eliminated with any weapons.

Spikes: Move randomly and can trap body if they drop on face. Can be eliminated with any weapons.

Spikes: Move up and down, if body steps on one, he will lose a life. Can be removed with TNT, jumped over, or walked over when down, shot Trigger guards.

Trigger Guards: Numbers vary from Nine to Nine, they attempt to kill and trap bats if they are pressed with body's Whip, they become Master Triggers.

HINTS

1. Throughout the first area, you must find ALL the New Children.
2. Only collect one key weapon while on a ladder or in a chest, or ALL one weapon while falling, and while in a chest. However, you cannot fill a chest and use a weapon at the same time. On some maps, you must collect the Gem to successfully fill some chests and destroy enemies of rank.
3. On Wave 14, you should concentrate on acquiring as many Map Pieces and weapons as possible (you can destroy 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 ALL 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 River in the Chamber of Evil. To cross the current 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-encapsulating rooms (Wave 11), you will be able to identify the areas containing the Secret Exit by carefully watching the minute locations of egg shells, cave doors, 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 Iceberg Stone, the Stone will be placed on the three large skulls in that room—do not leave the room until you have recovered all three Stones!
8. The exit door at the bottom of the Map Room (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 Screen will appear. Press the **Secret Button** 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 Temple.

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How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, DC, 20540, Stock No. 49-0801-104-4.