THE GAME

While on an archaeological expedition in India, Indiana Jones encounters a curious village of the Mahasaur. Following the trail of the powerful Sankha Stone which once protected the village. The town lies in ruin, and the villagers have disappeared. Indiana discards the sacred children to the evil Packer Palace, the home of the Mahasaur. Maha Rau, the ambitious High Priest, has forced the children to serve the precious jewels. The other missing Sankha Stones. Indiana's adventure begins as he enters the palace to free the missing children and recover the Sankha Stones, defeating Maha Rau and his evil Thugger guards.

CONTROL FUNCTIONS

Diagram of the game controller with labels for control pad, B button, A button, select button, and start button.
When the Title Screen appears, press the Start Button. After Indy walks across to the nine miniature on the right, press the Select Button to begin the game.

Use the Control Pad to move Indy up, down, left and right. Move through the courses by climbing up and down ladders, sliding down chutes, using the cowpuncher ladders, or jumping from bridge to bridge. Walk on cowpuncher ladders in the stages and jump into mine cars. Watch out for moving tracks and buzz saws, tilt the car to the left or right to change tracks, and switch cars or jump out if necessary.

When the game begins, Indy has only his Whip for a weapon. Swords and Guns are protected by Push Bow Chidlers. TNT is found in small cases, which can be opened with a Sword. Hold down the Control Pad while pressing the Select Button to choose another weapon you have acquired, left for the Gun, right for the Sword, up for TNT down for the Whip. (If another weapon is in use, it appears beneath the street.)

Press the A Button to strike the Whip (or use any weapon) in the direction you are facing. Swing across to another bridge by wrapping your Whip around the swing post. Use your Whip to make Thundergord guards and bulls, and get rid of enemies and spoilers. Use other weapons to defeat all attackers.

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

Press the Start Button to start the game and view the Subtitle Screen. You will be shown the time remaining on your score, the next scene at which you earn an extra life (an extra life is awarded every 150,000 points), the number of weapons you have acquired, the number of Chidlers to be found, and the number of Map Pieces remaining. Press Start again to resume play.

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

After losing your last life, the program will return you to the Title Screen. To re-start 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 Omens is made up of 24 Waves, or levels. To complete your mission you must fight your way to the ancient Chamber of Kali (Wave 9), recover the ancient Sandal Foot, secure the hidden box, cross a rope bridge guarded by the terrible Mala Ram himself. Earn points by helping Bow Chidlers, collecting prizes, and defeating your opponents. Begin the game with 5 lives. If you lose all 5 lives and get re-started at the current Wave, you will be given only 5 lives.

If you lose any of your lives on Wave 11, you may re-start the game at all weapons and points intact on the last Wave you reached. Once you pass beyond the Chamber of Kali, you must complete the entire game without re-starting. If you lose all 5 lives, you must re-start at the beginning of Wave 9 (the Chamber of Kali). The countdown to the start is 1, 2, 3, 4, 5. If you get stuck quickly run open weapon on another. If you run out of any weapon, you will never be allowed to re-start.
Waves 1-8

These are the stages and routes leading to the Chamber of Kali. From all the trapped Children, collect as many weapons and prizes as you can. Waves 1 through 8 have two rooms each. Your map shows these rooms and keys between the two rooms, allowing Children and recovering weapons and prizes. Collect all the Map Pieces you can - they'll be needed at a later stage. If a Hat is acceptable, buy an extra life. Keep open backed doors that lead to the next Wave. Each room has a key opening the other room's locked door. Awards provide extra lives. The further you go, the more enemies and prizes you will encounter.

The second with the two main characters will appear every time you enter a Wave, or move between stages in a Wave. If there is a different Wave waiting your scene, turn on loading, and remember to save. If a host appears, the scene will pause. Press Select to begin the next scenario.

Secret Doors

Each wave on Waves 1-8 has a Secret Door, hidden behind a case wall. This can be revealed with TNT. The Secret Doors on Waves 2, 3, 4, 5, and 6 lead to Secret Rooms, the location of which changes from game to game. Secret Rooms contain special prizes or caches of weapons. The Secret Door on Waves 1, 2, and 4 lead to Special Zones. The location of these Zones is always the same, and some seed Children will reveal Asites pointing to their general direction. The Special Zones on Waves 1, 2, and 4 each has a Secret Room, and doors that let you stop the next Wave. The Secret Doors on Waves 1 lead to the Top Zone, which allows you to advance rapidly to a number of higher Waves. The Top Zone has many Secret Rooms and case doors which allow you to enter a different Wave.

Wave 9

This is the Chamber of Kali. You must cross the Line River and retrieve the three named Sunken Stones which are guarded by the Stone of Kali. The Line Destroyers make a path across the Line River. Once you have recovered all three stones, a hidden door leading to the Map Room will open.

The Map Room

Upon completing Wave 9, you will enter the Map Room. Here you will see a map of one of the next six interconnected rooms that make up Wave 10. If you have not collected all 23 Map Pieces, you will not be able to see the entire map! The Secret Exit in Wave 10 is marked on the map with an 'X'. You may study the map for as long as you wish - press Select to call the Map Room when you are ready to proceed to Wave 10.

Wave 10

Wave 10 is comprised of six interconnected rooms, one of which contains the Secret Exit. Each room has notes to the Map Room. Explore each door until you recognize the room with the Secret Exit, if you have acquired the Secret Exit Audio on Wave 7, the Exit will appear in front of the Exit to indicate its location. Use TNT to reveal the Secret Exit in Wave 10. If you do not have all three Sunken Stones, you will not be allowed to pass.

Wave 11

This is the Top Zone, which takes you up and out of the dungeon of Kali. You must climb to the top and exit through the locked door. If you do not have all three Sunken Stones, the door will not open.
Wave 12
Wave 12 is the Road Bridge Wave. Find the door to the Cape Bridge and make your way across, dodging arrows and the flaming hearts thrown by Mole Rain. (The Cape Bridge can be blocked with a Sword or TNT.) You must split Mole Rain and throw him off the bridge before he can escape. If you succeed, you'll feel Willie and Shovel Round waiting to greet you... and your mission is complete.

THINGS TO LOOK FOR

Account Secret Doors: Awarded by Seed Slave Children. Note in the general direction of a Secret Door, reveal the Secret Door with TNT.

Carrots: Found in the trees. Eat week jump into a cart to ride through the forest, and may jump out at any time. Eat a few drawn or speed up a cart, and fill it to either side to make tracks at intersections. Watch out for missing tracks and look for Carrots. Carrots may be used by map to build one or two Thugs. If you would get rid of the Thugs, before jumping into their cart, otherwise, he will be armed and fall off. If there are two Thugs in a cart, one map these bears that will treat body.

Cane: Send back any openings along paths and corners before - see a Sword to open the cane and recover the TNT inside.

TNT: Use to get rid of enemies, reveal Secret Doors, subtly less points on paths and corners before.

Cane: Awarded by Seed Slave Children. Use to deliver enemies, whose small skulls to reveal swing points.

Hate: Awarded by Seed Slave Children. Or body to cover a flat, he gets an extra life.


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

Large Skulls: Found in the corners, and in the rooms after the Chamber of Kali. Or body to burn a life after recovering the Sacred Stones, they will be placed on those of the large skulls for sale buying.

Map Pictures: Awarded by Seed Slave Children. Collect all 25 to view the entire map in the Map Room. If you fail to do so, any Slave Children on a Wave and use a Secret Door to skip ahead, you will be awarded ALL the Map Pictures for that Wave. If you then only use some of the Children and use a Secret Door you will not get all of the Map Pictures for that Wave.

Oil Drum: Can be whipped to form a barrier for crops - so can't pass on active oil drum without crossing. Can be cleaned with TNT.

Sacred Shovel: Found in a hidden room in the secret room in Wave 9, shows the location of the Secret Exit in Wave 13.

Sacred Stones: Found at the statue in the Chamber of Kali, once all three are recovered, the Secret Door to the Map Room will open. You will need to open the locked doors in the following Waves. If body to live after recovering the Stones, they will be placed on the large skulls in that room.
**Secret Doors:** Banzai Children may sometimes point the way to Secret Doors hidden behind rock walls, reveal the Door with TNT. Secret Doors lead to Special Zones or Secret Rooms.

**Snake Children:** When found, they3 avoid body with weapons (Swords, Axes, or TNT) or prime (Keys, Jewels, Trap Pieces, Item, or Arrow, pointing to Secret Door).

**Small Skulls:** Some small swinging chairs when shot with a Gun.

**Skullbots:** Used to control bar, when a skullbot is activated, bars caused by body can activate a skullbot by hitting it with his Whip.

**Swing Posts:** Only body can hit Whip at a swing post and be able to swing Whips around the post, he will swing across to the other side.

**Swords:** Awarded by small Snake Children. Use to defeat enemies, open doors containing TNT.

**THINGS TO AVOID**

**Arrows:** Thugger attack begins shooting once body reaches the Bridge, arrows can body if they hit them. Can be eliminated by any weapon.

**Rats:** Erupt into attack and run body, can be smothered with the Whip or eliminated with other weapons.

**Romekin:** Hidden Thugger will attempt to drop bananas onto body from above, they cannot be attacked in any way. Causebody body stop moving briefly when hit by a bat-like creature.

**Luna:** Will turn a life if he fails into a lava pool. Some paths are blocked by lava pools, which can be jumped over, jumped over, or splashed with TNT.

**Lava Monitor:** Can be attacked with any weapon except the Whip. Once damaged, they can be used as a path across the lava. In the Chamber of, you are your only means of crossing the Lava River.

**Steals Run:** The evil High Priest who has captured the Children and steals the sacred bookmarks. Steals Run come in two forms. If the creatures from the cage, Steals Run appears and you lose a life as well as any weapons or items collected on that level.

**Rats and Snakes:** Attempt to drop from above to your body. Can be eliminated with any weapon.

**Spirals:** More, randomly, and can run body if they drop on you. Can be eliminated with any weapon.

**Spikes:** Move up and down. If body steps on one, they will take a life. Can be removed with TNT, jumped over, or walked over when down, show Thugger guards.

**Thugger Guardie:** Numbers vary from Zone to Zone, they attempt to find and shoot body if they are seen with body's Whip, they become stalker Thugger.
HINTS

1. To achieve the best score, you must kill ALL the Snow Children.

2. Only combat use any weapon while on a ladder or in a chair, be MM use weapons while falling, and while in a cart. However, you cannot tilt a cart and use a weapon at the same time. On some levels, you must select the board to successfully tilt nine carts over missing sections of track.

3. On Waves 1-8, you should concentrate on acquiring as many Map Pieces as possible (each piece can be stocked up to 90 of each weapon); you should also look for the Secret Doors that hold the Special Key ('Wave 7') and the Secret Key ('Wave 9'). The Special Key may be transported between Waves and will open ANY locked door but can be used only once. In the Chamber of Kail, it will open the locked door that leads to a shaft in the island.

4. If you use a Secret Door to skip ahead and have not killed any Snow Children on that Wave, you will be searched to get all the Map Pieces for that Wave. If you have killed only some of the Children, you will get all of the Map Pieces for that Wave.

5. There is only one path through the Lake River in the Chamber of Kail, to locate the correct path, you must find where the greatest number of Lake Monsters are appearing. The location is randomly selected for each game.

6. When you reach the six interconnecting rooms ('Wave 9'), you will be able to identify the room containing the Secret Key by carefully noting the relative locations of sign stools, cart doors, and Children to those you were shown on the map. There are 24 potential locations for the Secret Key. If you use the re-start option to return to the Chamber of Kail, the location of the Secret Key will be changed.

7. If you lose a life after leaving the Chamber of Kail with the Shantam Stones, the Stones 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 case door at the bottom of the Wavy Wave (accessed in Wave 1) is difficult to reach, but leads all the way to the Chamber of Kail.

9. After you break the rope bridge on Wave 1, the Sword Screen will appear. Press the Start Button to continue the game.

10. When you meet Willy and Shelly at the end of the game, Willy will "throw knives" to you in order to get extra points by using your remaining weapons to "catch" the knives.
LIMITED WARRANTY

March, Inc. warrants to the original purchaser of this product that the enclosed equipment on which the
Owner's Guide is recorded will be free from defects in material and workmanship for ninety (90) days
from the date of purchase. Defects in materials that occur during the warranty period will be
repaired without charge, provided that the returned怀念 have not been subjected to misuse,
thermal stress or corrosion.

This warranty is in lieu of all other warranties, whether oral or written, express or implied, and no
representations made concerning the utility of the Game Pad are not to be construed as
express or implied warranties.

In no event will March, Inc. be liable for incidental or consequential damages or
expenses in any connection with the Game Pad.

Some states do not allow the exclusion or limitation of incidental or consequential damages or
expenses, and the above limitations or exclusion may not apply to you. This warranty gives you
specific legal rights, and you may also have other rights which vary from state to state. Address
all correspondence to: March, Inc., PO Box 637, Northbrook, IL 60065.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly
that is, in strict accordance with the manufacturer's instructions, may cause interference to radio
television reception. It has been type tested and found to comply with the limits for a Class B
computer device, as specified in Part 15 of FCC Rules, which are designed to provide reasonable
protection against such interference in a residential installation. However, there is no guarantee
that interference will not occur in a particular installation. If this equipment does cause
interference to radio or television reception, which can be determined by turning the equipment
off and on, the user is encouraged to try to correct the interference by one or more of the following
measures:

- Reorient the receiving antenna.
- Relocate the NEC with respect to the receiver.
- Move the NEC away from the receiver.
- Use a different cable or Coaxial cable and a different electrical outlet for the NEC
  and the receiver.

If necessary, the user should consult the dealer or an experienced radio/TV technician for
additional suggestions. The user may find the following booklet prepared by the Federal
Communications Commission helpful:

How to Identify and Resolve Radio/TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C.
20402, Stock No. 030-000-00254-9.