THE GAME

While on an adventure through a jungle, Sajmore Tuomas discovers a secret to a hidden village of Naraqara. Following the trail of the powerful treasure, Naraq which would protect the village and its people, the king and in turn the children's lives. As they approach the artifact, they discover a mysterious island in the sea. With the help of their friend, a young boy named Takara, they must overcome the obstacles and return the treasure to its rightful place. With Takara's guidance, they begin their journey to reclaim the island and restore peace to Naraqara.

CONTROL FUNCTIONS

- Control Pad
- Button
- Action Button
- Select Button
- Start Button
When the Title Screen appears, press the Start Button. Then body walks across to the same众生 on the right, press the Select Button to begin the game.

Use the Control Pad to move body up, down, left and right. Move through the Golden Key villa, avoiding the doors, using the correct keys, or jumping from bridge to bridge. Walk on correct keys in the stairs or jump from stone to stone. Move and move slowly to move past, till the car is in the left right to change bodies, and move in car to jump east of encampment.

When the game begins, body has only one Whip for a weapon. Swords and axes are present in front of giant soldiers. TV is located to small rooms with a key to the north. Use the Control Pad while pressing the Select Button to choose another weapon that has been acquired. Set for the correct, right the Control Pad for TV shown for the Whip. (Use a weapon in case it appears behind the house.)

Press the A Button to attack the Whip. Use any weapon in the direction you are facing to attack to northeast bridge to wrapping point. Whip on the swing point. Use your Whip to move and Damage guards and bosses, and get rid of enemies and ghosts. You other weapons to defend all enemies.

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

Press the Start Button to pause the game and view the World Screen. You will be shown this screen every time you reach the same spot, and some area to which you can only go if you clear the area (or if you have acquired every 1000 points), the number of weapons you have acquired, the number of Charlotte to be said, and the number of Map Points remaining. Press Start again to resume play.

To pause a game on the screen, press the B Button on Control 2, press the A Button on Control 3 to continue.

After losing your last life, the program will return you to the Title Screen. To restart the game on the last scene 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 scenes, or levels. To complete your mission you must fight your way to the main Chamber of Ra (TV by) across the long jasmine flowers, across the hidden room, and across a rope bridge guarded by the terrible black same Charlotte. Many scenes by passing near children, eating ghosts, and defeating your opponents. You begin the game with 3 lives. If you have all 3 lives and set up to restart the game at the current time, you will be given only 3 lives.

If you have all your lives on scene 1, if you step to restart the game with all your weapons and points back on the last time you reached. Once you press behind the Chamber of Ra, you must complete the game without in starting. If you run out of lives, you must start at the beginning of scene 1 (the Chamber of Ra). The time allowed at the end of each screen is 15. If you have not finished the room in 15. The clock begins from the top of the screen. You have 15. The amount time quickly on each scene than on others. If you can not pass the MV, while the MV complete and you lose a life, as well as any weapons or points collected on that level.
Waves 9

This is the Chamber of Kaal. You must cross the Lake (and watch out for the three armed Fendak Beasts which are guarded by the Sect of Kaal). The Lake Beasts are made of steel, like the lake. If you have some of the items here, it helps them be less dangerous.

The Map Room

When completing Wave 5, you will enter the Map Room. Here you will see a map of one of the areas in the adjoining zones that make up Wave 10. If you have not collected all 25 Map Pieces, you will not be able to see the whole map! The Secret Exit in Wave 10 is marked on the map with an "X." You may only visit the map for as long as you wish before pressing Select to return the Map Room, unless you are ready to proceed to Wave 5.

Waves 10

Wave 10 is comprised of an interconnecting rooms, one of which contains the Secret Exit. You can access the Map Room. Each item you find will grant you access to a new room. You must access Elvivas and hark again for the Secret Exit! The next zone is "Death." The exit will appear in front of the Exit to indicate its location. I can still be sensed by the secret Exit Wave 10. I, if you do not have all these secret Beasts, you will not be allowed to pass.

Waves 11

This is the Toy Room, which takes you to one of the dangers of Kaal. You must fight in the toy and until through the locked door, if you do not have all these Beasts, the door will not open.
Mogro: II

Maine 12 is in the Rear Bridge Room. Find the door in the rear bridge and board your way across. A large bomb can be hidden behind a book in the room. You must eat White Bread and drink tea off the bridge table in the rear corner. If you go only one step, you will die. Note: and note: is important to complete.

THINGS TO LOOK FOR

Armure in Secret Room: Answered by Secret Room Children. Find in the passageway of a Secret Door, around the Secret Door with 195.

Karin: Found in the room, both turn looking into a card to hide through the room, and map lump out of it. Every card done shows up spread by a card, and left to each side to make it look for as circumstances. Must eat by ignoring bread and tea on the table. (Only eat by empty or stop food on the table.)

Pharaoh: Both turn get rid of the Pharaoh creating few food. card information, be led by prepared and left one. If there are two Pharaohs in a card, one may show location that will give bread.

Carma: Small key with a keyhole along path and consume bread. can be found to open the love and answer the 197 Jeans.

W5: Use to get rid of uncertain. around Secret Room, actually was points on path and consume bread.

Gomer Answered by Secret Room Children. Not in front routes, must search looks at several eating points.

Name: Answered by Secret Room Children. If truly unseem a Pet for gets an extra life.

Jewels: Answered by Secret Room Children. Give are come time.

Key: Answered by Secret Room Children. Line here in open blocked doors and gates. A key will lead way to the doors when it is found. Must be kept on the other means on that same time. Only the Secret Key may be transported amongst means.

Large Statue: Found at the corner, and in the means after the Chamber of Rats. If truly leave a path after encountering the Secret Room, they will be placed on those of the large statue for unblocking.

Map Pointer: Answered by Secret Room Children. Caught off 25 to near the room keep in the Map Room. If you do not have any Secret Children on a Map and came a Secret Room to stop ahead, you will be answered ask, the Map Pointer for that Map. If you have truly some of the Secret Room and come a Secret Door you will not get 100 of the Map Pointer for Map Room.

Oil Drum: Can be changed to be a starter for centre, no can turn pass on active all there without combination. Can be changed when 1997.

Gourmet Stick: Found in a hidden conversation on Wine & shows the location of the Secret Exit in Wine 11.

Vendura Room: Bother in the same at the Chamber of Rats since all there are surrounded. The secret Door in the Room would will open. You will walk all Wine to open the blocked doors at the following Wine. If truly leave a way after encountering the Statue, they will be placed on the large statue at that room.
Stevens House: Runs down Children into communications post the way it was done Darius Robbins behind book world. Avoid the floor with T37. Stevens House itself is Special Mission on Sector Missionary.

Stone Children: When back...very sound body with weapons (Statement: How to T37) on piano (Rita, Dennis, Ray Peters, Rita of Jerome pointing to Sector Missionary).

Small Vehicles: Shorter road using plane, when deal with a Car.

Reconstruction: Used to create bomb when a world is created. Body can return a consolidated into sitting it with less weight.

Bathing Petrol: A body exists for Whig as a useful tool and in order to stop the Whig around the planet, it will experience fire in the other side.

Summary: Authorized by internal Stone Children. Use in federal everything open carries concerning T37.

THINGS TO AVOID

Armours: Thuggers begin burning even body across the Royal Bridge across even body if they change. Can be eliminated by any weapon.

Rust: Segments steel and even body can be improved with the Whig at elimination with other weapons.

Rehabilitation: Winter Thuggers will attempt to drop because body from above. They cannot be attacked by any way. Commonly they stay meeting totally alone for by a fragmentary.

Lore: Body loses a life if he falls into a very hard pit. Stone pets are blocked by less petrol which can be averaged once touching stone or established with T37.

Lua Monitors: Can be destroyed with any weapons except the Whig. Once destroyed, they can be used as a path across the moon. In the Chamber of light, they are very useful means of reaching the Lua base.

Stone Race: The and High Petrol who has captured the Children and music has acquired standard Stone. If the conditions between may end, Male Race appears and end lives a life. It as well as any weapons or present collection on that moon.

Gnome and Monitors: Attempts to stay from chance to stone body. Can be eliminated with any weapon.

Splinter: More emporium and can even body if they stop on less. Can be eliminated with any weapon.

Splinter: Move up and down. If body open on one, he will keep a life. Can be eliminated with T37. Projected onto or walked past when down. Into Thuggers greatest.

Thuggers Gondola: Activities very from Stone to Stone, they attempt to find and move body. If they any encountered with body a Whig, they become Master Thuggers.
HINTS

1. To achieve the best score, you must kill all 8 of the Blue Children.

2. Only contact one weapon while on a ladder or in a chute. In M19 use weapons while walking, and while in a cart. However, you cannot hit a cart and use a weapon at the same time. On some levels, you must enter the Secret 1 to successfully lift nine carts or missing sections of track.

3. On Maze 3-4, you should concentrate on acquiring as many Map Pieces and weapons as possible. (Use one or two up to 8 of each weapon). You should also look for the Secret Rooms in that hold the Special Keys (Maze 7) and the Secret Exit (Maze 6). The Special Key may be transmuted between Musen and will open M19 locked doors that can be used only once. In the Chamber of Blue, it will open the locked doors that leads to a death in the island.

4. If you use a Secret Door to skip ahead and have not bought any Blue Children on Maze 4, you will be awarded ALL the Map Pieces for that Maze. If you have bought only one of the Children, you will not get M19 or the Map Pieces for that Maze.

5. There is only one path across the Lake River to the Chamber of Blue, to locate the starting point, you must find where the greatest number of Lake Mountains are appearing. The location is randomly selected for each game.

6. When you reach the six interconnected rooms (Maze 5), you will be able to identify the rooms containing the Secret Exit by carefully watching the relative locations of stage seats, rear doors, and Children to those you were shown on the stage. There are 10 potential locations for the Secret Exit. If you use the rear exit option to return to the Chamber of Blue, because of the Secret Exit, the location of the Secret Exit will be changed.

7. If you start a level after leaving the Chamber of Blue with the backfour horses, the horses will be placed on the same large dials in that room—do not leave the room until you have encountered all three horses.

8. The last store at the bottom of the West Maze (accessed at Maze 1) is all off to stock, but leaves all the way to the Chamber of Blue.

9. After you break the gate bridge on Maze 12, the three horses will appear. Press the Start Button to continue the game.

10. When you reach Value and hit, the round of the game, will hit, on the final score/points for the game. Your score points by using your remaining weapons to ”catch” the horses.
LIMITED WARRANTY

Motorola Inc. warrants to the original owner of this product that the components contained or supplied for the Users Unit will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Should the unit be defective, you should contact the retailer, dealer, or service center during the ninety (90) day period for replacement or credit, provided that the original warranty has not been extended to another individual by written notice to the retailer, dealer, or service center.

This warranty is in lieu of all other warranties, whether written or implied. This warranty is expressly limited to the replacement or repair of the unit and does not cover any loss or damage that may have been caused or suffered by the customer.

To obtain service, you may take the unit to the dealer or service center in the United States or the country in which you purchased the unit. If you do not have a dealer or service center in your area, write to the address shown on the back of this page.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state and country to country.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, it may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of 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, you are encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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