

INSTRUCTION BOOKLET

INDIANA JONES

and the
INFERNAL MACHINE



INDIANA JONES[®]

and the
INFERNAL MACHINE™

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YOUR NINTENDO® 64 CONTROLLER

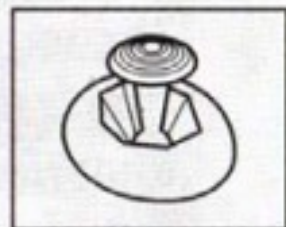
CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

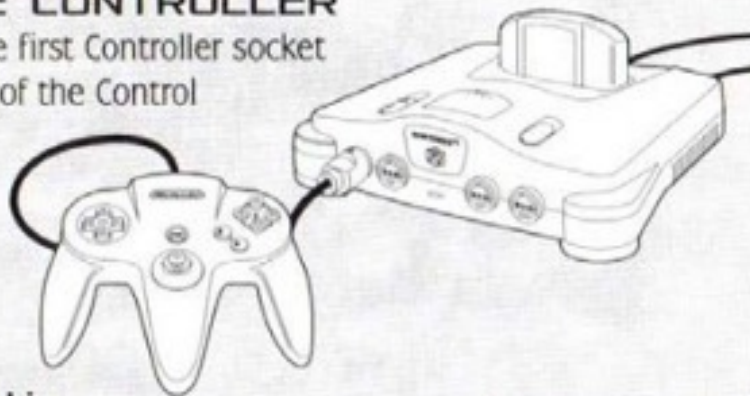
If the Control Stick is held at an angled position (as shown in the picture on the right), when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the right) then press **START** while holding the **L** and **R** Buttons. The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it.



CONNECTING THE CONTROLLER

Plug your Controller into the first Controller socket on the far-left side in front of the Control Deck. The game will not start unless you do this.



HOLDING THE CONTROLLER

When playing **Indiana Jones and the Infernal Machine**, we recommend that you hold the Controller in the position shown at right. This lets you operate the Control Stick with your thumb to control Indy's movement. You can also easily reach the **A**, **B**, and **C** Buttons with your right thumb, and reach the **Z** Button with your left index finger.



ACCESSORIES

This game is compatible with the Rumble Pak™ and the N64 Expansion Pak™. Before using these accessories, please carefully read the instruction booklets that come with them. Make sure that the Control Deck is turned OFF when inserting accessories.

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CONTROLLER SETTINGS

START

Pause/Unpause Game
Bring Up In-Game Menus

L BUTTON

Deselect Weapon
Close In-Game Menu

B BUTTON

Activate or Action
Get In/Out of Vehicles when Vehicle is Stationary
Brake when Vehicle is Moving

R BUTTON

Crouch
Toggles Between Targets when Auto-Aim is Selected
Dive when in Water
Reverse Vehicle

+ CONTROL PAD

Not Used

Z BUTTON (on back)

Strafe/Walk/Lock on to Target in Combat
Dive when in Water
Reverse Vehicle
Duck in Mine Car

C BUTTONS

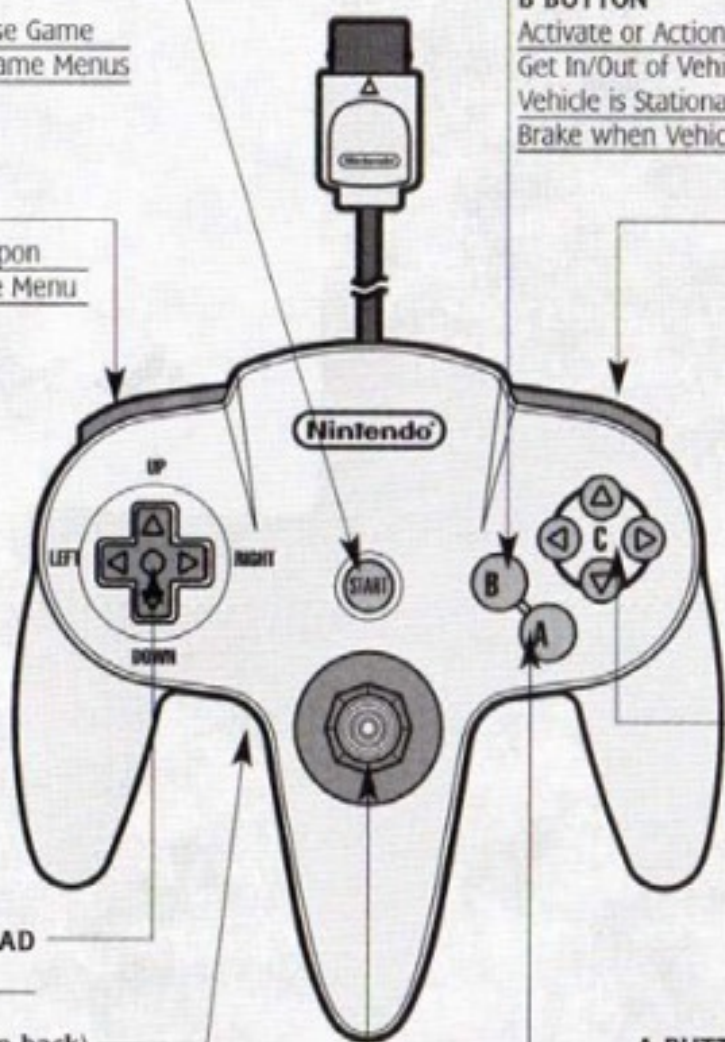
C↑ Free-Look Mode
C↓ Map these hot C← buttons to draw C→ weapons/Infernal Machine parts. (See page 6 for details.)

A BUTTON

Jump (To do a standard jump, press the Z button, push the Control Stick forward all the way, then press the A Button.)
Accelerate a Vehicle
Thrust Forward when Swimming
Climb Out of Water
Climb 1'or 2 Meter Ledge

CONTROL STICK

Control Indy's Movement



Indiana Jones and the Infernal Machine

HISTORICAL NOTE: *The oldest known real machine, a fused and corroded set of gears, was found by sponge divers in 1900 off the coast of Greece. It dates from a shipwreck in 78 B.C. Some scholars think it could be a mechanical planetarium described by Archimedes, but no one knows for sure.*

1947. World War II is over. Dr. Henry "Indiana" Jones, Jr., exhausted by conflict, is trying to resume his digging career in the American Southwest, far from the excitement of his treasure-hunting past.

In truth, however, peace and quiet are boring companions. Fortunately for Indy's adventurous soul, the world is still a dangerous place. The Soviet Union has slammed an Iron Curtain down across Europe, provoking the Cold War that will occupy East and West for half a century. Communist agents are everywhere, searching for a weapon to tip the balance of power in their favor.

And...they may have found something useful in the desert ruins of Babylon. That's where King Nebuchadnezzar II built the legendary Tower of Babel 2600 years ago. The Bible portrays it as a failed attempt to reach heaven, inspired by pride, but Gennadi Volodnikov, an unorthodox Russian scholar, thinks the Tower housed a machine to reach across the dimensions of space and time, inspired by the winged god Marduk. When gears began to clatter, alarmed Babylonians toppled the Tower, scattering four of Marduk's disciples—and parts of the machine—to the far corners of the globe. Join Indy as he races the Soviets to recover those parts and stop them from repairing Marduk's "Infernal Machine."



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GETTING STARTED

NAVIGATING

Use your Controller to move through all the front-end screens in the game. Pressing the **A** Button on your Controller confirms your selection. Pressing the **B** Button cancels your selection or returns you to the previous screen.

TITLE AND PLAYER SELECTION SCREENS

Once you start the game, you'll see the Title Screen which has these choices:

START Brings you to the Game Selection Screen.

OPTIONS Lets you toggle gameplay options.

GAME SELECTION

Upon choosing **START** in the Title Screen, you will be brought to the Game Selection Screen. There will be three slots in which you can save three individual games. Use the Control Stick to select a slot and press the **A** Button.

NAMING A GAME

If you're creating a new game at the Select Player Screen, you'll go to a



Name a Game

display of the letters of the alphabet. Move the Control Stick to the left or right to highlight the letter you want, then press the **A** Button to select it. Press **B** to delete a letter. Repeat this until you've spelled out up to three letters. Then, press the **A** Button to start your adventure!

GAME CONTROLS

MOVEMENT

Movement in **Indiana Jones and the Infernal Machine** is camera-relative. For example, moving the Control Stick up moves Indy forward away from you. Pushing the Control Stick down will move Indy forward towards you.

WALK/RUN

The pace at which Indy moves depends on how far you push the Control Stick. To make Indy run, push the Control Stick as far as it will go in any direction. Moving the Control Stick slightly will make Indy walk. Holding down the **Z** Button and pushing the Control Stick forward also makes Indy walk.

JUMP

Three kinds of jumps will help Indy get to those hard-to-reach locations. A standing jump (**A** Button) can help Indy climb up platforms or ledges directly above him. The length of a forward jump would depend on whether Indy is walking or running before the jump. A walking jump (**Z** Button, push the Control Stick forward all the way, then the **A** Button) lets Indy hop across minor obstacles. A Emulation64.fr



jump (Forward + **A** Button) can help you get across a huge crevasse or a pit.

ACTIVATE

Indy needs to interact with all sorts of objects like treasures, doors, and switches. When Indy encounters an object he is able to interact with, the **B** (green) Button icon on the top-right of the screen will often display the action (such as GRAB, PULL, PUSH, or OPEN). Just press the **B** Button on the Controller to perform the maneuver.

WHIP

Indy's whip can be used in a variety of ways: as a weapon, as a climbing rope, or even as a line to swing from, in addition to being a clever tool for removing weapons from the hands of enemies. See the Weapons section on page 9 for details on using the whip and other weapons.

LOOKING

There will be places where Indy will need to look around to survey his surroundings. Hold down the **C↑** Button to look around the world in first-person view. But beware, you will not be able to use weapons while in this mode, so make sure Indy is out of harm's way before looking.

I.Q. (INDY QUOTIENT)

This is a numerical rating to show your skill at playing the game. The highest possible score at the end of the game is 2000 I.Q. points. (**NOTE:** the I.Q. point value of treasures is different than their monetary value at the Trading Post.)

TREASURES

Hidden throughout each level are 10 treasures: gold and silver ingots, gems, and valuable idols. Once you pick them up, treasures appear in your Inventory in the treasure box. Acquiring these treasures helps you in two ways: They boost your I.Q., and they are worth money at the Trading Post.

TRADING POST

The Trading Post appears between most levels and has items for sale, including ammunition and items that restore Indy's health.

CONTROLLER HOT BUTTON INTERFACE

While playing, you can create shortcuts to get quick access to commonly used weapons and Infernal Machine parts. There a set of four icons (one green representing the **B** Button, and three yellow representing the **C←**, **C↓**, or **C→** Buttons) on the top-right of the screen. The green icon will show which actions Indy can take when he interacts with something, such as LOOK, TAKE, PULL, or PUSH. The green



Hot-Button (Emulation64.fr)



icon also shows which weapon is drawn and ready to fire.

The yellow icons show which weapons are ready to draw. At the beginning of the game, Indy will start out with his lighter, his whip, and his revolver. As you pick up more items and weapons, you can map them to these buttons for easier access. See Weapons Menu below for more details.

INTERFACE MENUS

Pressing **START** opens the Interface, which contains the Weapons, Treasure/Health, Items, and Options Menus.

WEAPONS MENU

This menu shows which weapons Indy has along with ammo rounds for each. You start out with basic weapons: Indy's fists, his whip and his revolver. Indy's revolver has an unlimited number of shots. As you play through the game, Indy will come across additional weapons. To ready weapons for drawing, choose a weapon (use your Control Stick to highlight the weapon you want to map to one of the **C** Buttons) and press the **C←**, **C↓**, or **C→** Button to map a weapon to a specific button.



Weapons Menu

That weapon will be drawn when the appropriate **C** Button is pressed.

TREASURE/ HEALTH MENU

This menu shows treasure and health items. The number of treasures that you have found in the level and their I.Q. Point Value will be displayed over your Health Meter. Each level has a total of 10 separate treasure items concealed somewhere. Acquiring these items boosts your Indy I.Q. and allows you to purchase items from the Trading Post at the end of the level. Health restore items may be found on the various levels, or can be purchased from the Trading Post. To use health items, select them with the Control Stick and press the **B** Button.

ITEMS MENU

The Items Menu contains all the things Indy picks up that are not weapons, ammunition, treasures, or health kits. This includes door keys or machine parts. Included is Indy's lighter, which he mostly uses to provide light in dark rooms. **NOTE:** Only the lighter and Infernal Machine parts can be mapped to the **C** Buttons. Other items, such as keys, can only be used from within this menu like you would use health kits. (Select them with the Control Stick and press the **B** Button.)

OPTIONS MENU

The Options Menu contains a number of useful game functions listed below.

GAME STATS This shows various statistics about the Emulation64.fr g



the number of treasures you have collected within the level, the number of I.Q. Points you have accumulated, and the amount of money you have to purchase items in the Trading Post.

SAVE GAME This saves your current progress. (**NOTE:** You will only have one save game slot per game, so if you decide to go back to a previously played level, saving a game there will overwrite any previous saved games.)

OPTIONS The following gameplay options are found on this menu:

RESTART LEVEL Starts you from the beginning of the level.

ABORT GAME AND SAVE Quits the current game and saves your current progress.

ABORT GAME Quits game. Your current progress will not be saved.

GAME SETTINGS Allows you to toggle the following options:

Auto Activate Item When this option is enabled, the first weapon you map to the **C** Buttons is drawn automatically.

Target Cross Hairs When this option is enabled, you will see a yellow reticle around targets.

END GAME MENU

When Indy dies, a menu will pop up containing the following options:

CONTINUE LEVEL Restores Indy near the point of his death, but will not save current progress.

RESTART LEVEL Restores Indy at the beginning of the level.

ABORT GAME & SAVE Quits you out of the game and saves your current progress within the level.

RESTORE LAST SAVE (Option available only if you saved during level.) Restores Indy to the last point in the game where you saved through the Save Game option in the Options Menu.

ABORT GAME Quits without saving your current progress.

LEVEL SELECTION SCREEN

As you progress through the game, you will see the levels you have completed on this screen (which appears after the Game Selection Screen). You have the option of going through any of the levels you have completed to find treasures you might have missed the first time. **NOTE:** When using the N64 Expansion Pak, an additional level, Solomon's Mines, is available.



Level Selection Screen



INDICATORS

HEALTH INDICATOR



Indy's Health Indicator shows literally how much life he has left. As long as it is green, he is in great shape. As he starts to lose health, it can turn yellow, red and then black. When the circle is all black, Indy is finished. But there are cures. Indy can find health kits along the way (or buy them from the Trading Post) that can restore him to fighting trim.

UNDERWATER ENDURANCE INDICATOR



Shows how much air Indy has left. As long as there is blue on the indicator, Indy has air and takes no damage. When air runs out, Indy better be close to the surface, or he is dead.

RAFT AIR INDICATOR



This yellow indicator shows how much air is left in Indy's raft. As long as the raft has air, Indy takes no damage. Rocks in the river cause the raft to spring leaks, which can be repaired with Puncture Repair Kits that Indy finds.

AETHERIUM ENDURANCE INDICATOR



The Aetherium is another plane of reality. Because this is a totally alien place, it is unhealthy for Indy. When Indy is floating, his tolerance for the Aetherium drops, which is shown on the Aetherium Indicator in the bottom right of the

screen. Once the Indicator runs out, Indy starts taking damage quickly. He can restore energy with contact with ordinary reality.

WEAPONS

When Indy needs a little firepower, sometimes a whip isn't enough. Indy will collect quite an arsenal before this adventure is over. All weapons work the same. They must first be mapped to **C** Buttons so weapons can be drawn. First press the **START** Button to bring up the Interface Menus. Move the Control Stick to the right once to select the Weapons Menu. Move the Control Stick up and down to scroll through your weapon choices. Highlight the weapon, then press a **C** Button where you want the weapon to be mapped. Your mapped weapons should now appear on the upper right-hand side of the screen.

To draw a weapon, press the **C** Button mapped to your desired weapon. The **B** Button displayed on the screen will now show the drawn weapon. Press the **B** Button to fire/use it.

When a weapon is drawn, a yellow reticle will appear over the closest target Indy can hit, depending on the weapon's range. You can lock onto one target by holding down the **Z** Button. This will make the yellow reticle around the target turn red, and Indy will stay oriented to the target as long as the **Z** Button is down.

In a fight with multiple targets, the **R** Button toggles the reticle between targets. It starts with the closest one, then moves to the next closest one.

