



User Manual

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INTRODUCTION:

Welcome to Temple of the Lizard Men 3! This is the third installment for the Temple of the Lizard Men series and it packs more than its predecessors. If you are a die-hard fan of FPS games, well this is a game for you! Load up with an arsenal of weapons and go to town on an evil force that has ravaged ancient ruins and is determined to send the world into darkness. So get ready to rock and roll on an adrenaline filled adventure where you play a lone marine set out to solve a mystery surrounding uncharted ancient ruins with a diabolical curse.

What's included?

- 32 levels including two secret levels
- New set of weapons
- New and old enemies
- In depth story line with cut scenes and narrative intermissions
- Semi-realistic environments to navigate through
- PDA viewing system
- 4 player classes to choose from

GAME PLAY:

The game play of TOTLM3 is quite simple. Your objective is to navigate your way through different parts of the ancient ruins and find the exit. Sounds easy, right? Well, you may have to take down a few foes while you're at it. Each enemy you will encounter will have strengths and weaknesses. Some will take very little effort to defeat while others will require more fire power to take down. Keep in mind that there is another major objective aside from saving the world... survive.

HUD:


Your Heads-Up-Display is your key resource to see how your player's status is. In the lower left corner of your screen, your health and armor are displayed. On the lower right corner of your screen, your ammo for your current weapon is displayed. The top number indicates how much ammo you have on reserve while the bottom number indicates how much ammo you currently have left in the weapon you are holding. On the top right corner of your screen, your inventory is displayed. The larger box indicates inventory items you currently possess. The small column under that box indicates the keys you currently have. Occasionally look at your HUD to make sure your player is up to par.

WEAPONS:

Throughout TOTLM3, you will need weaponry to defend yourself with. Listed below are the weapons in the game and the slot they occupy.

Slot 1: Fists / Knife..... 

Description: At first you only have your fists. Use these as your absolute last resort. Once you get your hands on a knife, now you're in good shape. Just a couple of slashes should slay your foes with ease.

Slot 2: Beretta..... 

Description: The Beretta may seem like a little P-shooter at first glance, but this weapon will be your best side arm. Even though this may not be the best choice to use on powerful enemies, picking off weaker foes will be a great way to save ammo for your bigger guns.

Ammo: Pistol Clip

Slot 3: Semi-Auto Shotgun.....



Description: This 12-gauge beauty may look like your basic shotgun with semi-auto capabilities, but once you wield this in the face of danger, tackling any weak to medium strength enemy will be a synch. The shotgun holds 12 shells per drum. Keep in mind that this gun may eat up a lot of ammo if you fire more than you should at your enemy. Either way, this gun will be your best friend.

Ammo: Shells

Slot 3: Double Barrel Shotgun....



Description: If the Semi-Auto Shotgun isn't your thing, why not double your pleasure, double your fun, with a double barrel shotgun. When one shell won't do, pack two of them into your foe at once. This weapon comes in handy when dealing with large groups of enemies or dealing with a very powerful foe. Keep in mind that this gun is manual reload as well as can eat up ammo faster than the Semi-Auto.

Ammo: Shells

Slot 4: C.A.R.



Description: A standard military assault rifle designed to deliver a nice helping of lead into your targets. Each clip holds 50 bullets and can eat up a clip reasonably fast. Even though you'll go through clips like water, this gun still proves itself useful in many situations. This is useful for taking on large groups of enemies, enemies from a distance, and strong enemies. How ever you choose, you'll know when and where to use it.

Ammo: C.A.R. Clips

Slot 4: C.2.A.R.



Description: The next generation of military arsenal, the C2AR is an upgrade to its previous model, the C.A.R. This assault rifle has clips that hold up to 60

bullets and has a lower recoil effect, resulting in more accurate shots. Unfortunately, the C2AR doesn't fire bullets as fast as the C.A.R., but they are, however, more powerful. Once you pick this weapon up, it will instantly replace the C.A.R. if you currently possess it.

Ammo: C2AR Clips

Slot 5: Flak Launcher.....



Description: If you like guns that make things go boom, this is a start. The flak launcher behaves like a typical grenade launcher but instead of launching the usual 40mm grenade, this launches a power-punching flak grenade that explodes on impact with anything. Upon its detonation, it sprays extremely hot shrapnel in all directions. This is best used when taking down large groups of enemies or very strong foes.

Ammo: Flak grenades

Slot 6: Sniper Rifle.....



Description: Is that enemy you're trying to shoot too far away to hit with your pistol or even shotgun? Well, this sniper rifle will take care of them! The sniper rifle will fire very precise shots and deliver large amounts of damage to the target. Your primary fire will fire the weapon while your secondary fire will activate the sniper scope.

Ammo: Sniper Slugs

Slot 7: AVRL.....



Description: Do you really want something that will blow stuff up? Well, here it is folks. The Anti-Vehicle Rocket Launcher packs two high velocity rockets that speed toward its target and blows it into oblivion. Primary fire launches one rocket at a time while secondary fires both rockets simultaneously. After the launcher has been spent, it will take a couple of seconds for you to load two fresh rockets into the gun. Keep in mind that this weapon has a large blast radius. This

weapon can't be used in close range or the effects can be devastating to you. It is recommended to use this weapon wisely and when you absolutely need it.

Ammo: AVRIL Rocket

Slot 8: (Don't want to spoil anything but weapons that have magical capabilities will be in this slot.)

HEALTH:

This is one of the most important things you must keep in mind. If you want to survive, you need to make sure you pick up health items. Health comes in different forms and each type can give you a little boost or a huge leap towards 300% health! Types are listed below:

Stim-packs = 10% health increase



Medikits = 25% health increase



Small Blue Potion = 1% health increase



Blue Potion = 5% health increase



Medium Blue Potion = 10% health increase



Large Blue Potion = 20% health increase



Hefty Blue Potion = 50% health increase



Super Blue Potion = 100% health increase



Mega Gold Potion = 300% health increase



ARMOR:

To prevent your health from taking a nose dive, armor will help keep you going and prevent you from getting beaten to a pulp. There are 4 types of armor. Below, they are listed:

Armor Helmet = 1% armor increase



Grey Light Armor = 50% Armor



Tan Medium Armor = 100% Armor

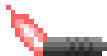


Beige Heavy Armor = 200% Armor



ITEMS:

To help you through most environments, you will find some useful equipment that will make life just a little bit easier. Below are some of the items you will come across.



Flares: If you need to illuminate a small area or even beacon a control point to help you navigate; this is the item for you. Flares last for 4 minutes so it will be around for some time. Every box you pick up contains 5 flares. These may not be the best for navigating in dark areas but their use will be determined by what you need them for.



Flash Light: Can't see in the dark? Well, this will help a little. It's very useful for navigating dark corridors and helps you to find your way around when there is no light switch. You'll find this in slot 9 within your weapon set. Press fire key to turn on/off.



Search Light: An upgrade from the flash light. Works the same way as the flash light but illuminates more of the area. When you pick this up, it will automatically replace your flash light. You'll find this in slot 9 within your weapon set. Press fire key to turn on/off.



Personal Lantern: Need to fight baddies in the dark? This is the item for you. You can illuminate a whole area while still being able to wield your weapon. The lantern lasts for 2 minutes until it fizzles out.



Re-breather: Incase if you need to be under water for longer periods of time, this item will allow you to do that. It only lasts for 4 minutes so watch your time closely.

POWER-UPS:

Even when you think that the inventory items will help you or even that shiny new shotgun, think again. You will encounter tough opposition on your adventure and you're gonna need something to even out the playing field. Below are some of the power-ups you will come across:



Rune of Invisibility: Grab this and you'll disappear... well, not entirely. You will be very translucent and difficult for you enemies to see you. This is a hard object to find but it will be useful when you need it most. Duration: 2 minutes.



Amulet of Regeneration: A special rune to gradually restore life to the user. Duration: 2 minutes.



Sphere of Invulnerability: One of the best objects to obtain. Grab this and you will be invulnerable for 30 seconds.



Mask of Fear: This artifact will make your enemies fear you. Grab this and watch 'em run! Duration: 30 seconds.

SWITCHES & DOORS:

When you come across a switch or a door, hit your “use” key to activate it. Some occasions will have switches as loose bricks or tiles protruding out of the floor. You can still use your “use” key to press them; if they don’t budge, try stepping on them. Doors can be identified as stone blocks or wood planks nailed together. When you come across a door, you’ll know it’s one if it opens.

ENVIRONMENT:

Throughout your adventure, you will encounter all sorts of things; from obstacles to hazards to certain dark paths. No matter what, you will encounter a lot of different things in many different situations. Below are some things to consider while exploring TOTLM3:

Water: A little water never hurt anybody, right? Well, if you forget to come up for air or if you forget your re-breather, it might not end well for you. Be sure to keep track of how long you are under water so you don’t drown.

Big Drops: If you fall a long way, you will feel it. Falling from a really high surface can do damage to you or even kill you if you are not careful.

Lava: This is something you don’t want to take a dip in. Lava can do serious to fatal damage to you. Be careful where you walk because one wrong move and you could be toast.

Fog: Even though this can bring back classic horror movie memories, fog can really inhibit your ability to see. Be sure to tread carefully in fog or you may come face to face with an enemy sooner than expected.

Crushers: The name speaks for itself. You know what happens to people who get caught under a crusher, right? SPLAT!!! Don’t be a red pancake! Keep a good watch for these traps or it can be devastating.

Teleporters: These platforms are usually sprinkled with magical sparkles being emitted from them. All you have to do is step on one of these platforms and BAM! you’re at another location.

ENEMIES:

Once you enter the ancient ruins, you will encounter enemies that want you dead. Here are some of the baddies you will encounter:



Brown Lizard Men: These guys won't be too much trouble for you but still you want to keep your distance.

Green Lizard Men: Just like their brown counterparts, these guys are faster and more aggressive.

Shadow Lizard Men: Just like their usual counterparts except these guys are fast, aggressive and throw green fire balls.



Berserker Lizard Men: Looks like a Lizard Man on steroids. He may take more fire power to beat him down, but at least he's not that fast.

Berserker Leader: Just like his weaker counterpart, these guys are faster and pack more of a punch.



T-Rex Men: These guys will haunt your nightmares when you encounter them for the first time. They're aggressive, agile and a bit harder to kill. Kill them before they kill you.



Lizard Men Lesser Shamans: These guys use dark magic to send energy balls your way but at least they are the easiest out of all the shamans.

Lizard Men Priests: Just like the lesser shamans, but fire a more powerful energy ball.

Lizard Men Masters: The top of the top of the shamans. These guys are harder and fire a more powerful energy shot that is harder to elude.



Giant Spiders: These guys will be one of the easiest you'll encounter, but be careful when they're in groups - They can be overwhelming.



Water Stalkers: They usually reside in murky water but be warned, they can surprise you.



Gill Beasts: Ugly is the first thing that comes to mind when you encounter these guys for the first time. They can belch acid bubbles as well as take a bite out of you if you're not careful.



Chaos Dragons: Flying terrors that want you BBQ-ed. They belch fire balls that can pack a wallop and toast you.



Snake Guards: These serpent combatants wield a staff that fires energy. It will take a good amount of fire power to bring them down but at least they aren't fast.



Shadow Beasts: Dark and mysterious enigmas that belch green balls of fire. They are tough to kill but at least they are slow.



Shadow Spawns: A puff of smoke with an attitude and red eyes; these guys are pretty easy but are tricky to see in areas where visibility is limited.



Skull Bats: The name says it all; they're skulls with bat wings and fire small projectiles from their eye sockets.



Shadow Beings: Dark entities that belch red fire balls. They're pretty easy so they aren't so much of a threat.



Disciples: Dark floating enigmas that have the ability to move quickly in any direction and elude your fire power if you don't act fast enough. Kill 'em quick before they kill you.



Shadow Bishops: Cousins to the Disciples, these dark entities are harder to kill and have a more powerful attack.



Brute Guardians: Two headed monstrosities with a magical mace. These guys will take a lot of fire power to beat. Your best chance of survival is to take advantage of their slow speed.



Darkness Rift: An elemental enemy with an attitude and a thirst for blood. Be careful with this guy; he can be tricky.



Dark Entity: The worst of the bad lot of elemental evils. This force is tricky as well as powerful. Keep moving if you want to live – Stand still, and await your doom.



Lizard Woman Assassins: When you first encounter the Lizard Woman, she may first appear to be great eye candy. I think it's best to keep your eyes on her crossbow or she'll turn you into a human shish kebob. The arrows she fires are deadly but if you're fast enough, you may be able to dodge them.

There are other enemies that you will encounter but the ones listed are ones you will see most often. Major Bosses are not listed.

AUTO MAP:

If you need help navigating your way through the ruins, an area map is provided for you. Hit the “tab” key on your keyboard to toggle the map. If you hit the “F” key, it will allow you to move the map around to get a closer look at some areas. Use your “-” or “+” to zoom in or out while viewing the map. If there is a point of interest on the map and you want to mark a point, hit “M” on your keyboard to mark the point. To clear all points on the map, hit the “C” on your keyboard.

KEYS & KEY PILLARS:

Through out TOTLM3, you’ll be coming across areas where you may need a key to access a door or passage way. There are three main color keys and “special” keys placed through out the ruins.

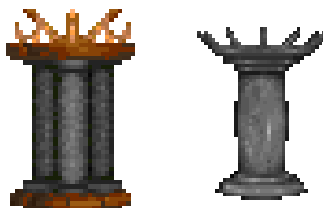
Here are the main keys:

Red Crystal Key
Red Dragon Key
Red Skull Key

Blue Crystal Key
Blue Dragon Key
Blue Skull Key

Yellow Crystal Key
Yellow Dragon Key
Yellow Skull Key

Key Pillars:



These pillars are for special keys. Special keys are to be placed on top of the pillar. After placing the key on the pillar, it will trigger a reaction. Such reactions include doors opening & floors lowering.

When using these key pillars, walk up to it and it will let you know what key you need if you don't already have it in your inventory. Once you have the required key, just walk up to the pillar and it will do the rest.

Ex: If the pillar requires a green skull, locate and retrieve a green skull key.

Ex2: If the pillar requires a dragon claw, locate and retrieve a dragon claw key.

LOG ENTRIES & NOTES:



Log Books:

When you take a walk through the ruins, you may come across a little PDA looking type of device. These digital log books can be picked up and placed into your inventory. When you walk over these log books, you will hear a little beeping sound indicating that you have a log entry waiting to be looked at. Some of the log entries will provide some information that may reveal clues or secrets to the surrounding area. Make sure you check these entries when possible; there could be something valuable mentioned.

To view the log entry, select the log book in your inventory and press your inventory "use" key. By doing that, the current weapon you are holding will switch off and a screen will pop up with text on it. To deactivate the log screen, hit your inventory "use" key again and the screen will switch off and your weapon will pop up. When selecting the log book, the name of the person who dropped it will appear on your HUD. So if you have multiple log entries, you can see which ones you've read, and ones you haven't read yet.

Some entries are audio recordings. To listen to the audio log, press your "fire" key to play the recording. If you need to replay or repeat the recording, you can press "fire" again.



Notes:

Sometimes you'll come across a piece of paper with a note written on it. These, too, contain information that may be vital to you. They work the same way as the log books so using them should be easy. Some notes may have a couple of pages to them. Press your "fire" key to view page 2, and the "alt-fire" key to view page 3.



Ancient Inscriptions:

There will be cases where some inscriptions on walls will have some important information. If a wall has a translation, you will notice a book next to it. All you do is walk up to the wall and a message will be standing by on your PDA. To view the message, look for a book icon in your inventory and you should be able to read the message. After you have viewed the message, it will be cleared from your inventory. If you need to view the message again, walk up to the wall again.

Player Classes:

When you start TOTLM3, you will have four player classes to choose from. Each one has different abilities, strengths, and weaknesses. Below are the player types:



Alan:

When you need a true American hero, Big Al is the one. Known to be a good all out guy, he has horrible memories that haunt him from his past. Although he has faced some of the worst stuff, he keeps on fighting. Alan won't go down without a fight and he'll make sure no evil will escape his sight.



Beka:

For those who say girls ain't tough, think again. Beka is a hardened woman who knows how to kick ass and chew bubble gum and do both at the same time. When evil is in town, she's quick on her feet and gets ready to fight. If you look up the word "tough" in the dictionary, you'll see her picture next to it.



Charlie:

Charlie is a veteran of warfare who has seen many horrors of combat. Even though he is scarred from every battle he faced, still he has true grit. He may be a bit run down from his previous experiences which have affected his agility; he can still take a massive beating before he goes down. With a cigar in his mouth, there's nothing more pleasing to him than the muzzle flash of his gun.



Dana:

Every man loves a woman who's hard to get but with Dana, she literally is hard to get. She's very fast at running and she can escape danger quite easily. Unfortunately, she's not as tough as Beka, but still when speed is needed, Dana is the one to escape danger. She may appear sweet on the outside, but within, Dana is an ass-kicking machine who is fast and furious.

RAP UP:

So after reading all this, you should be ready to take on a hoard of Lizard Men with no problem. Of course you could start on the easy difficulty setting but what ever floats your boat. So start up TOTLM3 and enjoy!!!

*If you have any questions or comments, feel free to email me at:
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