

Adventure Apes and the Mayan Mystery



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The Story of Mitch and Otis

From the very beginning, Mitch and Otis were as close as brothers. Life was always rough in the orphanage. Mitch was too michievous, and Otis was too clumsy to ever really fit in with normal families.

Then one day while the two friends were goofing about in the playground, Dr.A paid a visit to the orphanage. He saw Mitch and Otis, and knew they would be perfect!

The very next day, they were whisked off to a top secret tropical island. Dr.A sat the boys down in his study and talked about how for his entire life he had travelled the world to prevent evil forces from stealing priceless, and sometimes magical items from their rightful owners. "Unfortunately, I've become too old to run around like I used to. When I saw you, Mitch and Otis, and how you helped each other accomplish anything your minds were set to, I knew then that you would be the ones I hand my torch to."

And so, for the next while, Mitch and Otis were trained and given the skills needed to become the wold's greatest crime-fighting duo;

'The Adventure Apes!'



Inside the Temple

When Dr. A told Mitch and Otis about an artifact stolen from an ancient Mayan temple fabled to be able to move whoever touches it back and forth in time with just a thought, they knew it was a serious problem.

Otis, ever the strange one, passed out because he forgot to breathe during the story, and will have to sit this mission out.

What couldn't be told is just how dangerous the temple would be!

In the dark passages and halls, Mitch encounters countless creatures and robots left behind by the person rumored to have stolen the artifact; Horatio Hawk. Not to mention the fact that he has to capture Horatio and get the artifact back before it can be used in his evil schemes.

There is no time to waste!



Controls

To start a new game, simply press 'Enter' on the keyboard.

If you want to continue your last game, select 'Load Game', press 'Enter' and you'll start from the last Save Idol you reached.

If you want to pause the game, press 'P'. Press 'P' again when you're ready to resume the game.

Moving around the levels is accomplished by using the arrow keys on the keyboard. To run, press the left and right arrow keys, up makes Mitch jump, and pressing the down arrow will allow him to roll through any tight space.

There are small blocks found throughout the game that you can pick up and throw at enemies. When you get close enough to one, press the 'A' key to lift it, press it again to throw it!

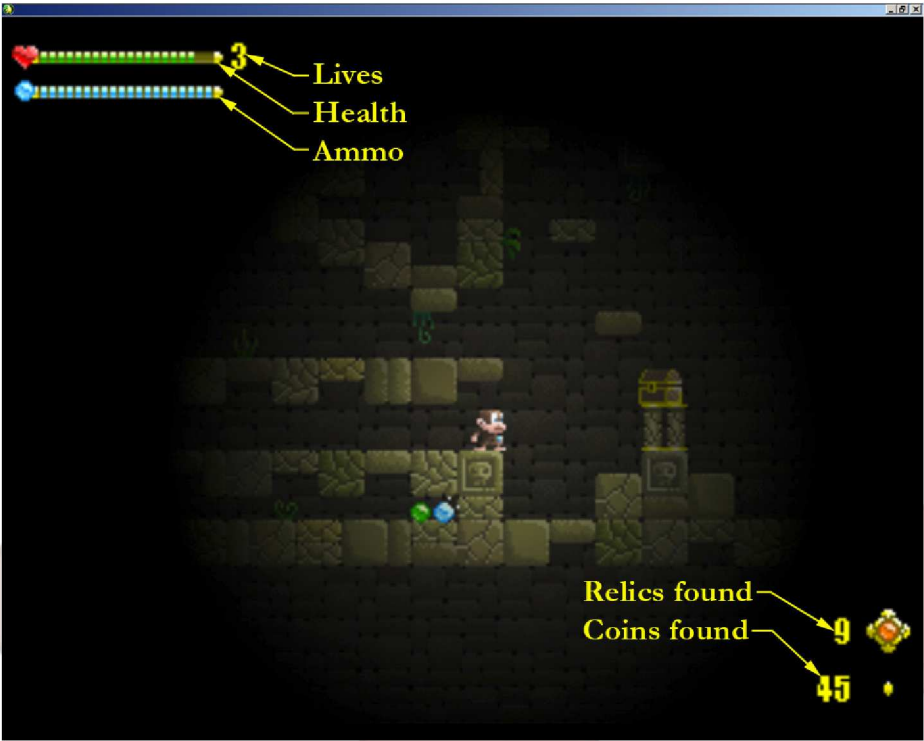
To use the currently selected weapon, press the 'S' key. When you have obtained several different weapons, you can cycle through them by pressing the space key.

When you have Bombs, you can use them by pressing the 'D' key.

Once you have the Ghost Vision ability, you can use it with the 'W' key.

****Remember to keep an eye on your ammunition for every item as they will run out!****

Here is a breakdown of Mitch's information you will find on the heads up display during gameplay:



Items

This ancient temple is full of things from the original Mayans who used it, as well as all sorts of items left behind or dropped by Horatio Hawk and his cronies in an attempt to make a quick getaway.

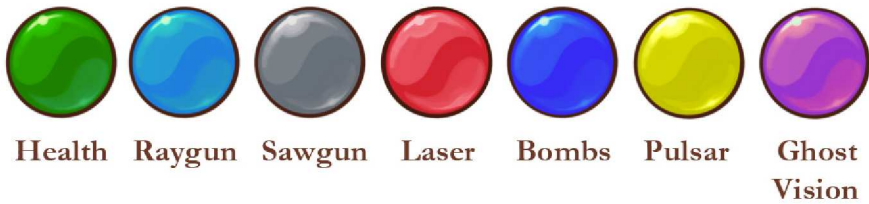
Item Shrines

When you touch one of the shrines, it gives you the ability to use the weapon it represents. You will have to experiment with each weapon that you gain to find out in which scenario they work best.



Powerups

You can find powerups lying around just about anywhere. Grab them to help replenish your health or weapon ammo.





Treasure Chests

Open a treasure chest to collect coins! Small treasure chests hold up to 50 coins while the larger ones have up to 250 coins.



Keys

Keys are scattered around the temple. You're going to need them to get into the large treasure chests.



Coins

Coins are fairly common. You can find them once you destroy a bad guy, or in treasure chests. If you can collect 500 coins, you will get an extra life!



Relics

These were the Mayans' lucky charms. If you can find 5 of them, you will earn an extra life!



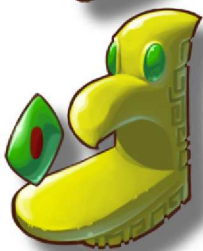
Blocks

You can lift and throw the small ones, but the big blocks are so heavy you can only push them. When you have bombs, you can blow the blocks up as well.



Ability Shrines

Whenever you come across one of these shrines, grab it and you will receive a boost to a natural skill of yours that will make it easier to complete the level.



Save Idols

When you land on the idol platform, your progress will be saved to that point.

Enemies

As you progress through the game, you will encounter a vast world full of different enemies. From robots, to bats and spiders, not to mention other creatures that are truly bizarre, you will find them all listed here.



Bug Bot

Charge Bot

Shoot Bot



Brown Bat



Vampire Bat



Flying Skull



Arrow Shooter

Bubble Blower

Flame Spitter



Green Blob



Red Blob



Blue Blob



Spider



Crab



Piranha



Pufferfish



Squid

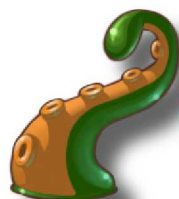


Boss 1: Skull Demon



Sticky Tongue

Spikey Tongue



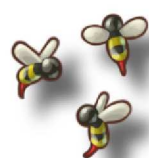
Large Tentacle



Baby Tentacles



Bombbug



Killer Bees



Skull Bug



Bigmouth



Boss 2: Squidephant



Boss 3: Horatio Hawk



A game created by:



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