

Official Manual
Of

INDIANA BONES



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Manual

Story

Indiana Bones and his human sidekick embark to find a legendary maya artefact – the golden Bone! They get into a temple and have to escape through many obstacles and puzzles! Can you help them find the artifact and their way out?

Startmenu

When you open the game, the first thing that appears is the start menu.



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It offers the selection of a single or multiplayer, as well as the viewing of the credits. And you can also quit the game.

In this menu you can navigate through the menu using the joystick of player 1. Moving the joystick in one direction causes a corresponding movement of the selection in the game. With the black button of player 1 you can enter a confirmation of the selected choice.

In this manual we will look at the single-player gameplay, since it is more complex and the multiplayer doesn't add any new controls compared to the single player.

To start the singleplayer mode, select singleplayer with the joystick (as described above) and confirm.

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Levelselection

In the level selection all possible levels are displayed on the left and information about them on the right.



The difficulty is indicated (in three different levels), as well as the current wallet balance and the cost to play the level.

The controls are the same as in the start menu. Additionally, you can show/hide the high scores with the blue button.

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Controls

The Fabarcade offers a joystick and five colored buttons. With the joystick you control your character through the level. To jump you use the yellow button. To change the characters you use the blue button. The human can pull crates, the dog can crawl through narrow shafts. Both are activated by the red button.



The black button is generally used to confirm in the menu and the button with the man on it pauses the game.

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Level

In the game information about the state are displayed at the top.



On the left you can see the number of lives of the human and on the right Indiana Bones. The currently active player has a bigger live box. In the middle is the display of the timer, the coins collected so far and the golden bone.

With the pause button you reach the Pause menu.

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Gameplay

In a level, the target is always marked with a portal, which has a target rail. Buttons that open doors are outlined in red. Ladders can be climbed by humans and shafts can be crawled through by Indiana Bones. Boxes can be pushed by the human.



Characters can die in various places in the game (fire pillars, lava pools, spikes). They then lose one of their lives and respawn nearby. They are then invulnerable for two seconds.

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Game Over

If either character has no remaining lives, the level is lost and you can either revive yourself by paying for the level again or return to the start menu.

GAME OVER

Revive for 1 coin?
Wallet : 2 coins

x Revive!
Go to Main Menu

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Level Completed

When the level is finished, the results are displayed. You can see if the golden bone has been collected, as well as the time and the number of coins collected. The current wallet is also displayed.



Now you can save this as a high score, continue playing, play again or return to the start menu.