

ADVENTURE APES AND THE MAYAN MYSTERY



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A NOTE FROM SCARYPOTATO

THE MAYAN MYSTERY IS A PERSONAL PROJECT THAT REFLECTS MY FONDNESS FOR THE NES CLASSIC; METROID. IT IS MY HOPE THAT THIS GAME WILL BRING A SENSE OF NOSTALGIA AS WELL AS PUT A SMILE ON YOUR FACE. THANK YOU FOR PLAYING!

CONTROLS

AS IMPORTANT AS MITCH'S MISSION IS, HE WON'T BE ABLE TO SUCCEED IF YOU ARE UNFAMILIAR WITH THE CONTROLS. BELOW IS A RUNDOWN OF EVERYTHING YOU NEED TO KNOW TO HELP MITCH KICK SOME BUTT!



GETTING AROUND

THE CONTROLS TO THE GAME ARE PRETTY STRAIGHTFORWARD. ARROW KEYS GUIDE MITCH FROM ROOM TO ROOM, AND WITH THEM, HE CAN RUN, JUMP, ROLL AND EVEN SWIM!

USING WEAPONS

AS YOU EXPLORE THE PASSAGeways OF THE ANCIENT TEMPLE, YOU WILL DISCOVER AN ARRAY OF WEAPONS FOR YOUR USE.

FIRING YOUR WEAPONS IS DONE WITH THE 'S' BUTTON.

ONCE YOU HAVE MORE THAN ONE WEAPON, SELECT YOUR WEAPON OF CHOICE BY PRESSING THE SPACEBAR.

WHEN YOU ACQUIRE THE BOMBS, LAY THEM BY PRESSING 'D'.

GHOST VISION LETS YOU SEE THINGS THAT ARE OTHERWISE INVISIBLE. PRESSING 'W' WILL ACTIVATE A TEMPORARY PULSE OF X-RAYS TO ILLUMINATE CERTAIN OBJECTS.

HUD LAYOUT

AT ANY POINT DURING THE GAME, MITCH'S VITAL INFORMATION IS DISPLAYED IN THREE OF THE FOUR CORNERS OF THE SCREEN. BELOW IS A SCREENSHOT ALONG WITH DESCRIPTIONS FOR EACH COMPONENT FOR YOUR REFERENCE.



ITEMS

YOU WILL NEED TO COLLECT CERTAIN ITEMS TO PROGRESS THROUGH THE GAME, AND THEIR LOCATIONS ARE INDICATED ON EACH MAP. OTHER ITEMS ARE NOT AS ESSENTIAL (AND NOT SHOWN ON THE MAPS), BUT MAY PROVE HANDY IF YOU SEEK THEM OUT!



POWERUPS

EACH WEAPON HAS ITS OWN POWERUP, AND YOU WILL WANT TO GRAB THEM WHENEVER YOU CAN! MOST ENEMIES WILL DROP THE SMALLER ONES, AND LARGER ONES ARE SCATTERED ABOUT. BOSSES ALSO DROP THEM WHEN DEFEATED.



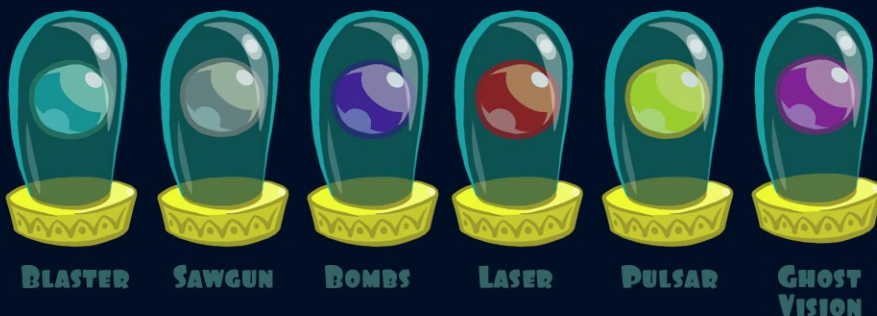
ABILITY AMULET

THREE MAGICAL AMULETS AWAIT THEIR DISCOVERY. EACH GIVES YOU A POWERFUL SKILL TO HELP YOU ON YOUR MISSION.



SAVE CRYSTAL

FLOATING IN THE HANDS OF GOLDEN STATUES, TOUCHING THEM SAVES YOUR PROGRESS. WHEN YOU LOAD A GAME, YOU START FROM YOUR LAST SAVE LOCATION.



ITEM SHRINES

SIX WEAPONS ARE HIDDEN IN THE VARIOUS STAGES OF THE GAME. YOU NEED TO FIND THEM, AS THEY EACH HAVE A SPECIFIC FUNCTION, AND WITHOUT THEM WILL BE UNABLE TO WAGE WAR ON THE BOSS OF EACH LEVEL!



HEART
SHRINE



RELIC



KEY



TREASURE
CHEST



GOLD
COINS

MISCELLANEOUS

HIDDEN THROUGHOUT THE GAME ARE VARIOUS TREASURES. TO EARN EXTRA LIVES, YOU MUST DISCOVER A HEART SHRINE, FIND 5 RELICS, OR EARN 20000 POINTS. YOU'LL NEED A KEY FOR TREASURE CHESTS, BUT THEY HOLD UP TO 500 COINS (EACH COIN YOU COLLECT IS WORTH 10 POINTS).

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.



BUGBOT



CHARGEBOT

SHOOTBOT

BOTS

HORATIO HAS LEFT THESE LITTLE ROBOTS SCATTERED THROUGHOUT THE TEMPLE TO SLOW YOUR PROGRESS. THESE MINDLESS ROBOTS ARE EASILY DEFEATED.



GREEN BLOB



BLUE BLOB



RED BLOB

BLOBS

GIANT SINGLE-CELLED BLOBS ROLL AROUND THE TEMPLE'S EVERY NOOK AND CRANNY. THEY ARE PRETTY HARMLESS, AND ARE ONLY INTERESTED IN ABSORBING THEIR NEXT MEAL.



VAMPIRE BAT



BROWN BAT

BATS

TWO KINDS OF BATS FLY AROUND IN THE SHADOWS OF THE OLD TEMPLE. THE BROWN BAT IS SMALL BUT AGGRESSIVE, WHILE THE MUCH LARGER VAMPIRE BAT IS CAPABLE OF TAKING LOTS OF DAMAGE!



PIRANHA

HANGING OUT IN SCHOOLS, AND ARE ALWAYS HUNGRY FOR FLESH, AND WILL CHASE DOWN ANYTHING THAT LOOKS LIKE AN EASY MEAL.



PUFFERFISH

SLOW SWIMMERS AND NON-AGGRESSIVE, THEY EXPLODE WITH A BLAST OF TOXIC SPINES WHEN SHOT!

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CRAB

ARMED WITH VICIOUS PINCERS AND A THICK SHELL, THE CRAB WALKS WHERE HE WANTS.



SPIDER

SECURED TO HIS WEB, THE SPIDER LAUNCHES STICKY BLOBS AT YOU IF YOU GET TOO NEAR!



SQUID

GLIDING THROUGH THE AQUIFER, SQUID MIND THEIR OWN BUSINESS, BUT CLOUD THE WATER WHEN DEFEATED.



FLYING SKULL

BELIEVED TO BE THE TRAPPED SOULS OF THE DEAD, FLYING SKULLS BOUNCE OFF OF WALLS, SEARCHING FOR A WAY TO THE AFTERLIFE.



FIRE FISH

THIS STRANGE CREATURE LIVES IN MOLTEN MAGMA! IT BLINDLY LEAPS OUT OF ITS FIREY HOME IN THE HOPE OF CATCHING A TASTY MEAL WITHIN ITS RAZOR SHARP TEETH



BIGMOUTH

THESE ONE-EYED, ORANGE BEASTS HAVE AN ENDLESS APPETITE. THEY RUN AROUND TIRELESSLY, SEARCHING FOR AN EASY MEAL. IF HUNGRY ENOUGH, THEY WILL TRY TO KNOCK ITEMS FROM YOUR POSSESSION...AND THEY ARE ALWAYS HUNGRY!



BOMBUG

SCURRYING BACK AND FORTH ALONG PLATFORMS, BOMBUGS ARE RELATIVELY HARMLESS. WHEN SHOT THOUGH, A CHEMICAL SIGNAL TRIGGERS THE HIGHLY EXPLOSIVE REACTION WITHIN THEIR HEADS!

BOSSSES

GUARDING EACH LEVEL IS A CRUEL, EVIL MONSTER, AND THEY WILL STOP AT NOTHING TO PUT AN END TO YOUR MISSION. MAKE SURE YOU READ THEIR DESCRIPTIONS, AND ARE FULLY ARMED BEFORE YOU ATTEMPT TO SHOW THEM WHO THE BOSS REALLY IS!



SKULL DEMON

THE FIRST BOSS THAT YOU WILL ENCOUNTER, THE SKULL DEMON WAITS PATIENTLY TO CLAIM ITS NEXT VICTIM. THE SHAMANS OF THE TEMPLE ORIGINALLY CONJURED THIS DEMON TO PROTECT THE ISLAND'S INHABITANTS, BUT CENTURIES OF DARKNESS HAVE SENT THE SKULL DEMON INTO MADNESS, AND NOW IT HURLS FIREY SKULLS AT ANYONE!



ARACHNOMAX

BOSS NUMBER TWO, ARACHNOMAX SITS ON HER RICKETY WEB, DESPERATELY WAITING FOR A MEAL TO COME STUMBLING ALONG. ALTHOUGH SHE HAS TERRIFYING MANDIBLES, THEY ARE WEAK FROM LACK OF GOOD MEALS, AND INSTEAD, SHE RELIES ON HUNDREDS OF TINY SPIDERLINGS TO BRING ALONG HER NEXT GREAT FEAST!

BOSSSES

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SQUIDEPHANT

WITH A CARAPACE FULL OF DEADLY SPIKES, AND AN ORNERY TEMPERMENT, SQUIDEPHANT IS A TRUE TERROR OF THE DEPTHS! EVEN IF YOU CAN AVOID HIS SPIKES, YOU WILL HAVE TO CONTEND WITH THE ARRAY OF POISONOUS BUBBLES SHOT FROM HIS TRUNK. FEW PEOPLE HAVE LIVED TO TELL THE TALE OF THIS MONSTROSITY...

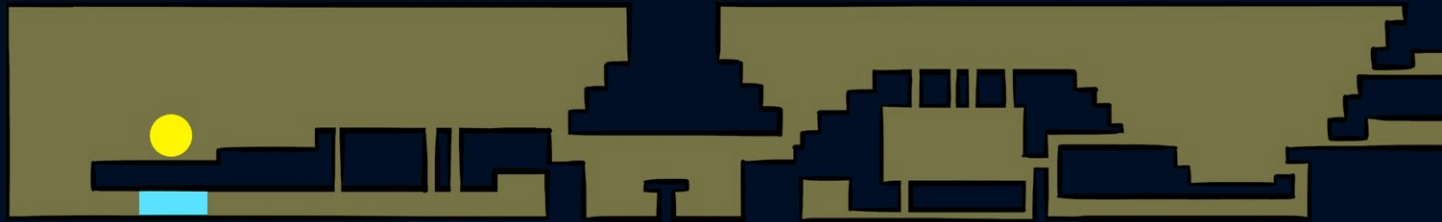


MAGMATORO

THE LAST BOSS IN YOUR WAY BEFORE THE FINAL SHOWDOWN WITH HORATIO HAWK, MAGMATORO HAS A BAG FULL OF TRICKS. RAMPAGING LIKE A BULL ONE MOMENT, HE WILL DISAPPEAR AND DROP DOWN TO ATTACK YOU AGAIN! HE CAN ALSO COOL HIS CORE TEMPERATURE DOWN AND BECOME HARDENED STONE. WATCH OUT WHEN HE HEATS BACK UP!

MAPS

THE MAYAN TEMPLE IS FULL OF TWISTING PASSAGEWAYS THAT WOULD TEST THE SKILLS OF EVEN THE MOST EXPERIENCED ADVENTURER. THERE IS A MAP FOR EACH LEVEL, AND LOCATIONS ARE INDICATED FOR STARTING POINTS, ESSENTIAL ITEMS, SAVE POINTS, AND BOSS LAIRS.



LEVEL ONE: THE JUNGLE

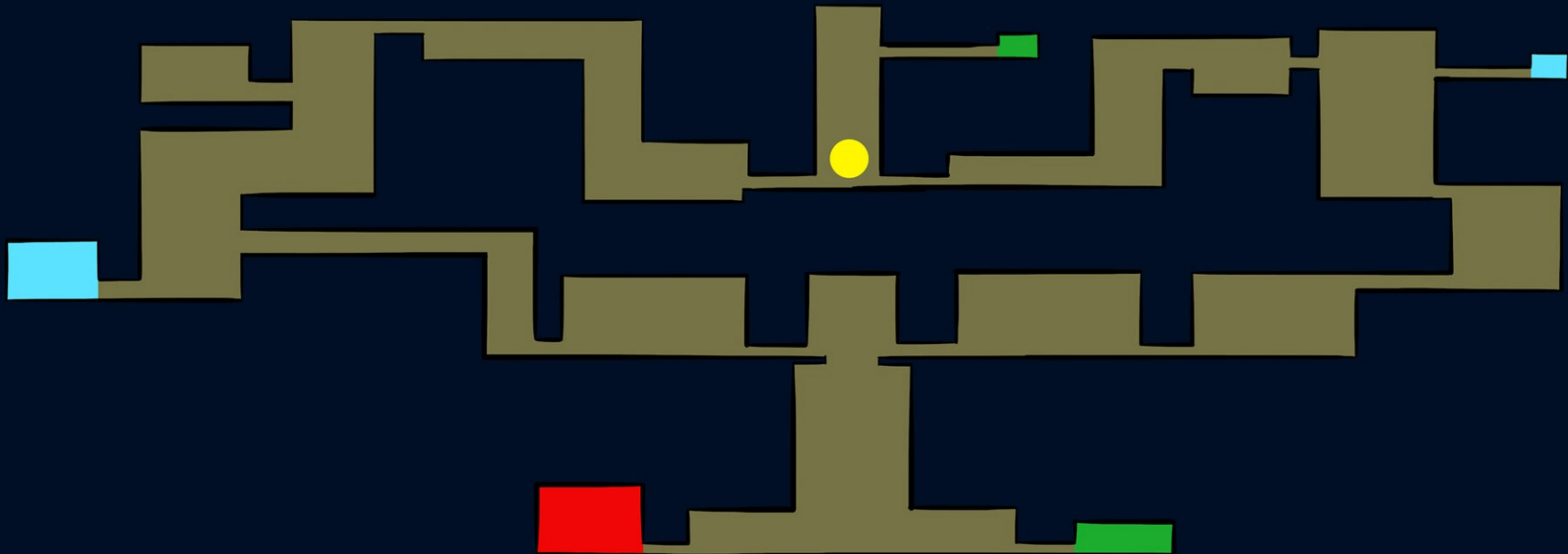
LEGEND

START POINT - 

ITEM LOCATION - 

SAVE POINT - 

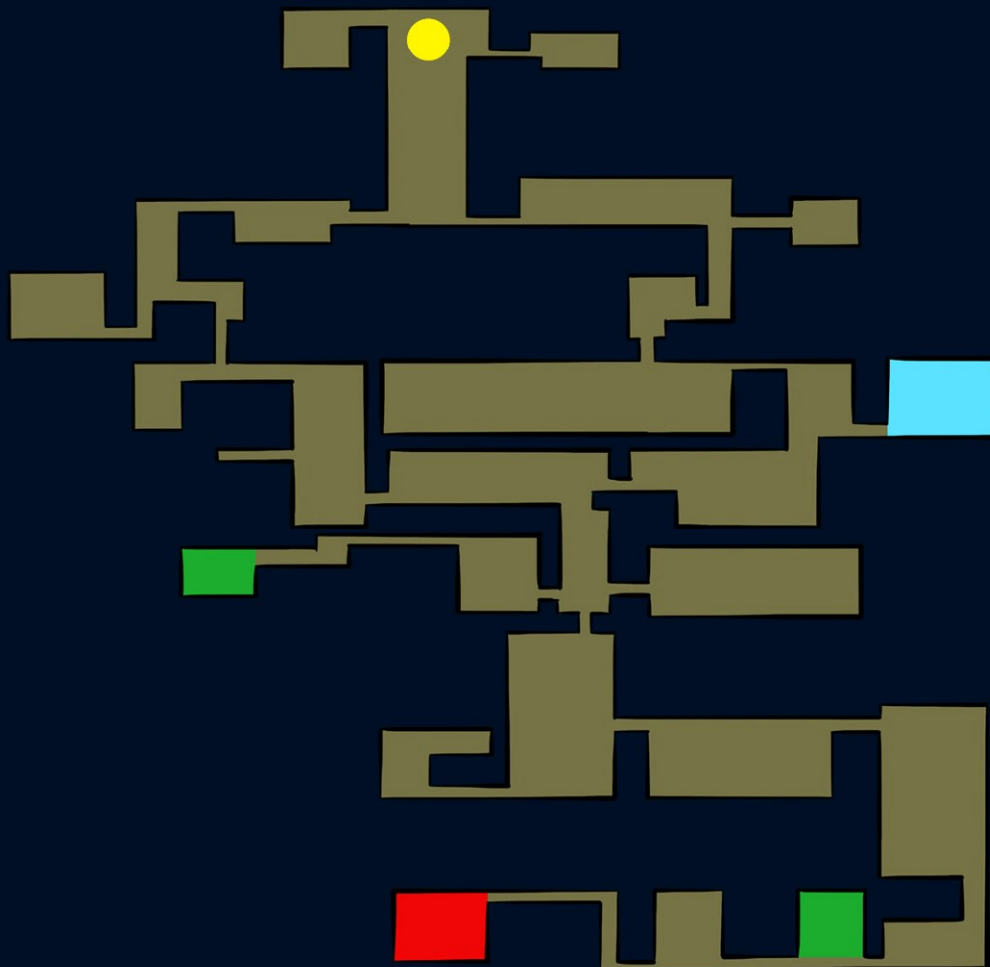
BOSS LAIR - 



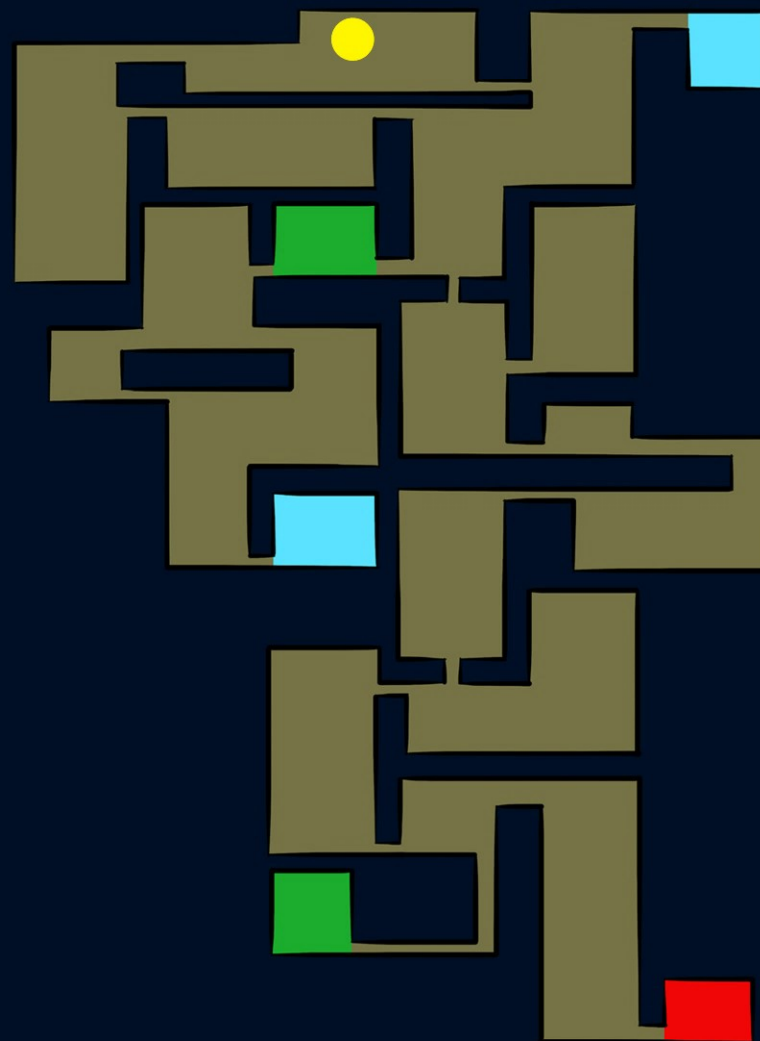
LEVEL TWO: MAYAN TEMPLE

MAPS

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LEVEL THREE: UNDER THE TEMPLE



LEVEL FOUR: THE AQUIFER

MAPS

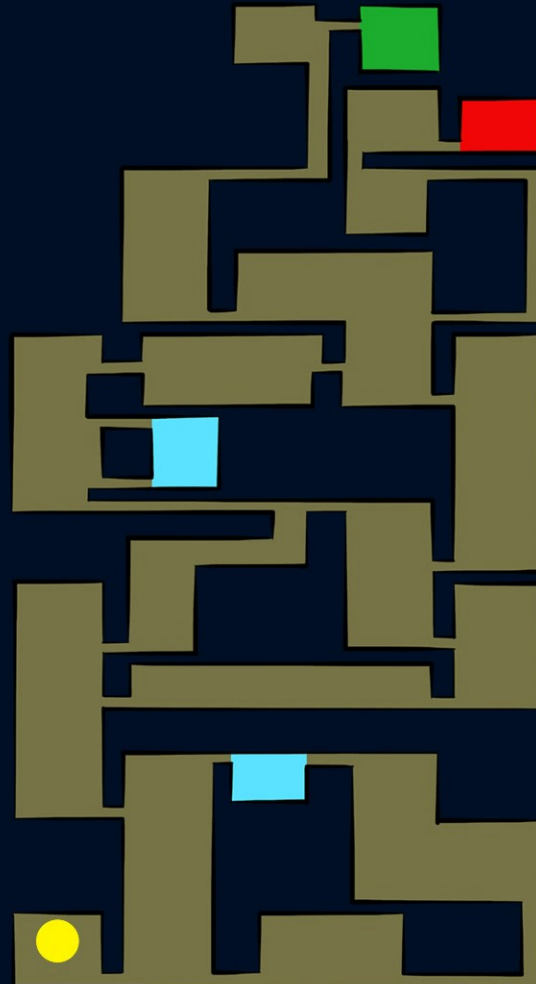
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LEVEL FIVE: LAVA TUNNELS

MAPS

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LEVEL SIX: HORATIO'S LAIR