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TEMPLE OF DOOM - INDY JONES II      video-disk game

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TENTATIVE GAMEPLAY DESCRIPTION

The game TEMPLE of DOOM is based on scenes from the LUCASFILM production. The sequences that take place in a mine-cart under the palace seem to be the most suitable for adaptation to a game, but it is possible and probably desirable to add some 'scenes' to the game that take place in other locations.

\*\*\*\*\* PLOT SUMMARY \*\*\*\*\*

To aid in understanding the ideas behind the game, it is helpful to know some of the scenes on which it is based. This is not intended to be a complete summary of the movie, but to familiarize you with those parts of the film that may apply to the game.

The action takes place around the palace of the boy-emperor of PANKOT, a palace in INDIA in the 1930's. He is the pawn of the evil MOLA RAM, high priest of KALI, the many-armed goddess of death. Her worshippers, called THUGGIS, are all drug-crazed killers. The TEMPLE of DOOM is underground near the palace. Indy is there to recover a stolen stone (one of five sacred stones). The Thuggis have enslaved children digging in a honeycomb of mines looking for the last two of the set. Indy and his companions, a beautiful nightclub singer and a small Chinese boy (his driver/bodyguard) have the usual adventures, getting caught, escaping, getting caught, stealing the jewels, escaping, freeing the slaves, etc... The final chase has the good guys in mine-carts, racing down a roller-coaster of tunnels, pursued by the bad-guys in minecarts and also by a torrent of water, released from

a giant cistern. They escape the mines and have a climactic battle on a rope bridge over a chasm, finally being saved when the cavalry arrives.

Elements that MAY somehow pertain to the game:

There are tunnels full of bugs, with walls that close in and squash people.

The THUGGI guards in the mines fight hand-to-hand with INDY and his bodyguard.

There is a fight on a conveyor belt into a rock-crusher.

The effects of the killer-drug are broken when the user is burned by fire.

Indy is given the drug at one point, and the kid saves him.

The temple has a 40-foot statue of KALI and a lava-pit for human sacrifices.

The little emperor uses a VOODOO-doll of Indy, but the kid stops him.

The British are hanging around somewhere throughout all this.

Indy has to save the slave-children.

Mola Ram can reach into people and rip out their hearts.

\*\*\*\*\* OVERALL GAME STRUCTURE \*\*\*\*\*

The game structure is more typical of standard video games than of the currently available video-disk games. The game is structured in several waves, each wave made up of a TUNNEL ROUND followed by a BONUS ROUND. The film mentions five jewels, although only three are ever seen in the film. The game could be therefore based on a quest for either three or five jewels and maintain close thematic ties to the film. A JEWEL can be collected in each BONUS ROUND, and the number of waves would be tied to the number of JEWELS.

During each TUNNEL ROUND, the player must escape from two pursuers.

The player is given a certain amount of time to destroy the first pursuer; if he fails, he is 'caught' and loses a life. If he succeeds in destroying the first pursuer, he is given additional time to destroy or be caught by the second pursuer. The number of pursuers could be altered to 'tune' the game,

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or be selectable as a difficulty level. When all pursuers are destroyed, the play continues to the BONUS ROUND.

In the BONUS ROUND, the player has the opportunity to collect the JEWEL for that TUNNEL ROUND/BONUS ROUND sequence. The time allocated to this round is a function of the speed he finished the TUNNEL ROUND. The more quickly he finishes the TUNNEL ROUND, the more time he has to find the JEWEL. Along with the JEWEL are other scoring opportunities, and probably also hazards that cause immediate termination of the BONUS ROUND (although NOT loss of life).

The play continues through the specified number of waves (keyed to the number of JEWELS). After the final BONUS ROUND, one more TUNNEL ROUND occurs; this one may differ from the others by having INDY on foot, escaping a flood, etc. After exiting this last TUNNEL ROUND, the player escapes the mines and stands on the brink of a precipice, overlooking a gorge crossed by a rope bridge. The player is shown the number of JEWELS successfully collected, and if he has all three/five he crosses the bridge to a SUPERBONUS wave. If he hasn't collected them all, he enters a RETURN TO THE MINES wave which leads back to the wave on which he failed to collect the JEWEL at the end. (This presupposes that we are able to ramp the difficulty of each wave- if we are not able to do so, the unsuccessful player's game ends here.)

ALTERNATE: the player enters a STEAL THE JEWELS wave where he can try to fight his way to the statue of Kali to steal the remaining JEWELS; he either succeeds or loses all the rest of his lives in this wave.

\*\*\*\*\* GAME SPECIFICS \*\*\*\*\*

The game will be implemented on a generic video disk hardware now being developed for PLAYLAND, ROADRUNNER, and others. This includes a playfield overlay and several motion objects, giving the ability to

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superimpose digitally-generated video over the disk-generated footage.

The controls will be simple, probably a joystick with two buttons.

The tentative use for the buttons will be SHOOT and WHIP. The game will not be a Dragon's Lair type single-play track. We plan to use several different techniques to allow interaction with the player and variable response of the game to his actions.

The TUNNEL WAVES will consist of a group of GAGS or scenes arranged in a particular order. These are divided into two types for discussion-OFFENSIVE and DEFENSIVE opportunities. Failure to correctly respond to a DEFENSIVE opportunity results in loss of life to the player, while failure to react to an OFFENSIVE opportunity merely allows the wave-time to advance toward a 'caught-you' loss of life after a given period of time. If a player does successfully react in an offensive situation, he is shown the destruction of a pursuer and either continues to the BONUS ROUND or must then destroy yet another pursuer. SWITCH opportunities may come up, allowing the player to switch to a different 'script' for the rest of the wave by taking the appropriate action (for example, SHOOTing a switch-box alongside the tracks). We are developing a library of each type of action. These can be fit into a script in various ways, allowing tuning of the game and, if this 'scripting' is done dynamically during game-play, allowing unpredictability of the game. Possibly the first waves will be linear, always having the same pattern of 'gags', middle waves will have several SWITCH opportunities, but each switch always will lead to a predictable script, and final waves will be randomly constructed. Appended to this document are the descriptions of several gags.

The BONUS ROUND is a highly-interactive round where the player is given opportunities to collect treasure. The player will be in a minecart and will be passing a wall encrusted with treasure, the JEWEL and blasting caps. He controls the cart and his whip. He must whip the treasures out of

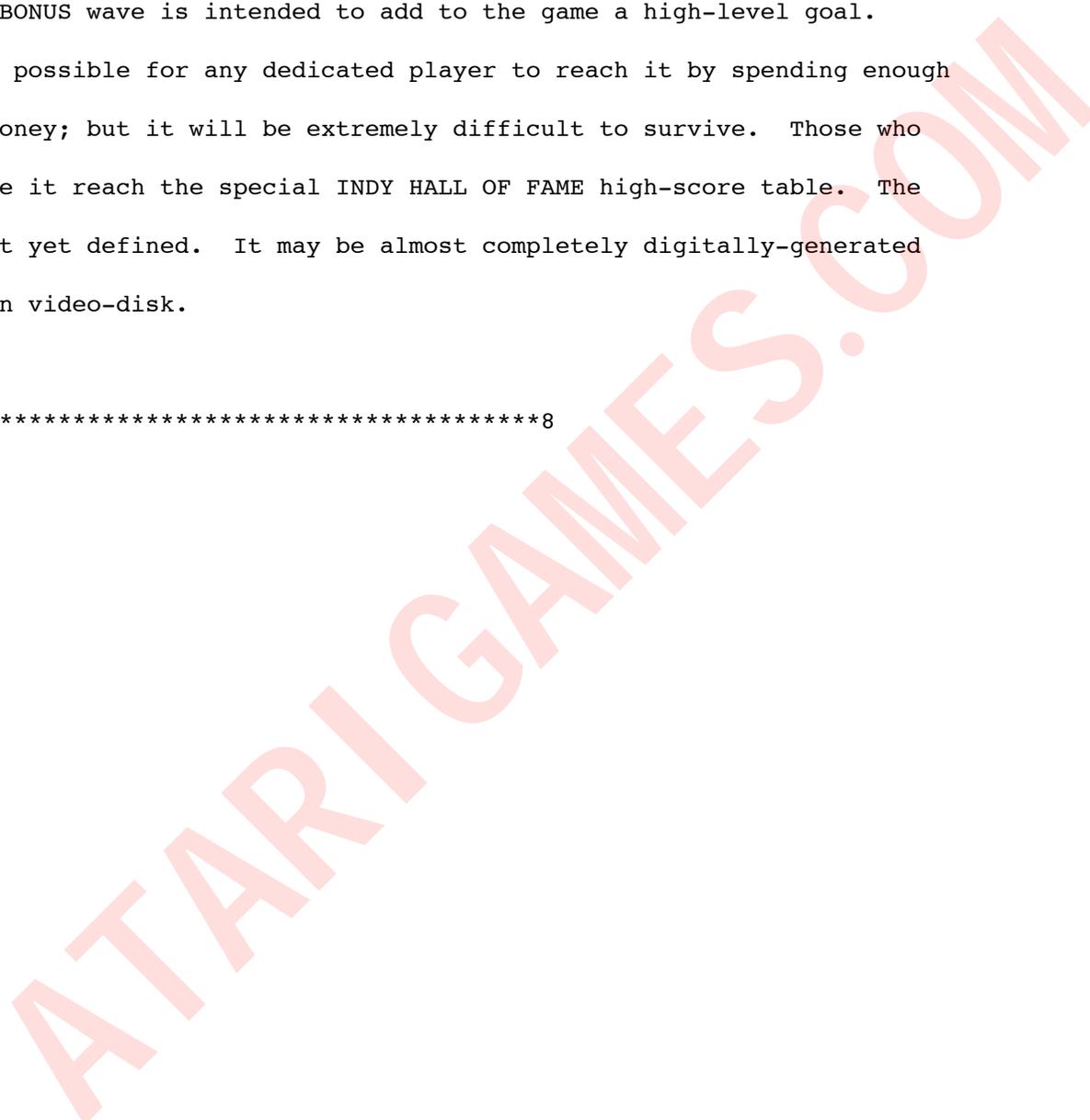
the wall and avoid hitting a blasting cap. Hitting the cap causes an explosion which terminates the BONUS ROUND (without loss of life).

Possibly MOLA RAM will come out of tunnels to steal the JEWEL and must be WHIPPed to keep him away.

The SUPERBONUS wave is intended to add to the game a high-level goal.

It will be possible for any dedicated player to reach it by spending enough time and money; but it will be extremely difficult to survive. Those who DO complete it reach the special INDY HALL OF FAME high-score table. The play is not yet defined. It may be almost completely digitally-generated rather than video-disk.

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## APPENDIX: GAGS

## 1) DEFENSIVE: being shot by pursuers.

The player moves from side-to-side in the cart to avoid the shots of the cart behind him. Point-of-view (POV) from inside the cart to the rear. Overlaid shots on either the left or right of the pursuer require the player to move to the opposite side of the cart. This can be tuned, since the timing of the shots is under program control.

## 2) DEFENSIVE: dodging stalactites

The player moves from side-to-side to dodge stalactites in the roof of the tunnel. POV from the inside of the cart to the front. We hope to be able to lay parallel tracks of stalactites in differing positions to allow different patterns of stalactites to be generated

## 3) OFFENSIVE: broken-beam

The player sees a beam in the ceiling, obviously broken. If he activates the WHIP in time, the beam crashes on the track behind the cart, destroying the pursuer.

## 4) OFFENSIVE: dumper

The player can trigger a loader/dumper bin to fill the pursuer's cart with rocks...

## 5) OFFENSIVE: oilcans

The player can WHIP a stack of oilcans, causing them to spill on the track and explode when hit by the pursuer...

## 6) OFFENSIVE: gas-spill

The player's cart hits and spills a gas-can. If he SHOOTs when the enemy is approaching the spill, it bursts into flame...

## 7) OFFENSIVE: shooting

The player can shoot the enemy, but the cart is jolting, making it very difficult to line up a shot...

## 8) OFFENSIVE: break the track.

The track winds in a loop like a clover-leaf or, on a switch-back, passes again near track being transitted by the pursuer. If the WHIP is used, the player can collapse the track under the pursuer.

## 9) DEFENSIVE: broken track

If the player leans to the side, the cart will tilt and successfully cross a section of track with one rail missing.

## 10) DEFENSIVE: hump-yard

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The track ahead is in a tree-like structure with lots of branches, most of which end in dead-ends. The player must hit the switches in the right order to keep from going into a dead end.

11) OFFENSIVE/DEFENSIVE: switches

The track branches with one being a dead end. He must switch to avoid the dead end AND then may switch to force the pursuer into a stone wall.

12) DEFENSIVE: brakes

The track ends ahead, and the broken stub of the brake-lever is shown. If the player whips the lever, and then pulls the stick back, the cart will stop in time. Play then leaves the cart...

ALTERNATIVES TO CARTS

- a) LADDERS: the player is climbing up to a new cart, etc.. and must select the correct path, and avoid falling objects.
- b) HAND-TO-HAND: the player must move and WHIP to overcome his opponent in a hand-to-hand fight.
- c) SPILL CISTERN: the player must knock out the supports of the cistern to drown his pursuers
- d) RUN AWAY: player must run, dodging and whipping enemies. Whip can also be used to make a swing to cross chasms. Sets could include the lava pit and statue of Kali.
- e) ROCK ATTACK: player could roll rocks down hill at pursuers.
- f) RESCUES: player could rescue the girl or the kid (or Indy if player is the girl or the kid).
- g) STEAL JEWELS: player could open game by stealing the jewels from the statue of KALI and have MOLA RAM steal them back later...  
OR at end, a final chance to get all the jewels could occur if not all were found by allowing the player to steal them.