



## User Manual

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### **INTRODUCTION:**

Welcome to Temple of the Lizard Men 4! This is the fourth installment for the Temple of the Lizard Men series and it packs more than its predecessors. Load up with an arsenal of weapons and go to town on the denizens of the Shadow Realm. Get ready to embark on an adrenaline filled adventure where you play as one of six characters set out to rescue missing scientists and Marines from the clutches of the Lizard Men deep within the ruins.

### **What's included?**

- 36 levels including 4 secret levels
- Fork-in-the-road map progression system (Fork-in-the-road levels have 2 exits allowing the player to choose their own destiny)
- New set of weapons with an upgrade/downgrade system
- New and old enemies
- Classic TOTLM2 style gameplay with the beautifully crafted TOTLM3 style architecture
- Semi-realistic environments to navigate through with much to explore
- PDA viewing system
- 6 player classes to choose from each with their own story line
- Inventory system with customizable quick-use key binds (Customize Controls Menu)

## GAME PLAY:

The game play of Temple of the Lizard Men 4 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. However, some weapons have alternate ammo which, too, is displayed as the top number. 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 TOTLM4, you will need weaponry to defend yourself with. Listed below are the weapons in the game and the slot they occupy. Please note that using the Alt-Fire key will reload weapons.



### Slot 1 – Melee / Knife:

At first you only have your bare hands. 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 – Enforcer / Dual Enforcers:

Your typical sidearm for putting a few extra holes in some Lizard Men. Grab another one of these and you can dual wield them and go Lara Croft on some baddies.



### Slot 3 – SG-250 Semi-Auto Combat Shotgun:

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 8 shells per load. During reload, you can cancel the reload sequence simply by holding the fire key until the gun fires. This will come in handy if an enemy gets too close while you're reloading. There are 2 upgrades available:

1. Spread Focus – Allows for a tighter spread of pellets (Can be downgraded)
2. Upgrade Parts – Allows for increased ammo capacity (12 shell drum) and rate of fire



### Slot 3 – Double Barrel Shotgun:

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. Secondary ammo, too, is available. You can find Shrapnel Shells lying around somewhere within the ruins. These shells contain powerful pellets that can ricochet off of surfaces and rip through enemies. Perfect for narrow hallways.

Use your alt-fire key to toggle the Shrapnel Shells, and tap your alt-fire again to fire them. Use your primary fire key to toggle back to the regular shotgun shells.



#### Slot 4 – Assault Rifle:

A standard military assault rifle designed to deliver a nice helping of lead into your targets. Each mag holds 60 bullets and can eat through it pretty fast. This is useful for taking on large groups of enemies, enemies from a distance, and strong enemies. Whatever the case, you'll know when and where to use it. The Assault Rifle, too, comes with an upgrade – a laser site. This small attachment can make a big difference, especially in your accuracy.



#### Slot 4 – Minigun:

When the Assault Rifle just won't do, whip this bad boy out and unleash hell! No reload necessary!

Primary Fire: Standard rapid fire; fairly accurate.

Secondary Fire: Increased rate of fire at the expense of accuracy.



#### Slot 5 – Quad Rocket Launcher MK2:

If you like guns that make things go boom, this is a start. The Quad Rocket Launcher behaves like a typical rocket launcher but is capable of firing 4 rockets simultaneously. Primary fire fires one rocket at a time while secondary activates the "Quad Shot" mode. After activating "Quad Shot" mode, all you have to do is press your primary fire key and watch your targets go boom. Note that in order for "Quad Shot" mode to work, the rocket launcher must be fully loaded with 4 rockets. Pressing the Alt-Fire key will reload the weapon if you have less than 4 rockets remaining in the rocket launcher.

The upgrade for the Quad Rocket Launcher is a homing computer chip. This will allow you to lock on to enemies with a heat seeking missile. This only works when firing one rocket at a time. Rockets will not home while "Quad Shot" mode is active.



#### Slot 6 – Sniper Rifle:

Is that enemy you're trying to shoot too far away to hit with your pistol or shotgun? Well, this gun 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. The upgrade for it is a special scope with night vision. Now you'll be able to take down Lizard Men in the dark.



#### Slot 7 – Dragon Scepter:

A magical scepter that fires seeker projectiles at your enemy; Can be upgraded with the Dragon Power Rune to enhance damage output.

Primary Fire: Fires rapid blasts of seeker projectiles.

Secondary Fire: Lobs slow moving, yet, powerful projectiles in a shotgun-style spread.



### Slot 8 – The Eye of the Serpent:

It is tradition in all FPS games to have a BFG and this is no exception. The Eye of the Serpent is pretty much a primitive version of the BFG9000. It takes a moment to charge up and then fires a devastating projectile that will obliterate everything in front of you at the expense of a large sum of ammo.

### HEALTH & ARMOR:

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 and armor items. Health and armor come in different forms and each type can give you a little boost or a huge leap to 300%! Types are listed below:



Health Vial = +1 Bonus



Small Health Potion Glass = +5 Bonus



Medium Health Potion Bottles & Stim-packs = +10



Large Health Flasks & Medikits = +20/+25



Hefty Potion Bottle = +50



Super Potion = +100 Bonus



Mega Potion = Instant 300% Health



Armor Shard = +1 Bonus



Basic Armor Vest = 50% Armor



Riot Armor = 100% Armor



Kevlar Combat Armor = 200% Armor

### ITEMS & POWER-UPS:

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

**Flashlight** – You can now use your flashlight while wielding your weapons. Press the “F” key to toggle it on/off. The flashlight is always available.



**Personal Lantern** – Illuminates your surroundings while in dark areas; Duration: 2 Min.



**Invisibility Rune** – Makes you invisible to enemies; Duration: 2 Min.



**Talisman of the Depths** – Allows you to breathe underwater; Duration: 2 Min.



**Berserker Rune** – Restores your health to 100% and gives your melee attacks a higher damage output; Duration: One level



**Serpent Amulet** – Gives your weapons double the damage output, reduces damage to you, and causes your enemies to run in fear; Duration: 15 Sec.



**Invulnerability Amulet** – Makes you invulnerable to damage for a limited time; Duration: 30 Sec.



**Enchanted Satchel** – This mystical satchel will allow you to hold more ammo for your weapons.



**PDA Data Logs** – You'll find these scattered throughout the ruins containing insightful information about what is going on. Some will talk about the final moments of its user and others will contain translated inscriptions. Be sure to read them – It may help you in the future. (Please note that after you complete a level, any PDA's you pick up will be removed when you start the next level)



**Pottery** – These ancient, priceless, pots may contain some useful items to help you on your journey. Break them open to see what's inside!

### **SWITCHES & DOORS:**

When you come across a switch or a door, hit your "use" key to activate it. Some scenarios 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.



### 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.

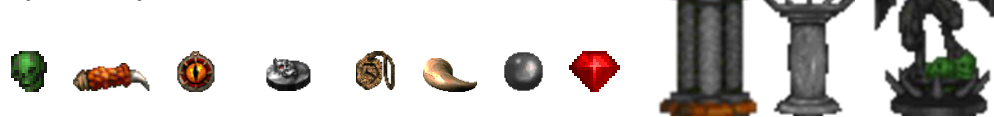
### KEYS & KEY PILLARS:

Throughout TOTLM4, you’ll be coming across areas where you may need a key to access a door or switch. There are three main color keys and “special” keys placed throughout the ruins.

#### Primary Keys:



#### Special Keys:



#### 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.

Example: The gargoyle statue requires a green skull; locate and retrieve a green skull key.

(Please note: Special keys will be removed from your inventory after use)

### ENEMIES:

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



**Lizard Men:** These guys will be your common foe. There are Tan, Green, Blue, and Shadow variations of Lizard Men. Each variant has its strengths and weaknesses so, it is very important to observe their behavior closely.



**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 hard.



**Shamans:** These guys use dark magic to send energy balls down your throat. They're not too difficult but, don't let your guard down.

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

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



**Lizard Women 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.



**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.



**Bone Fish:** Fish with a bad attitude — 'nuff said.



**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.



**Juggernauts:** These behemoths like to BBQ their prey before eating them. Don't get too close or you'll be toast.



**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.



**Shadow Priests:** Just like the Disciples but much easier to deal with. It shouldn't take much to dispatch these guys.





**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.



**Succubi:** A formidable foe who may be a little too hot to handle. She can pick you off from the air as well as on the ground.



**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.



**Centaurian Guardians:** Centaur like cousins to the Brutes, these guys are able to shield themselves after taking a hit. Patience is key...



**Insidious:** An aquatic abomination so vile that it was named Insidious. A walking tank by nature, you're going to need a lot of fire power to make him swim with the fishes.



**Naga:** This queen of the serpents has an affinity for swords and she's not afraid to show it. Her scaly skin acts as armor, protecting her from taking serious damage. Be sure your weapons pierce her before her swords pierce you.



**Triton & Gorgon:** Uh Oh... It's double trouble! These two Minotaur brothers would like to smash you into the ground until you turn into a red paste. Stay mobile if you want to live – Stand still, and you surely will perish.



**Helltaur:** Guess whose back - back again - Helltaur's back - tell a friend! The real slim shady is back and he's pissed. He's much stronger and faster than you last remember him.



**Malice:** The last of the Shadow Sorcerers. He will turn unworthy mortals to dust with his wrath and has the ability to cast many different spells. Send him back from whence he came!

### Player Classes:

When you start TOTLM4, you will have six player classes to choose from. Each one has different abilities, strengths, and weaknesses.



### Alan:

When you need a true American hero, Big Al is the one. Known to be just a good all-around 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:**

Beka is a hardened woman who knows how to kick ass and chew bubble gum and do both at the same time. She's quick on her feet and is ready to fight. It's no wonder why Interpol nick named her Beka "Bad-Ass" Rodriguez.



**Charlie:**

Charlie is a veteran of warfare who has seen the many horrors of combat. Even though he is scarred from every battle faced, he still has true grit. He may be a bit worn out from his years in the service but he can still take a massive beating before going down. With a cigar in his mouth, there's nothing more pleasing to him than the muzzle flash of his gun.



**Diana:**

The daughter of a world renowned archeologist, Diana was made for adventure. Formerly part of the British military, she has learned to hold her own in any situation. She was trained to run fast – Not from danger – Into it.



**Eric:**

With a taste for action and cold hard cash, Eric, a freelance mercenary, is fueled by blood money and keeps coming back for more. He won't turn down any mission that is willing to pay handsomely.



**Fiona:**

Fiona is a typical science expert in her field of biology. She's very shy but she knows how to get around difficult situations. In her younger days, she spent a lot of time outdoors exploring and camping. Her experience has given her an upper hand in survival – something she most likely will need on her expedition to South America.

**WRAP UP:**

So, after reading all this, you should be ready to take on a hoard of Lizard Men with no problem. Startup TOTLM4 and enjoy! If you have any questions or comments, feel free to email me at:

[ajd4171@gmail.com](mailto:ajd4171@gmail.com). For any bug fixes and updates, be sure to check out the TOTLM4 Project thread on [www.zdoom.org](http://www.zdoom.org).

Thank you for playing Temple of the Lizard Men 4!