

# Indiana Jones and the Temple of Doom Wave 9-12 Walkthrough

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Indiana Jones and the Temple of Doom  
Mini-Walkthrough for Waves 9-12

by Adam Lamontagne

The FAQ on gamefaqs only goes up to Wave 8, so here are the final 4 Waves of the game and what to do:

## WAVE 9-THE CHAMBER OF KALI

Wave 9 is no easy task. Those heads that bob up and down in the lava need to be shot, stabbed or bombed and they will stay afloat so you can walk on them. It's hard to concentrate on hitting those heads because you are constantly attacked by Thuggees, birds, etc. Running out of ammo to use on the heads may also be a problem. Eventually you will be able to walk across the heads. Work your way to the top of the screen and you will find the Sankara Stones (all 3 are together). Grab them, then head to the right where a secret door will appear that leads to Wave 10.

## WAVE 10-FIND THE HIDDEN EXIT

It gets even harder in Wave 10. You need to find a hidden door in Wave 10 to move on to Wave 11. The hidden door is marked with an 'X' on the map when you start Wave 10...you have to hit Select at the Wave 10 intro screen...that's the only time you can see the map. If you collected enough of those map pieces during the game you will get a nice full map, otherwise it will have holes. The hidden door is almost impossible to find even using the map because the map only has children and doors as reference points, which are kind of vague. If you somehow managed to track down the Idol in Level 7, it will appear above the area where the hidden door is.

Also, you have to make it through Wave 10, as well as Wave 11, without getting killed, as you will lose the Sankara Stones you got on the lava pit stage (Wave 9) and have to go back to play that Wave again. You need the stones to open the door at the end of Wave 11.

## WAVE 11-THE CLIFFS

Wave 11 is not as hard as Wave 10, but it is not easy. To get to that door at the end of Wave 11 that you need the Sankara Stones to enter, you have to do a lot of swinging across large gaps, while being attacked at all times. When you finally get to a fork in the road near the top of the mountain, take the path on the right, where you will finally be able to swing over a chasm to the exit door.

## WAVE 12-THE ROPE BRIDGE

Wave 12 is the rope bridge. Mola Ram is tossing lightning at you, while soldiers and birds attack from every direction. Reach Mola and the screen changes where you have to climb up the rope ladder (in the movie, Indy cut the rope bridge while they were on it and he had to climb up it afterwards). If you

reach the top, Mola Ram simply disintegrates and your two partners, Willie and Short Round, are waiting for you at the top.

If you have any questions on this game, email me at [alamont1@maine.rr.com](mailto:alamont1@maine.rr.com)

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