

Stanley: The Search for Dr. Livingston Walkthrough

by AdamL

Updated to v3.2 on Feb 1, 2004

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Nintendo Entertainment System (NES)
Stanley: The Search for Dr. Livingston
by Electro Brain
NES-SS-USA

Electro Brain Corporation's original "Cart of Darkness"

Survival Guide (Walkthrough)
Version 3.2
3/8/02
by Adam Lamontagne (alamont1@maine.rr.com)

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I. REVISION HISTORY
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3/8/02: v3.2

- Added my current email address.
- Made some cosmetic changes.
- Added a site where this guide can be posted.

6/28/00: v3.1

- Added an ascii art title.

6/20/00: v3.0

- Completely re-wrote story section using the game manual's story.
- Added the full names of all the creators of the game in Credits section.
- Added a Weapons section.
- Added an Items section.
- Added a Controls section.
- Changed some other minor things.
- Revised format.

1/25/00: v2.1

- New email address added.
- Fixed spelling errors.
- Added comments here and there.
- Added a Table of Contents.

6/7/97: v2.0

- Changed the style of the game map, making it easier to follow.

11/7/96: v1.0

- Finished the walkthrough and sent it to Gamefaqs.com.

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II. INTRODUCTION
=====

The following is intended to help anyone who has actually played this game make it to the end. There are no known Game Genie codes for this game (to my knowledge), so you have to do a lot of trial and error to familiarize yourself with the game, as you would any other game, and die many, many times.

I finished this game using a Game Action Replay, so I was fortunate enough to not have to repeatedly start over from the beginning of a level a hundred times. There is only one other person I know of who has beaten this game (Hi Dolores!) and she and her grandson did it without any game enhancers, so this game CAN be beaten normally.

Good luck!

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III. STORY
=====

There is a good-sized story to go along with this game. Since I had such a hard time tracking down the manual of this game (had to buy another copy of the game for it!) I figured that I'd include the opening story of the game from the manual, word for word. I don't usually like doing this in my walkthroughs, but the story actually gets you more into the game and explains to you why a nerdy little guy is wandering the jungle over...enjoy:

[excerpt from game manual]

"Our adventure begins this evening ladies and gentlemen, boys and girls on a blustery day. The date: May 11, 1870. The place: the immense African jungle known as the Congo. Imagine if you will that it is a time of ferocious world wide imperialism. Each nation has sent to Africa their finest explorers, the best the world has ever known. The purpose: to explore new lands, to brave fierce animals and unknown civilizations, to boldly explore where no explorer has explored before. Their desire: to claim these new found lands for their mother country.

"You, as the impeccable roving reporter Henry M. Stanley (1841-1904) are about to embark on a historic expedition that will forever change man's perception of the world's most mysterious and ominous continent, Africa. Your exploits, for example, will subsequently lead to other expeditions that will open up the Congo for King Leopold of Belgium and other prominent leaders of this era.

"The main theme of this historical period is the creation of European colonies. Dr. Livingston, being an advocate of exploration, felt that it furthered the success of potential empires and promoted peace and prosperity.

"Originally sent out by your employer, a New York City Newspaper, to chronicle the exploits of the famous Livingston, led the Dr. to begin the adventure without you--see, he hates the press. What's worse is that he's taken some of your supplies like a special grapnel and your favorite machete. Fortunately for you, however, is that the ole' Dr. being a tad absent-minded has left various clues lying around the entire Congo as to the location of his whereabouts. Some pages from his journal have also been left behind in spots, the work of the jungle wind.

"After thorough investigation you assume that Dr. Livingston has actually abandoned his original quest of exploration, and now is hot on the trail of re-discovering the legendary lost temple of the Amut people, "Am-Zutuk." The people of your first destination, Port Harken, tell you about the legendary temple.

"The Amut were a race of people that lived in the Congo jungle, once called Masza, hundreds or maybe thousands of years ago. They were a highly developed culture, with some surprisingly advanced technologies. They were master builders and architects, who enjoyed rich and finely crafted art and sculpture. Their machinery was advanced and ingenious. Their culture was, in general, a highly civilized one, with a deep respect for nature and animals. The Amut believed a man's (or animal's) soul could be caught between one life and the next, and so haunt the living. The wisdom of the Amut was well known. Even neighboring tribes and enemies of the Amut would sometimes seek the advice of the Amut wise men through offerings. However, the Amut could also become warlike if angered, and were absolutely merciless in battle. The Amut were, therefore, both feared and respected by other cultures of their time, before seemingly disappearing into the jungle...and some say, the demon-spirit world.

"'Am-Zutuk' properly translated, means "Temple of Wisdom." To the people who lived in the Masza, the present day Congo, and believe in the legend, it has

long been known as "Am-Satuk," or "Temple of Demons." Legend says the temple of "Am-Zutuk" was built by the Amut people to hold great magic they possessed. When looked upon, this magic would give a man great wisdom and power over men. Legend also says the temple is filled to the brim with ghosts and demons, and those who enter never, ever leave. Many have sought "Am-Zutuk", but the few who have returned say it does not, and never has, existed.

"While hot on the trail of the "Am-Zutuk" temple Dr. Livingston mysteriously disappeared. Dr. Livingston believed the temple was not a myth, but really existed, and as a culmination of his life's work, was going to find "Am-Zutuk."

Dr. Livingston's reputation in archeological circles was always something of an eccentric. His ideas were considered unconventional, his methods unorthodox, and his steadfast belief in the legend of "Am-Zutuk" downright wacky.

"You have been, as you well remember, an acquaintance of Livingston's, and had a deep respect for the man and his teachings. In time you came to believe that Livingston may be right about the "Am-Zutuk" temple. Upon returning to the United States after working abroad for many years, you were very surprised to learn of Livingston's Congo quest. You are sure that Livingston could prove "Am-Zutuk's" existence, if only he could find it, or if that was really what he was looking for.

"Being very unconventional like Dr. Livingston to begin with, you decide to set out after him. Arriving with only what you could carry, you greet the Congo jungle equipped with only your backpack (in which the auto-gyro is stowed, a gift from a friend, Juan De La Cierva), and his and Dr. Livingston's notes. You step out towards the jungle and maybe, YOUR DOOM!

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IV. CONTROLS
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Right

-To make a move right.

Left

-To make a move left.

Up

-To go up vines, ladders, some stairs and to pass through doorways.

Down

-To go down vines and ladders only. Hold down to squat. You can crawl while squatting by moving left or right on the controller.

A

-Use this to jump. Hold A while you jump and the auto-gyro copter will pop out of your backpack and let you float to the ground. Use this a lot, as you can control your fall from high places using the copter. Also, press A to enter areas on the map.

B
-Use whatever weapon you have selected. B also lets you start a conversation when standing next to someone. Press B to keep the conversation going.

Select
-Press this to make the password screen appear. You will see 2 passwords. The top one is for your current level and the bottom one can be changed to move to a different level.

Start
-This button brings you to the subscreen where you can select weapons and items. If you press A or B while in the subscreen, Stanley's personal status screen will pop up.

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V. WEAPONS
=====

Machete
-Lets you hack through most enemies.

Rocks
-Collect as many as you can to toss at enemies.

Blow Gun and Darts
-This is a nice projectile weapon.

Fist
-Use this against enemies or walls.

Golden Fist
-This thing does a lot of damage.

Bow and Arrows
-Great for long range attacks.

Club
-Another vermin-bashing weapon.

Spears
-Another good projectile weapon.

Rock Battle Axe
-Collect these and use them on foes.

Knives
-One of the earlier weapons you will find.

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VI. ITEMS
=====

Small Hearts

-Collect these to replenish some health.

Big Hearts

-These will fill more health than the small ones.

Shields

-Find these to protect Stanley against enemy-inflicted damage.

1-Ups

-These are hidden somewhere in the Congo.

Canisters

-These contain items Dr. Livingston left around, like notes, keys, etc.

Water Gourd

-This serves a particular purpose later in the game.

Kelka Key

-Use this to get into a Kelka or to open a Gate.

Gate Key (Seal of Chikta)

-Opens the...gate.

Bridge Map

-Find this early in the game...it kinda corresponds to my map in this walkthrough.

Water Stones

-You'll find out what these do later.

Lightning Stones

-These are a secret too.

Grapnel and Rope

-You'll find this early in the game and use it a lot. Step close to a wall and press Up and B to use it. It won't attach to all walls though.

Iron Breastplate

-Need it to enter the final temple.

Power of the Cranis

-Destroys those that are dark of heart.

Spirit Magic Vessel

-Find this and you'll be able to enter previously inaccessible areas.

Gem Stones

-These are also a secret.

Skull and Crossbones

-Umm...

Obelisk Keys

-These will allow you to enter "Am-Zutuk," if it exists at all.

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VII. MAP

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Here's a map of the game that I made. I counted over 100 actual stages that you can enter. They're not numbered, so I numbered them myself. There are a lot of useless, impassable, or basically unimportant areas on the Masza map which I marked with a "*" symbol on my map. Do not go into areas marked with "*" unless you want to waste time or, sometimes, get killed. These include the river areas on the map and the barrier areas (though not all barriers on the game map are impassable, but I'll represent the passable areas with a letter or number on my map). I used lower and upper case letters as well as numbers to represent areas on the map. I will refer to these throughout this guide. I ran out of letters and numbers, so instead of using a bunch of different symbols, I reused the letters and numbers on different areas of the map (for instance, the upper case letters A through Z are in the southeast section of the map and also in the northwest section, but I will be careful to verify which one I am using throughout the guide). The "@" symbol is for the final temple of the game. This map looks like shit, but if you're playing the game, you'll understand it. I suggest printing it out and comparing it to the Masza map game screen as you go through this walkthrough, as I refer to the section by the numbers or letters below.

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SOUTH

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VIII. WALKTHROUGH
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Below is the path I took through the game. I will put down the section number and what, if anything, is of importance in that section. Don't bother going to the sections which have nothing in them unless you need to go through them to get to another section.

Note: Once you clear a section, you can pass right over it on the Masza map. Also, I didn't include a lower case L in my map because it looks like an uppercase i.

The following upper case letters (sections) are the ones in the southeast portion of my map.

You start here, at Port Harken, armed only with your fists. Talk to everybody. One guy tells you that the Grapnel and Machete have been stolen. You'll find them soon enough. Most sections in this game are short and somewhat repetitive, but Port Harken is one of the biggest and easiest in the game.

You'll find your first minor weapon, the Knives, in one of the houses. Enter and exit the house several times to get a small supply of them, but lookout for the spider. To beat these spiders throughout the game, just inch forward until they descend, then hit it while it goes up and down. You'll also find spears in one of the houses.

Talk with Chilo in this town before you leave. He tells you the Grapnel is to the north.

B

You'll encounter cobras in this section. Just hit them, jump to avoid their shot, hit them again, jump again, and repeat until they're finished. Cobras will always leave life replenishing hearts. In this section you'll find a shield symbol, which increases your defense. You start with one already, so now you have two. Press Start then A to view your Life Stats. To get it, climb the vine near the spider then jump to the right, holding A to float over with your backpack copter. You can fall from any ledge and land safely as long as you hold A before you land.

You'll also find the Grapnel, your most important item, underground in this section. Use it by holding Up then pressing B. You can climb up some cliffs by doing this, getting to those hard to reach places. The Grapnel icon doesn't need to be displayed to use it.

Note: You'll find other minor weapons by defeating various enemies.

C

You'll find a note left behind by Dr. Livingston here. It reads, "Jump high and fall with faith when you you reach the heads." This is a clue for something near the end of the game.

D

The first temple! Stand on the red rock next to the entrance and it will open. Inside you will find the Bridge Map, which shows you the location of bridges on the Masza Map.

E

Use the Grapnel to get to a 1-Up. That's all that's here.

F

Get the Fist symbol, which increases your strength. You start off with

one, so you got two.

G - H - I

Nothing but enemies in these 3 sections. Don't bother.

J

You can get Fist projectiles underground in this stage, but they are not essential to your quest.

K

Get a Water Gourd here. You'll need it for later. It doesn't show up on any screen, but you got it.

L

Nothing here.

M

Cross the bridge but keep jumping so you don't fall through.

N

Nothing here. Avoid the Lightning Bug's lightning, though contact with the bugs doesn't damage you.

Note: A lot of enemies (like the natives) don't damage you through direct contact, but their weapons are what does the damage. However, some enemies, like tigers and hoverbugs and the enemies under the lake later in the game will hurt you through contact, as will the mini-bosses (Mortuk, etc.)

O - P - Q - R

Nothing in these 4 sections

S

You'll find a Key to the Kelka here, which you give to a guard to enter the temple.

T

Nothing here but more enemies.

U

You'll find another Shield symbol in the bottom left part of this section. Now you have three of them. There's also a 1-Up to the bottom right.

V

A tough section with nothing in it, though you have to pass through here to reach the temple.

W

The second temple. Give the Key of the Kelka to the guard to gain entrance. Inside you'll find a note left behind by Livingston mentioning a secret passage through the wall. Watch out for the spiders in all of the temples, as you are usually distracted going for the treasure.

X - Y - Z

Nothing in these 3 sections

The following number are the ones in the southern portion of my map.

1

You'll find the Machete here. It is a permanent weapon and is the best weapon until later in the game when you get the Golden Fist.

2

Nothing here

3

On the Masza map, this looks like a barrier, but it is a short cut into the next area. At the start of this stage, move to the right until you fall through the ground. Instead of climbing down the ladder where you fall through, get to the top of it and walk through the ground to the ladder leading back to the surface. There's nothing to be had underground,,

4

Nothing here

5

A small villiage with one inhabitant. The woman says not to challenge Mortuk because he is too strong. Umm, okay.

6

Nothing here

7

Mortuk is here, but you cannot beat him yet. Return to section 3 and move on to section 9.

9

Nothing important here

8

You'll find an old guy in this village. He offers you the Gem Stones, good, powerful projectile weapons, to use on Mortuk. If you beat Mortuk, the old guy will help you out.

7

Arm yourself with the Gem Stones. Mortuk is no match for them, as one hit takes him out. Do not collect the Skull and Crossbones he leaves behind, as it will damage you. Defeat the other Mortuk and return to the guy in section 8.

8

The old guy gives you the Seal of Chikta (Gate Key), which is the same exact type of item as the Key of Kelka...give it to a guard and he'll let you in a temple. You can return to the old guy throught the game to get more Seals if you need them. Grab the Gem Stones again before leaving.

The following lower case letters are in the southwest portion of my map

g - a

Nothing in these two sections

b

Tough enemies here! Instead of doing battle with the lightning bugs and snakes, just grapnel up and run past them. Grab your third Fist symbol in this section. Now you're at half your total strength!

c

Go underground and (1) to the left for a 1-Up and (2) to the right for another Water Gourd which you'll need later.

d

The third temple. Give the Seal of Chikta to the guard to gain entrance.

There's nothing in this temple, but it's still cool to visit :)

e

You can get a 1-Up underground here. Use your auto-gyro copter and ride the current back above ground. You'll also find the important Spirit Magic under a bird statue, which you'll use in a bit.

f

If you go underground in this section, you can get the Club. It's a permanent weapon, but I still prefer the Machete. The enemies are tough and the area is cramped down there, so I wouldn't bother.

h

Use the Spirit Magic you got in section e to walk through the barrier in this section.

i - j - k - m - n - o - p - q

Nothing in these 8 stages

r

Civilization! Well, sort of. A village elder tells you the village needs rain and that maybe Tinok can help you. He gives you a seal that Tinok will be able to identify you by and tells you to see the man to the north. The mountain background graphics in this stage look awesome and reminded me of the Rambo game a little.

t

In section t, Tinok recognizes the seal the elder gave you and tells you that the Water Stones must be found and returned to restore the rains. They are in a cave to the west. He'll give you something if you bring them back.

w

There's nothing here, but go through this section to get to the next one...the cave.

x

On the Masza map this section looks like one of those useless, unaccessible areas. It's not. Enter, then go left and enter a cave. Beat the tiger inside and grab the 3 Water Stones...just don't fall into the pits. Exit this section and return to Tinok.

t

Tinok tells you to throw the stones into the fountain. Don't make a mistake or you'll have to go back to the cave to get more. Stand to the left of the fountain, jump, then throw a stone at the height of your jump. Do this two more times and watch Tinok jump for joy as water is restored to the village. He gives you a Shield which helps you defeat demons on your way to the next temple.

r

If you go back to this section to see the elder, he thanks you. No gift, but you do get to see those cool mountains again :)

s - u - v - y - z

Nothing in these 5 sections. Section v has those damn birds...Hitchcock would be proud ;)

The following uppercase letters are in the western portion of my map

A

The only way to beat the demons in this section is with the Shield Tinok gave you. Use it as a weapon and you'll scrap all the demons. There's nothing in this section, but it leads to the temple.

B

This is one of the rare temples where you don't need a Key of Kelka or Seal of Chikta. Just hop on the red rock and it will sink down, opening the temple gate. You'll find a Key to the Gates (not a Key to Kelka) inside the temple. It doesn't show up on the Item Screen, but you have it.

C - D

Nothing in these 2 sections

E

Yes, another Fist power-up. Now you have four of them.

F

A 1-Up is the only thing important here.

G

Nothing here

H

Get a Shield power-up underground. Now you got four of those too.

I

Nothing here

J

You can grab the Blow Gun in this section. It's a good distance weapon with unlimited ammo.

K

A temple. Grab the note at the beginning of the area. It mentions that Lightning Stones are in the northern part of the jungle. These are essential for finishing the game. It seems as if those are what Dr. Livingston was after before he disappeared. Damn, you need to get into the temple. Head back to section 8 to get another Seal of Chikta from the old man. Inside the temple you'll find another Key to the Gates.

L - M - N - O - P

Nothing is in these 3 sections, except a 1-Up in section N and some Knives to add to your collection in section O.

Q

Another bridge to cross.

R

Nothing here

S

Work your way to the left. Look out for the fish in the waterfall, as they will knock you into the pits. A woman makes this place her home. She tells you that the Evil Gut will come for a scent that she gives to you and to go south then east along the wall to fight the Gut and get a Key to the Kelka. If you didn't have a Water Gourd when you talked to her she would have sent you for one instead of babbling about the Gut. She's got all that water in the cave...why the hell does she need a Water Gourd?

T - U

Nothing in these 2 sections

V

You'll find the third Key to the Gates at the beginning of this section.

W

You can grab Bow & Arrows underground in this section, but they're not essential.

X

You'll find a 1-Up and your 5th Shield power-up in this section.

Y

Nothing here

Z

A strange, robed dude says the temple here is locked by the Power of the Cranis. He doesn't know Livingston and communes with the Cranis for his own reasons. Hmm. You'll have to come back later.

The following numbers are in the north portion of my map

1

Nothing here

2

This is another area on the Masza map that is obscure and looks like a boundary. Enter the cave in here and get the two essential Lightning Stones. They won't show up on your Item List, but you got 'em.

3

Get the 5th Fist symbol to power up your strength.

4

A large walking brain attacks you...The Cranis! Just hack at it with your Machete and you'll destroy it, getting the Power of the Cranis. Head back to section Z (not the Capcom game :>).

Z

The robed dude decides to attack you and demands the Power of the Cranis from you, but the Power destroys those dark of heart, so the robed dude is no more. Pick up the Power of Cranis again (you dropped it in the attack) and head into the temple. The guards move right out of your way. Inside you'll find the Key to the Portal Under the Lake.

5

Nothing here

6

The key you just got opens the gate so you can travel under the great lake. The enemies under the lake are nasty and the water droplets also sap your strength. Use Gem Stones if you got 'em. It takes 4 hits on them with the Machete.

7

Pretty much the same as section 6

8

Get your last Shield power-up in here.

9

Grab a 1-Up in here.

The following lowercase letters are from the northeast section of my map

a

Nothing here, but rush through this section quickly to avoid the enemies.

b

Grab the last Fist power-up here. Now you're at full strength!

c

Don't go underground in this stage. Just grapnel over the ledge and keep going.

d

Uh-oh, another robed guy. This guy's wearing blue though, so he's cool :)

He tends the Wisdom of Amut. He asks you to offer all you have. Say yes. You won't lose a thing and he'll grant you one question. You ask where the Final Temple is and he says you must pass through the Gate of Alnuk to get to the north, but that the Alnuk can only be defeated with the Golden Fist. You find that you also need 4 Keys (which you get by defeating 4 Alnuk) and the Breast Plate to enter the Final Temple. What are you waiting for?

e

Don't go underground in this section, just get through and out.

f

Underground and to the left are 3 more Gem Stones, while underground and to the right is another 1-Up.

g

Here's another temple, the last one before the Final Temple. You need a Key of the Kelka or a Seal of Chikta to enter, so go back to section 8 down south and get a Seal. Inside this temple you find your most powerful weapon, the Golden Fist! To use it, punch as you normally would and a large fist projectile launches at your enemy.

h

There's a 1-Up underground here, but you have to tangle with Red Lightning Bugs and Hoverbugs in cramped quarters to get to it.

i

This stage is tough and all you get is a Key of the Kelka, so it's easier to get the Seal of Chikta back in section 8 rather than risking your life in here. However, if you're masochistic...

Remember that clue at the beginning of the game about taking a leap of faith? Well, stand on the second or fourth stone head at the beginning of this section and jump high and let yourself land on the center head with full force (DO NOT use your auto-gyro copter to land softly). You will not die, but will make the statue's eyes move. Do this 4 times and you'll dislodge the stone head, letting you venture underground.

From the entrance, take your first left, fall all the way down several screens, hugging the left wall, and land softly on the vertically moving skull platform. Walk off of it to the left and work your way up the ladder, avoiding the centipede. You can't climb past the hole at the top, but just get off at the top right space and jump up to the next screen. Work your way up a bunch of screens, avoiding the centipede, to the Key of Kelka. Go out the way you came in.

j - k

Nothing in these two stages.

m

Here's the first Alnuk warrior you'll face. He fires three shots at you, his first shot always going over your head, but you must jump over the next two. As you're coming down from the second jump, fire a Golden Fist at him from about 5 or 6 steps away. You'll know you hit him because he will flash and be knocked back. Repeat this process until you hit him twice, defeating him. You must knock out two Alnuk in this section.

n

Defeat the Alnuk guarding the building and grab the 1st of four keys inside. When you leave the building, exit quickly to the right to avoid the revived Alnuk. Back on the Masza map you'll still be at section m, so just enter section n again and exit immediately to the left. You'll now be able to move on.

o

Nothing here.

p

Defeat the Alnuk here for the 2nd of the four keys.

Note: I left out the letter r by accident on my map, but don't let it worry you...just an oversight on my part :)

t - q

There's nothing in these 2 sections. Do not go underground in section q.

s

You'll find the Iron Breast Plate in this section. Now all you need are two more keys to enter the Final Temple! Do not go underground in this section either.

u

Defeat the Alnuk and grab the 3rd key.

v

Nothing here

w

Beat the Alnuk here and you get the 4th and final key.

x

Nothing here

@

This is it, the Final Temple! Use your Golden Fist to dispatch of the tough enemies outside the temple. Don't go in any of the doors yet. Work your way to the uppermost door and go in this one.

Inside the temple, go down the first two ladders, grapnel up the small ledge, then go down the ladder. Crawl to the right and softly fall off the screen. You'll land on a lift. Crawl to the right and fall softly off the screen again. landing on another lift. Go to the left where you meet a spearchucker. Three Golden Fists will do him (or her) in.

Continue left, then drop down one screen. Ride the skull lift down to the floor and go right. Move past the two smashers. Before you drop down to the next screen, get the Golden Fist ready. Fall softly and when you land, immediately fire to the left at the spearchucker. Be sure to hit him with the Golden Fist projectiles. If he gets to close you'll be hitting him with your fists and it will take many more hits to kill him. Repeat this with the second spearchucker.

Follow the path left, then down and right past a smasher to a moving skull platform. Move right until you get to a shaft with purple lightning. Fly all the way up the shaft to the top and outside. Drop into the two rooms and grab the two Lightning Stones. Now go back down the shaft. For some reason the lightning isn't damaging you anymore!

Float down and land softly at the bottom of the shaft. WHOA!! You're shot out of the temple and up into the clouds! Check out those cool cinema scenes. You land on some kind of floating island in the sky, but you're not alone.

SPOILER!!!!!!!!!!!!

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If you don't want to know the ending, don't read any further. If you do, scroll down...

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the manual has a great sense of humor...and actually KNOWS HOW TO write a video game manual. I'm wondering why a cool game like this got barely any coverage in Nintendo Power.

-Dolores Demyan: For being the only person who has sent me email about this game. I know this game is obscure, but 1 person in 4 years!! Dolores and her grandson actually finished this game, WITHOUT any kind of game enhancer. They're probably the only reason why I actually update this walkthrough...thanks :)

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XII. DISCLAIMER
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