INDY

INDIANA JONES
and the
Last Crusade

THE GRAPHIC ADVENTURE

LUCASFILM GAMES

Indiana Jones™ and the Last Crusade

by Lucasfilm™ Games

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About *Indiana Jones and the Last Crusade: The Graphic Adventure*

You're probably already a fan of Indiana Jones from his movies: *Raiders of the Lost Ark*, *Indiana Jones and the Temple of Doom*, and now, *Indiana Jones and the Last Crusade*. With this graphic adventure game (we'll call it *Indy* for short), you can relive the excitement of the latest Indiana Jones movie, plus more. Because you're not limited to the way things went in the movie, *you can choose what happens next!*

If you haven't seen the movie yet, what are you waiting for? The game has been designed to be the most fun if you play it after you see the movie, but you don't have to see the movie to play the game. The next paragraph describes the basic plot of the movie and game, so if you haven't seen the movie and prefer to be surprised, you may wish to skip the paragraph.

A short summary of the movie: Indiana Jones is asked by Walter Donovan, a wealthy industrialist, to find the Holy Grail. The Grail is reputed to grant eternal life to whoever drinks from it. Indy's father, Henry Jones, an expert on the Grail, has disappeared while searching for it. Indy and his friend Marcus Brody travel to Venice and meet Dr. Elsa Schneider, who was with Henry just before he disappeared. Using his father's *Grail Diary*, a record of lore and legend about the Grail, Indy finds his way into the catacombs beneath Venice. There he learns that the Grail is near the Middle Eastern city of Iskenderun, and that his father is being held captive in an Austrian castle. Indy travels to the castle and frees his father, only to find out that Donovan and Elsa are cooperating with the Nazis, who are trying to find the Grail for Hitler. After a short side trip to Berlin to recover the *Grail Diary* from Elsa, Henry and Indy escape via zeppelin to Iskenderun, where they find the temple that houses the Holy Grail. Donovan shoots Henry, forcing Indy to race against time to recover the Grail and use its healing power to save his father. Indy passes three deadly trials with help from the *Diary*, meets the Knight guarding the Grail, and finally chooses the real Grail from an assortment of fakes. Does he make it in time?

Here's where you come in... You direct the actions of Indy (and occasionally his father, Henry) in a quest to recover the Holy Grail. Although in many cases you will be able to duplicate the course that Indy took in the movie, at other times you will find alternatives and unfamiliar locations before you. Challenge yourself to learn to think, react, and fight like Indiana Jones, to succeed while confronting the unknown.

To help you solve the game's dozens of puzzles, we've included a copy of Henry Jones's *Grail Diary*. This is the diary that Indy's father used to record research and rumors about the Grail. It contains many helpful clues, and using it will be the only reliable way to choose the true Grail at the end of your journey.

We've also included a special Translation Table that Indy uses to help him translate ancient inscriptions. There are several critical points where you must make the correct translation to proceed.

If this is your first computer adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to figure out some of the puzzles. If you get stuck, you might need to solve another puzzle first or find and use an object. But hang in there and *use your imagination*, and you will guide Indy to the Grail!

Getting Started

NOTE: *It is recommended that you first make a backup copy of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.*

Indy *is one of the largest games produced for the IBM to date. In the package, we have provided you with four 1.2 megabyte floppies*

*totaling almost 5 megabytes of data. We
strongly recommend installation onto a hard
disk to reduce loading delays and disk swap-
ping.*

To install Indy on a hard disk: we have
provided a utility that will automatically
copy the program to your hard disk from the
floppies included in the game. To run it, boot
your machine, then insert Disk 1 in drive A,
type: **a:** and **ENTER**.

When you see the **A>** prompt, type the
word **install** followed by a space, the letter of
your hard disk, a colon, and then **ENTER**.
For example, if your hard disk is 'C', type:

> **install c:**

and **ENTER**. This will install the game in a
directory called INDY256 on your hard disk.
You can move the game if you wish by sim-
ply copying all the files into a new directory.

To load the game from your hard disk
type the following commands:

> **c: (ENTER)** *switch to the correct drive*
> **cd \indy256 (ENTER)** *change to*
>   *the correct directory*
> **indy256 (ENTER)** *start the game*

Setting Preferences

When loaded, the program will select the
best sound mode for your machine. It will
also check to see if you have a mouse driver
or joystick installed, and will set up the game
appropriately. If you wish to override these
default settings, you may do so by adding
the following letters (separated by spaces)
after Indy256 when you start the game:

A   AdLib™ board

K   Keyboard only

G   Game Blaster sounds

J   Joystick controller

**I**   Normal sounds (internal speaker)

M   Mouse controller

For example, to start the game with a mouse
and AdLib sounds, type:

> **indy256 m a (ENTER)**

NOTE: Within the game, if the scrolling is
too slow (when the picture moves side-
ways), you can select instant repositioning
by holding down the **ALT** key and pressing **i**.

Cursor Controls

For keyboard cursor control, use either
the arrow keys or the keypad:
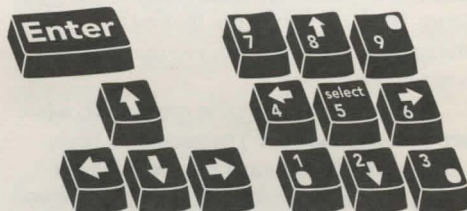
Numbers 1, 3, 7, and 9 move the cursor
directly to the corners of the display; use the
even-numbered keys for finer control.

You can use a mouse for cursor control if
you have installed a compatible mouse driv-
er. The left mouse button corresponds to
ENTER. Use the right mouse button to over-
ride cut-scenes while playing the game. If
you have a joystick, one button will corre-
spond to **ENTER** (usually the button on the
left side of the controller). If you have a sec-
ond button, that will override cut-scenes. If
you have both a mouse and a joystick
installed, you may select one as your con-
troller by holding down the **ALT** key and
pressing **m** for mouse or **j** for joystick. You
may also recalibrate your joystick if the cur-
sor is drifting across the screen by centering
the joystick and pressing **ALT j**.

Keyboard Controls

All of the verbs used in the game can also be selected by using keyboard commands. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the cursor over the verb and pushing the controller button; pressing the key twice is the same as double-clicking on the verb. The keys are mapped according to the layout of the verbs on the screen:

Q	W	E	R	T
Push	Open	Walk to	Use	(Talk)

A	S	D	F	G
Pull	Close	Pick up	Turn on	(Travel)

Z	X	C	V	B
Give	Look	What is	Turn off	(To Henry /To Indy)

The verbs on the far right are not always available on the screen. See **Special Verbs and Function Keys** for more information about them.

You can also select inventory items from the keyboard. On the screen you will see six items at most in the inventory list. Use the following keys to select one:

Y	U	O
Upper left item	Upper right item	Scroll list up

H	J	L
Middle left item	Middle right item	Scroll list down

N	M	
Lower left item	Lower right item	

Playing the Game

After the opening title sequence and introduction, you will see Indy standing in the gym at the college where he works. When he turns to face you and the text appears at the bottom of the screen, you may begin directing his actions. The screen is divided into the following sections:

❶ **The Message Lines** are the two lines at the very top of the screen. Dialog spoken by the characters, as well as game-related messages, appear here.
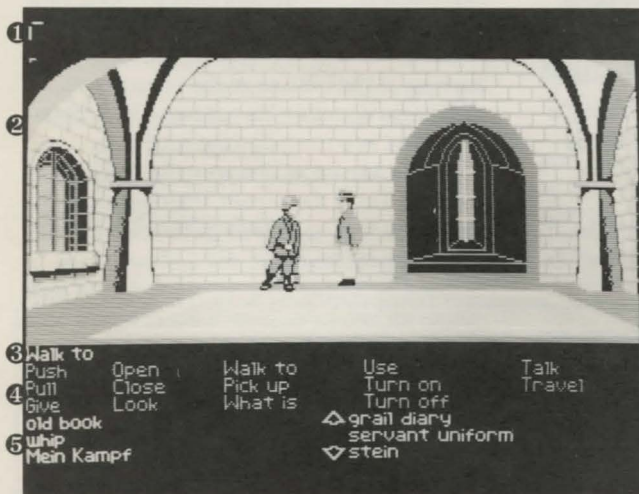
Function and Command Keys

Save or Load a Game	**F5**	(Only when the full set of verbs is available)
Bypass a Cut-Scene	**ESC** or second mouse/joystick button	
Restart a Game	**F8**	
Pause the Game	**SPACE BAR**	
Message Line Speed:		
Faster	**>**	
Slower	**<**	
Sounds Off/On	**ALT s**	
Reposition Instantly	**ALT i**	(Use instant repositioning if you find scrolling is too slow)
Mouse On	**ALT m**	
Joystick On	**ALT j**	(Be sure to center joystick first)
Exit Game	**ALT x**	

❷ **The Animation Window** is the largest part of the screen and is where the animated action takes place. It shows the "camera's-eye view" of the room or location that the currently active character is in.

❸ **The Sentence Line** is directly below the Animation Window. You use this line to construct sentences that tell the characters what to do. A sentence consists of a *verb* (action word) and one or two *nouns* (objects). An example of a sentence you might construct on the Sentence Line is "Use mallet on bell." Connecting words like "on" or "with" will be automatically inserted by the program.

❹ **Verbs** must be selected from the words in the columns below the Sentence Line. Some verbs (Talk, Travel) are highlighted in

empty. When a character picks up or is given an object to use during game play, the object's name is added to the character's Inventory. There is no limit to the number of objects a character can carry. When there are more than six objects in an Inventory, arrows appear in the middle of the list. Use them to move the list up or down.

Nouns (objects) can be selected in two ways. You may select a noun by placing the cursor over an object in the Animation Window and clicking. Many objects in the environment, and all usable objects in the game, have names. If an object has a name, it will appear on the Sentence Line when you click on it. You may also select nouns by clicking on them in the Inventory.

To move a character around, select "Walk to" from the Verbs by positioning your cursor over it and clicking. Then move your cursor into the Animation Window, point it where you want the character to go, and click. If you point to an open door and click, the character will walk through it. Notice that "Walk to" appears automatically on the Sentence Line after a sentence has been executed — this is because moving around is what your characters will be doing most often.

To tell a character to carry out the instructions you've put on the Sentence Line, either click once more on the final noun or verb selected, or click once on the Sentence Line itself. If nothing happens, double-check the way you constructed the sentence.

To replace a noun or verb on the Sentence Line without reconstructing the entire sentence, simply click on the replacement word. It will automatically appear in the right place in the sentence.

"Cut-scenes" are short, animated sequences — like scenes from a movie — which can provide clues and information

a bright color when they can be used, and are dim otherwise. All other verbs can be used only when they appear on the screen. Check the list from time to time — new verbs may appear as the game progresses. To select a verb, position the cursor over the word and click (press the left mouse/joystick button, or hit **ENTER**).

❺ **The Inventory** is the area below the Verbs. Each character you control (Indy, and later, Henry) has his own Inventory. At the beginning of the game the inventory is

about the characters. They're also used to show special animated sequences, as when Indy turns out the lights in the gym (see below). When you are viewing a cut-scene, you do not direct the action, and the text below the Animation Window disappears.

Things to Try in the Gym

Close the door to the hallway. Select "Close" from the Verbs and then click on the door to the hallway, creating the sentence, "Close door." Click again on the door to execute the sentence. Indy will walk over to the door and close it. Notice the switch on the wall that was hidden by the door.

Ring the bell by the side of the boxing ring with the sentence "Use mallet with bell."

First, place your cursor over the "Use" verb and click once. "Use" now appears on the Sentence Line.

Second, place the cursor over the mallet next to the bell, and click once, creating the sentence "Use mallet with."

Third, select the bell by moving your cursor over the object in the Animation Window. By double-clicking on the bell you can complete the sentence and execute it at the same time. Notice that Indy was smart enough to pick up the mallet first.

Turn off the lights by moving the cursor over the light switch and clicking once to form the sentence "Walk to light switch." Then click once on the "Turn off" verb, causing "Turn off light switch" to appear on the Sentence Line. A final click on the verb "Turn off" will start the action. Notice that the final click can be on the noun, the verb, or the Sentence Line. Indy will turn the lights back on automatically.
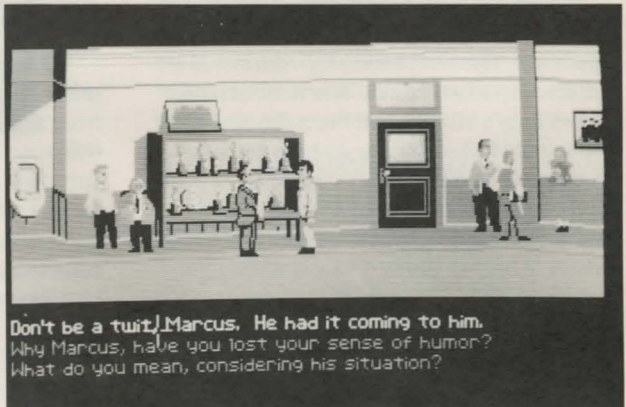
Read the sign over the locker room entrance by clicking once on "Look" and then twice on the sign. Indy will walk over and tell you what the sign says.

Open the door to the hallway (you should be able to do that by now) and walk out into the college hall to find some new things to do. Finding Indy's office should be a good place to start.

Talking to Characters

If there is someone worth talking to nearby, the "Talk" verb will be highlighted in a bright color. At all other times the verb will appear dim, showing that there is no one you need to talk to. When you click on the "Talk" verb, "Talk to" will appear in the Sentence Line. Just click on the person you want to talk to, and if it is possible to talk to them, their name will appear. Another click will start the conversation.

In a conversation, you will have to select what Indy (or Henry) says from among the possible phrases at the bottom of the screen. Just click on the phrase you'd like to have the character say. Choose carefully! Indy is often in situations in which a few indiscreet words will land him in trouble! In addition to the possible phrases, sometimes you will have the option to "Offer an object" or "Throw a punch." Throwing a punch puts Indy directly into a fight (see below). Offering an object will give you access to the objects in the character's inventory. You can then choose an object to offer, or change your mind and return to the conversation.

Don't be a twit, Marcus. He had it coming to him.
Why Marcus, have you lost your sense of humor?
What do you mean, considering his situation?

Talking to characters

Fighting

Sometimes you may choose fists over wits. Since many adventure game players prefer solving puzzles to testing their reflexes, we've provided opportunities for you to steer Indy around any and all fighting — if you're clever enough. Still, just as in the movie, it often seems harder to outsmart someone than just to haul off and wallop him. Since Indy is a physical kind of guy, we've provided a way to do just that. When you're in a conversation with someone, if appropriate, you'll have the option to "Throw a punch." Clicking on this will start a fight sequence. In addition, if Indy is in a dangerous spot (and he usually is) many of his choices could lead to a fight. Here's what the screen will look like:

Indiana Jones' Health   Punch power

Nazi Guard's Health   Punch power
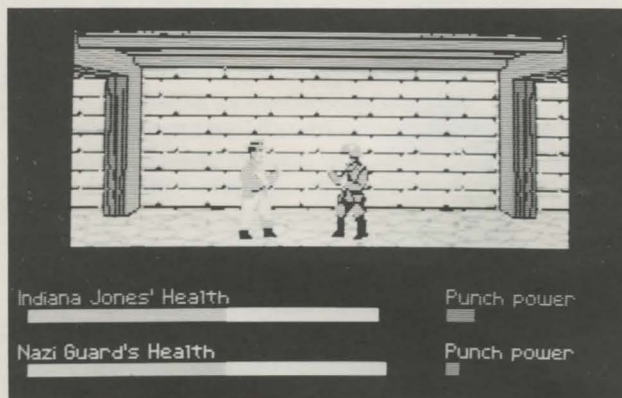
Notice the displays for Health and Punch Power, both for Indy and, below that, for his opponent. The Health display consists of a bar shown in two colors. The leftmost color shows Indy's Vitality, and the rightmost color represents Indy's Energy. As he is hit, his Energy will go down. After his Energy is gone, further punches will decrease his Vitality. When that is gone, he will be knocked unconscious. If Indy is allowed to rest while fighting, his Energy will gradually increase until it matches his current Vitality. But his Vitality can only be increased outside of fights, by finding the proper item to heal his wounds.

The Punch Power display shows how powerful Indy's swing will be. Each time Indy tries to hit, he'll put all his Punch Power into the swing. Then the Punch Power will take a few moments to build back up to its maximum. If you have Indy swing again too quickly, he will not hit with his maximum power. Of course, it may be more important to keep your enemy off balance than to hit for maximum effect. Indy can punch High, Middle, or Low, to try to get past his opponent's defenses. Each enemy has his own individual strengths and weaknesses.

Indy also has some defensive moves. His opponents will often set their fists a moment before they try to punch. If you watch for this and have Indy block at the same level (High, Middle, or Low), you will successfully block the punch. This will tire the enemy without harming Indy. Also, Indy can step back to increase the distance between him and his opponent. This can be used to buy a little time for Indy to recover some of his Punch Power and Energy.

Use the keyboard to control Indy during a fight. If Indy is too far from his opponent to land a blow, you can make him step forward by pressing any of the punch keys.

Navigating Through Mazes

At times, Indy will find himself in unfamiliar territory. You will be controlling him from a distant, top-down perspective. You will only be able to see as far as Indy can see. Just click on the spot you want Indy to go to, and he will walk there. There you may encounter dangerous enemies. If you cannot run from them, you will find yourself in a closeup view and an opportunity to talk or fight your way out of trouble. If you see a door you would like to open, or a room, click on it, and you will find yourself next to the door, or in the room.

Fighting Controls

Use these keys to control Indy in a fight.

Indy is on the left			Indy is on the right		
7 Step back	**8** Block high	**9** Punch high	**7** Punch high	**8** Block high	**9** Step back
4 Step back	**5** Block middle	**6** Punch middle	**4** Punch middle	**5** Block middle	**6** Step back
1 Step back	**2** Block low	**3** Punch low	**1** Punch low	**2** Block low	**3** Step back

In the Biplane

Eventually, you will end up in a biplane fleeing Germany. You, as Indy, are controlling the movement of the biplane. Your father is manning its machine gun. He's not a very good shot, so you'll have to keep the plane steady if you want him to hit anything at all. Don't let the enemy planes fly directly behind you for long, or they will shoot you down. The longer you stay in the air, the farther you'll get in your escape from Germany.

Biplane Controls

7 Fly to upper left	**8** Fly upwards	**9** Fly to upper right
4 Fly to left	**5** Fly straight	**6** Fly to right
1 Fly to lower left	**2** Fly down	**3** Fly to lower right

The Grail Diary

Henry Jones kept track of his own lifelong search for the Holy Grail in the *Diary*. Your *Diary* comes in two parts. One part is the handwritten copy in the game box. The other part is in the software itself. The handwritten *Diary* covers the detective work

Henry did to find the clues to the Grail. It also has ten different accounts, each with a unique description of the Grail. Scattered throughout your quest for the Grail, you will find clues that will help you determine which of these ten accounts is the correct one. You should have a good idea of what the Grail looks like by the time you reach it.

In addition to the accounts describing the Grail, you will find a great deal of background material in the *Diary*. The pictures in particular may come in handy when you solve some of the tougher puzzles in the game.

The other section of the *Grail Diary* is included within the computer game. Indy must find this *Diary* before he can find the catacombs in Venice. By constructing the sentence "Open grail diary" or "Look grail diary" you can look at the *Diary* when it is in his inventory. If there is a reference needed to help with your current situation, it will be shown on the screen.

Indy Quotient (IQ)

When you watch a movie and the hero does something you *know* is stupid or dangerous, have you ever wished you could make him try something different? This is your chance. With our *Indy* game, you are the one making the decisions. We want you to have the chance to actually *be* Indiana Jones, not just follow a script. You can improve on

the choices Indy made on the big screen. And you can see how well you've done.

When you call up the Save/Load Game screen (**F5** key), you will notice a display in the upper right corner for *IQ*. There are two numbers there, labelled *Episode* and *Series*. Since there are many paths to the Holy Grail, and not all of them are equally difficult, we have added the IQ rating to let you measure how well you are playing the role of Indiana Jones. Your Episode IQ measures how well you are doing in the current game. Your Series IQ measures how well you have done in all the games you have played to that point in time. You score IQ points when you solve puzzles, get past obstacles, or find important objects. When there are several solutions to a problem, you will only score once for solving it in that particular game (Episode); if you complete the game, and then go back and solve the same puzzle a different way, you will get additional IQ points in your Series total. The maximum possible score for the full Series is 800. Your Series points are saved when you finish a game, save a game, or load a game. When you start a new game you will have no Series points until you load or save a game.

Special Verbs and Function Keys

To start a conversation with someone, select the verb "Talk." The "Talk" verb will be lit in a bright color if there is someone nearby worth talking to. At all other times the verb will appear dim. See the above section entitled **Talking to Characters** for more information.

To travel to a distant location, select the verb "Travel." Like "Talk," this verb is only active at certain times, for instance just outside of Indy's college. Later, Indy will be able to travel to and from the piazza in Venice.

To control a different character (Indy or Henry) a special "verb" will appear. If you are in control of Indy, the verb will be "To Henry," and if you are controlling Henry, you can choose "To Indy." This verb will only be active in a few locations after you have found Henry.

To find out what is in a room, select the "What is" verb and move the cursor around the room. When the name of something appears on the Sentence Line, you'll know that it is a usable object and you might want to look at it more closely or use it in the game. If you click on that object, the "Walk to" verb will appear instead. You can then click on the object a second time to make your character walk to it, or you may click on any other verb that you want to use with that object.

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply press the Save/Load Game function key (**F5**). NOTE: this feature will not work unless the verbs are present at the bottom of the screen.

To load a game you have saved, use the Save/Load Game function key anytime after *Indy* has been loaded. You can do this during the opening sequence after you have finished Brody's translation, but not during other cut-scenes.

To bypass a cut-scene, use the **ESCAPE** key, or click on the righthand mouse or joystick button. After you've played *Indy* several times, you may want to use this function to skip over scenes you have seen before, including the title sequence.

To restart the game from the beginning, press the **F8** key

To pause the game, press the **SPACE BAR**. Press it again to resume play.

To adjust the speed of the Message Line to suit your reading speed, press the **<** or **>** key.

To turn the sound off and on, press **ALT** and **S** simultaneously. NOTE: sound for some computers can be adjusted with the volume control on the monitor or television.

Save/Load Instructions

Press **F5** when you want to save or load a game, or check your current Indy Quotient.

Once the save/load screen is displayed, you can move the cursor and click on either **SAVE**, **LOAD**, or **PLAY**. The **SAVE** option will not be available during the opening sequence or after Indy has failed in his quest.

To SAVE:

Click on the **SAVE** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name. Pressing **ENTER** will reactivate the cursor. Click the cursor on **OK** to save the game, or **CANCEL** if you have changed your mind and do not wish to save it.

To LOAD:

Click on the **LOAD** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor to it and clicking. Move the cursor to **OK** to load the game, or **CANCEL** if you have changed your mind and do not wish to load it.

Series IQ points will be updated each time you save or load a game.

To start fresh with a new set of Series points, delete all savegame files (all files named savegame with different extensions).

Our Game Design Philosophy

We believe that you buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your nose into a place you haven't visited before. We make it clear, however, when you are in a dangerous situation.

We think you'd prefer to solve the game's mysteries by exploring and discovering, not by dying a thousand deaths. We also think you like to spend your time involved in the *story*, not typing in synonyms until you stumble upon the computer's word for a certain object.

Unlike conventional computer adventures, you won't find yourself accidentally stepping off a path, or dying because you've picked up a sharp object. There are a few dangerous situations where Indy can die, but to anticipate them takes just a little common sense, not excessive paranoia. Save the game when you think you may be entering a dangerous area, but don't assume that every wrong step will result in death. Usually you'll get another chance.

A Few Helpful Hints

• Pick up *everything* you can. Odds are, at some point all those strange things will serve some purpose.

• Read the handwritten *Grail Diary* thoroughly. It contains important clues.

• Make finding the computer version of the *Grail Diary* your first goal in the game.

• Don't depend too much on what you saw happen in the movie. There are often alternatives in the game.

• If you get stuck and can't figure out how to proceed, try looking through all the items you've found and thinking about how each one might be used. Think about the places you've gone, and the people you've met. Chances are, there will be a connection that'll put you back on track.

• Save your game before attempting something that seems dangerous, particularly in the castle or zeppelin.

• One or two of the puzzles require cooperation between Indy and Henry.

• There is more than one way to solve many of the puzzles.

• If you want to speed up game play, order a hint book from Lucasfilm Games. In the U.S., call 1-800-STAR-WARS (1-800-782-7927). From Canada, call 1-800-828-7927.

• If you need technical support or want to access our automated hint line, call 1-415-662-1902.

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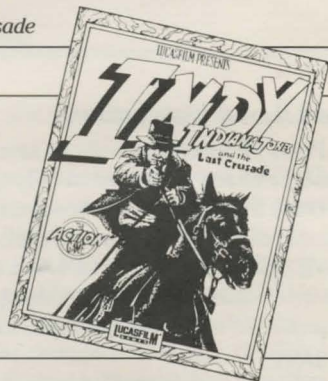
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