We've also included a copy of Henry Jones's Grail Diary. This is the diary that Henry'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 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 powers 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

To start the game on your computer, please use the computer reference card, included with the game. It contains all the instructions specific to your computer.

PLAYING THE GAME

After the opening title sequences 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:

1. The Message Lines are the two lines at the very top of the screen. Dialogue spoken by the characters, as well as game-related messages, appear here.

2. 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.

3. 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 with the Sentence Line is "Use mallet on bell". Connecting words like "on" or "with" will be automatically inserted by the program.

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

5. 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 empty.
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 something new to be said. At all other times, the verb will appear dim. See the section entitled "Talking to Characters" for more information.

To travel to a location, select the verb "Travel." This verb is only active at certain times, for instance, just outside of Indy's college room, 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 Indy." 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, the verb "Is" will and move the cursor around the room. When the name of something appearing on the Sentence Line, you'll know that it is a usable object and you might want to look at it more closely or give it in the game. If you click on that object, the "Walk" verb will disappear 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 sound on and off, use the Save/Load Game function key (F5 on most computers, but your computer reference card to be certain). Note that 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 again. If you have lost your reference card, you can do this during the opening sequence after you have finished Brody's translation, but not during other cut-scenes. Further information on this can be found in your reference card to be certain.

To bypass a scene, use the ESCAPE key, or click on the righthand mouse or joystick button. See your computer reference card for details. After you've played Indy several times, you may want to use this function to skip over the scenes you have seen before, including the title sequence.

To restart the game from the beginning, press the key indicated in your reference card (F8 on most computers).

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

When the disk is being accessed or the game is paused, the cursor may change. On some computers, this can be used to help you make the program run faster. If this happens to you, you may want to try pressing the key indicated in your reference card (F8 on most computers).

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 what Indy can see. If you click on this spot you want, and he will walk through it. Then, you may run from him, you will find yourself in a close-up view and an opportunity to talk to your friend. If you see a door, you can open it, and from there you can see what Indy can see. At all other times, the verbs you see will appear dim. See the section entitled "Talking to Characters" for more information.

Our Game Design Philosophy

We believe that you buy games to be entertained, not to be shocked over the head every time you make a mistake. So we designed our games to be easy to learn and fun to play. We decided that the game should be 25% platform and 75% puzzle solving. We selected the platform to be the game to be played and the puzzle solving to be played. We also decided that the game should be easy to learn and fun to play. We selected the platform to be the game to be played and the puzzle solving to be played.
Eventually, you will end up in a blimp flying Germany. You, as Indy, are capturing the movement of the blimp. Your brother is mapping its machine gun. He's not a very good shot, so don't worry about him wanting to hit anything at all. Don't let the enemy planes fly directly behind you for long, or they'll shoot you down. The longer you stay in the air, the more likely you are to be shot down by a German. Choose the keyboard reference card for your computer to find out how to maneuver your plane.

THE GRAIL DIARY

Henry kept track of his own lifelong search for the Holy Grail in the Diary. We've divided that Diary into two sections, one containing close-up descriptions of the Grail itself. The handwritten Diary covers the detective work Henry did to find clues to the Grail. It also has ten different accounts, each with a unique description of the Grail. Scattered throughout the accounts are the ten accounts that are the correct ones. You should have a good idea of the Grail looks like by the time you reach it.

In the two 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 Diary is included within the computer game. Indy must find this Diary before he can find the catacombs in Venice. You can look at the Diary when it is in your inventory by constructing the sentence "Open Diary." If you find any accounts that help you determine which of these ten accounts is the correct one, you should have a good idea of where the Grail looks like by the time you reach it.

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 IQ, you can make the decisions. We want you to have the:...be to actually be Indiana Jones, not just follow a script. You can improve on the choices Indy made on the movie. And by doing so, you can do better. When you use the Save/Load game screen (see your computer reference card), you will notice a display in the upper right corner for IQ. There are two numbers there, labelled Episode and Series. The Episode number is drawn from the Holy Grail, and not all of them are equally difficult, we have added the IQ rating to let you know how well you are playing the role of Indiana Jones. Your Episode IQ measures how well you are doing in the current movie. 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, do a good job of thinking, etc. If you are doing 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 some puzzles in a new game, you have no Series IQ points until you have solved them in your Series total. The maximum possible score for the full Series is 800. Your Series points are saved when you finish a game, a save, or loading a game. When you start a new game, you will have no Series IQ points until you load or save a game. See your computer reference card for information on how your Series points are stored. If you are saving games to a floppy disk you may need to use the same floppy for your entire line of games in a single Series.