

INDIANA JONES™

and the

LAST CRUSADE

Getting Started

NOTE: *It is recommended that you first make backup copies 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.*

You can play from either a hard disk drive or a floppy disk drive. From a floppy drive, insert Indiana Jones and the Last Crusade Disk 1 in your disk drive (DF0:) and boot off this disk. Open the disk icon and double-click on the Indy icon (the Indy hat and whip).

If your Amiga™ has **at least one megabyte of RAM**, you can play *Indy* using two drives. Leave Indy Disk 2 in your external drive (DF1:) and swap Disk 1 and Disk 3 in your internal drive as requested.

ATTENTION 512K USERS: *If you are using a 512K Amiga with external drives, please disconnect all external drives and boot off Indy Disk 1.*

Follow the instructions on the screen, and insert other disks when prompted.

To install *Indy* on a hard disk, first use your Workbench menu to create an empty file drawer called "*Indy3*". Without opening the "*Indy3*" drawer, insert Disk 1 into the drive, double-click on its icon, and drag both the *Indy* and *Rooms* icons into the new hard disk drawer. Insert Disk 2 into the drive, double-click on its icon, and drag its *Rooms* icon into the new hard disk drawer. Then insert Disk 3 into the drive, double-click on its icon, and drag its *Rooms* icon into the new hard disk drawer. (**Note:** If you open the hard disk drawer before moving the icons, take care not to drag the second and third *Rooms* icon on top of the first one. If you do so accidentally, simply delete the hard disk *Rooms* drawer and re-copy the *Rooms* icons from *all three* disks.)

To load the game from your hard disk, open the "*Indy3*" hard disk drawer, and double-click on the Indy icon.

Mouse Control

Use your mouse to move the cursor around. You may select any of the verbs or inventory items below by clicking on them with your left mouse button. You may use your right mouse button to override cut-scenes while playing the game.

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 mouse 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 (in parentheses) are not always available on the screen. See the game manual 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	

Function and Command Keys

Save or Load a Game	F5	(Only when the verbs are available)
Bypass a Cut-Scene	ESC	or second mouse button
Restart a Game	F8	
Pause the Game	Space bar	
Message Line Speed:	Faster >	
	Slower <	
Sounds Off/On	ALT s	
Exit Game	ALT x	

Fighting Controls

Use these keys to control Indy in a fight. See your game manual for further instruction.

Indy is on the left

7	8	9
Step back	Block high	Punch high
4	5	6
Step back	Block middle	Punch middle
1	2	3
Step back	Block low	Punch low

Indy is on the right

7	8	9
Punch high	Block high	Step back
4	5	6
Punch middle	Block middle	Step back
1	2	3
Punch low	Block low	Step back

Biplane Controls

Indy escapes from Germany in a biplane after he has found Henry, his father. In the game you will control Indy as he flies the plane, while Henry tries to shoot down enemy planes. Maneuver to keep away from the enemy to give Henry time to line up his shot. See your game manual for further instructions.

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

Save/Load Instructions

If you are playing from floppy disks, you will need to prepare a blank, formatted disk BEFORE you start to play. This disk will become your save/load disk. Hard disk players will have their games saved in the directory with the game files.

Press F5 when you want to check your current Indy Quotient or save or load a game. If you are playing from floppy disks, you will be asked to insert your save/load game disk.

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 at 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. If you are playing from floppy disks, you can transfer Series points from one save/load game disk to another by loading a game from one floppy and saving it on a new one.

To start fresh with a new set of Series points: If you are playing from a hard disk you must delete all savegame files (all files named savegame with different extensions). If you are playing from a floppy, just use a new formatted disk for your save/load game disk.

Additional Amiga Credits

Amiga programming by Aric Wilmunder and Dan Filner

Amiga sounds and music by David Warhol, David Hayes and Dan Filner

Reference card design by Mark Shepard

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