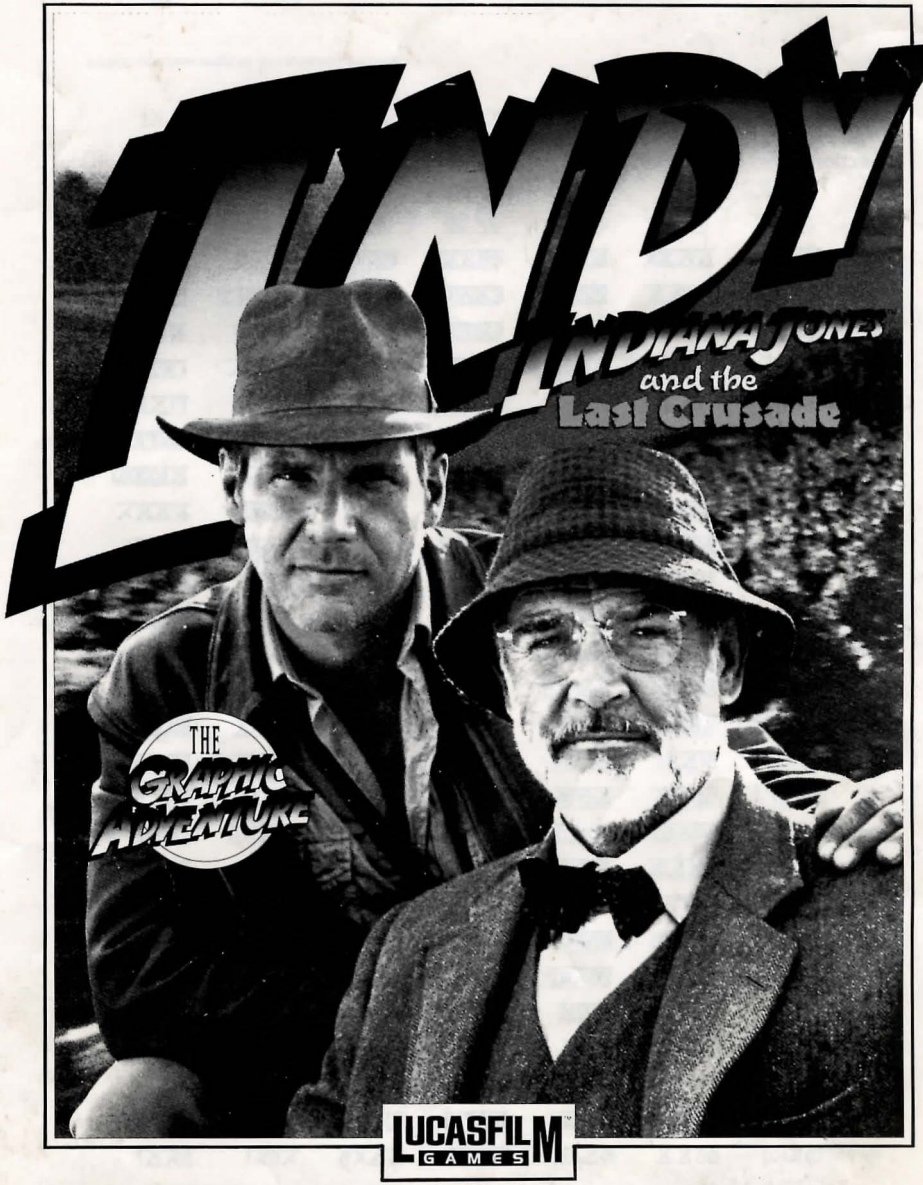

INDY
INDIANA JONES
and the
Last Crusade
THE
GRAPHIC
ADVENTURE
LUCASFILM
GAMES

INDIANA JONES™ AND THE LAST CRUSADE

by Lucasfilm™ Games

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 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.

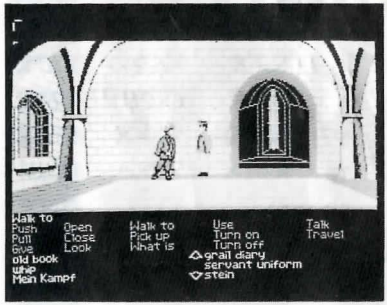
To help you solve the game's dozens of puzzles, we've included a copy of Henry Jones's Grail Diary. This is the diary that Indy's father used to record research and rumours about the Grail. It contains many helpful clues, and using it will be the only reliable way to choose the true Grail at the end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

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 on 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 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.

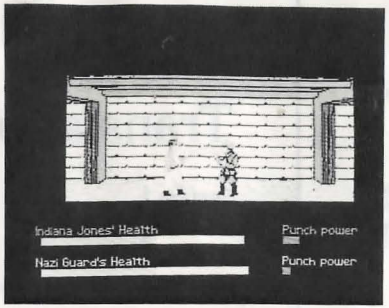
Ring the bell by the side of the boxing ring with the sentence "Use mallet with bell."

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". The 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



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 colours. The leftmost colour shows Indy's Vitality, and the rightmost colour 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 his 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 this 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 defences. 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. The reference sheet for your computer will tell you which keys to use. 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 what Indy can see. Just click on the spot you want Indy to go, 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 to 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.

Eventually, you will end up in a biplane fleeing

SPECIAL VERBS AND FUNCTION KEYS

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

To travel to a distance 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** on most computers, but see 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 anytime after *Indy* has loaded. You can do this during the opening sequence after you have finished Brody's translation, but not during other cut-scenes. Further instructions are on your computer reference card.

To bypass a cut-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 referencce 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, a picture of a snail replaces the cursor during these times.

To adjust the speed of the Message Line to suit your reading speed, press the keys indicated on your reference card (< and > on most computers).

To turn the sound on and off, press the keys indicated on your reference card. Note that sound for some computers can be adjusted with the volume control on the monitor or television.

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

They refer to symbols on the bottom of the screen, which you should then click in the proper order. Once you've entered the symbols correctly, you can go on with the game. If you enter incorrect codes too many times in row, something embarrassing will happen to you.

ALSO FROM LUCASFILM™ GAMES

Indy Action Game

Maniac Mansion™

Zak McKracken and the Alien Mindbenders™

Battlehawks 1942™

And coming soon:

Loom™

Their Finest Hour: The Battle of Britain™

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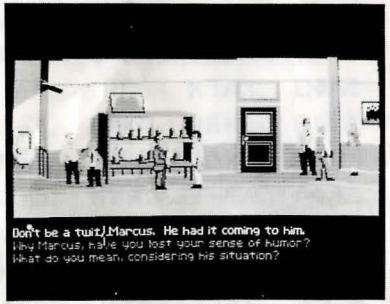
click can be on the noun, the verb, or the Sentence Line. Indy will turn the lights back on automatically.

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 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 colour. 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.

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 up 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:

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'll shoot you down. The longer you stay in the air, the farther you'll get in your escape from Germany. Check the keyboard reference card for your computer to find out how to manoeuvre your plane.

THE GRAIL DIARY

Henry Jones kept track of his own lifelong search for the Holy Grail in the Diary. We've divided that Diary into two sections, one that comes enclosed with this game, and the other in the game 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. You can look at the Diary when it is in his inventory by constructing the sentence "Open Grail Diary" or "Look Grail Diary". 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 be 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 (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*. 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. 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 all your games in a single Series.

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 on 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 co-operation 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 U.S. Gold Limited on 021 625 3388.

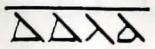
IMPORTANT! USING YOUR TRANSLATION TABLE

Without it, you won't be able to translate some inscriptions – and you won't be able to complete the game. Indy needs it to help him get through difficult translations.

To use the Translation Table watch for the Translation Notes display on the screen in your initial conversation with Brody. Then click your mouse/joystick button or hit **RETURN** to see a reference to the Translation Table included in your game package. For example, you may see:

Section 2, Column 3, Row L

Now, you should turn to the indicated section, column, and row of your Translation Table to locate the four symbols. You will need to look through the red gel included in the package to be able to read them. In this example the symbols for Section 2, Column 3, Row L are:



Created and Designed by Noah Falstein, Ron Gilbert and David Fox.
Scripted and Programmed by David Fox, Ron Gilbert and Noah Falstein.
Additional Scripting by Kalani Streicher.
"SCUMM" Story System by Ron Gilbert and Aric Wilmunder.
Background Art and Character Animation by Steve Purcell and Mike Ebert.

Special thanks to Steven Spielberg.
Extra special thanks to George Lucas.

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INDIANA JONES™ and the Last Crusade THE GRAPHIC ADVENTURE

GETTING STARTED - REFERENCE SECTION

PC & Compatibles - VGA 256 Version

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 totalling almost 5 megabytes of data. We strongly recommend installation onto a hard disk to reduce loading delays and disk swapping. Any reference, within the instruction sheet, made to a "Translation Table" should be ignored. It is not applicable to this format.

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 simply 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\indy 256 (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 sideways), you can select instant repositioning by holding down the **ALT** key

MOUSE CONTROL (ATARI ST & AMIGA ONLY)

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 formats)

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 the game instructions later in this manual.

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**	**B**
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 (PC Version)

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	**7ALT** 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 centre joystick first)
Exit Game	**ALT** x

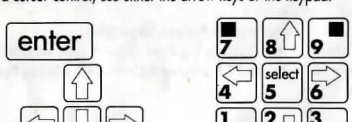
FUNCTION AND COMMAND KEYS (Atari ST & Amiga)

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 a Game	**Space Bar**
Message Line Speed:	Faster>
	Slower<

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 driver. The left mouse button corresponds to **ENTER**. Use the right mouse button to override cut-scenes while playing the game. If you have a joystick, one button will correspond to **ENTER** (usually the button on the left side of the controller). If you have a second button, that will override cut-scenes. If you have both a mouse and a joystick installed, you may select one as your controller by holding down the **ALT** key and pressing **m** for mouse or **j** for joystick. You may also recalibrate your joystick if the cursor is drifting across the screen by centring the joystick and pressing **ALT j**.

CBM AMIGA - 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.
You can play from either a hard disk drive or a floppy disk drive. From a floppy disk drive, insert Indiana Jones and the Last Crusade Disk 1 in your disk drive (DPO:) 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 "Indy 3". Without opening the "Indy 3" 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 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 "Indy 3" hard disk drawer, and double-click on the Indy icon.

ATARI ST - 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.
You can play from either a hard disk drive or a floppy disk drive. From a floppy disk drive, place Disk 1 in Drive A, turn on your computer, open the Drive A drawer and double click on the Indy program icon (INDY.PRG).
Follow the instructions on screen and insert other disks when prompted.
To install Indy on a hard disk, open a new folder on your hard disk called 'INDY' or some other name. Copy the contents of all your INDY game disks into your new folder. When you have finished copying all the files, double click on the INDY program icon in your new folder (INDY.PRG).

Sounds Off/On	**ALT** s
Exit Game	**ALT** x

FIGHTING CONTROLS (All formats)
Use these keys to control Indy in a fight. See later in this manual for further instructions.

INDY IS ON THE LEFT			INDY IS ON THE RIGHT		
7	8	9	7	8	9
Step back	Block high	Punch high	Punch high	Block high	Step back
4	5	6	4	5	6
Step back	Block middle	Punch middle	Punch middle	Block middle	Step back
1	2	3	1	2	3
Step back	Block low	Punch low	Punch low	Block low	Step back

BIPLANE CONTROLS (All formats)

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. Manoeuvre to keep away from the enemy to give Henry time to line up his shot. See later in this 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 (All formats)

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.

Translation Table

Property of
Dr. Indiana Jones
Barnett College

Section 1

	1	2	3	4	5	6	7
A	AEXX	KΦKΛ	K□XΛ	HΓKB	KHΛI	ΛXΔI	BKEK
B	AXΔΛ	EIEB	AKΔB	IHEI	□AΦK	□ΛΓA	EAH□
C	AΛΓI	□AHK	Λ□ΓK	ΔBHA	B□I□	AΔXX	KEKΛ
D	ΔBXA	B□K□	ΓEX□	XΦKX	ΔΓΛΛ	AIΔΛ	ΦAEB
E	AEXB	BHKI	Λ□XI	XΔKK	ΓHΛA	ΔXΔA	ΛKE□
F	BXΔI	ΛKEK	ΛHΔK	AΛEA	□AΦ□	BBΓX	Λ□HΛ
G	AΛΓA	□AH□	H□Γ□	ΔIHX	EEIΛ	AΔXB	ΛEKI
H	□ΦXΛ	ΓEKB	ΓBXB	X□KI	ΔΔΛK	ΛKΔK	BXEA
I	AIΔB	ΛXEI	AΛΔI	KAEK	ΓΛΦA	IAΓ□	ΛBHX
J	KAΓK	ΓΛHA	ΛBΓA	Φ□H□	IΔIX	□EXΛ	ΓΔKB
K	EBX□	Δ□KX	AEXX	KΦKΛ	□EΛB	EΛΔB	ΛAEI
L	BKΔX	AΛEΛ	ΛIΔΛ	EAEB	HBΦI	B□Γ K	ΦBHA
M	HΛΓB	□AHI	Λ□ΓI	XΔHK	B□IA	HΔX□	KEKX
N	E□XK	ΦΓKA	ΦΔXA	ΔEK□	□ΦΛX	ΛHΔX	ΦIEΛ
O	ΓXΔA	EKE□	EHΔ□	ΔIEX	BXΦΛ	ΓBΓB	□HHI
P	ΔAΓX	BBHΛ	ΦKΓΛ	□□HB	XHII	ΛEXK	ΔΔKA
Q	BBXB	A□KI	AHXI	ΔΦKK	ΛEΛA	BΛΔA	ΔAE□
R	HHΔI	EΛEK	EIΔK	BAEA	HBΦ□	IIΓX	EΔHΛ
S	EΛΓA	ΓAH□	Δ□Γ□	ΛIHX	AEIΛ	EΔXB	HEKI
T	B□XX	ΛΔKΛ	EΦXΛ	AEKB	ΛΦΛI	IHΔI	□IEK
U	ΦΛΔΛ	AKEB	BHΔB	AIEI	KXΦK	ΔBΓA	B□H□
V	AAΓI	KBHK	□KΓK	Λ□HA	ΦΔI□	IEXX	□ΦKΛ
W	ΓBXA	E□K□	BEX□	AΦKX	KΓΛΛ	ΔIΔΛ	AAEB
X	AKΔ□	BΛEX	BIΔX	ΛXEΛ	EBΦB	H□ΓI	BΔHK
Y	ΛBΓΛ	ΔAHB	A□ΓB	ΛΔHI	XEIK	BΔXA	HEK□
Z	K□XI	EΔKK	BΦXK	ΦEKA	ΔΦΛ□	IHΔ□	ΛIEX

Section 2

	1	2	3	4	5	6	7
A	⧖⟓	⧋⧋⧖	⧋⧖	⟐⟐⧖	⟓⟒⟑⟓	⧖⟘⧖	⟑⟘⧋⧖
B	⟐⟐⧖	⟘⧖⧋	⟓⟓⧖⟓	⟐⧖⧋⟓	⧋⟑⟐⧖	⧖⧖⟒	⟒⟑⟘⧖
C	⟐⧖⟒⟓	⧋⟑⟘⧖	⟘⧋⟒⧖	⟓⧖⟘⧖	⟓⧋⟓⧖	⟘⧋⟓⧖	⧖⧖⟓	⧋⟓⧖⟑
D	⟓⧖⟘⧖	⧋⟒⧖⧖	⧋⟓⟓⧖	⟓⧋⧖⟘	⟓⧋⧖⧖⟘	⧋⟐⟑⟑	⟐⧋⧋⧋	⟘⟑⧋⧋
E	⟒⟓⟘⧋	⧋⧋⧖⧖⟓	⧋⧋⟘⟓	⟓⧖⧖⧖	⧖⧖⟓⧖	⧖⟓⟑⧖	⧖⟑⧖⧖	⟘⟘⧋⧖
F	⧖⟘⧖⧖	⟘⟘⧋⧖	⟒⟐⧖⧖	⧖⧖⧋⧖	⧋⟑⟐⧖	⟓⧖⟒⟘	⟐⧋⟒⟑	⟐⧋⟘⟑
G	⧖⧖⟒⧖	⧋⟑⟘⧖	⟐⧋⟒⧖	⧖⧖⟘⟘	⧖⟓⧖⧖	⧖⟘⧖⧖	⟒⟘⟓⧖	⧋⟓⧖⧖⟓
H	⧖⧋⟑⟑	⧋⟓⧖⧖⧖	⧋⟐⟘⧋	⟘⟒⧖⧖⟓	⧖⟑⟑⧖	⧋⟐⧖⧖	⧋⧖⧖⧋	⧖⧖⧋⧋
I	⟘⟒⧖⟓	⧋⟐⧖⧋⟓	⧖⧋⧋⧖	⧖⟑⧋⧖	⟒⟐⟐⧋	⧋⟑⟑⧖	⧖⟑⟒⧖	⧋⧖⧖⟘
J	⧖⟑⟒⧖	⟒⧖⟘⧖	⟑⧖⧖⟒	⟓⧋⧖⟘	⧖⧖⟐⟘	⧖⟓⟐⟑	⧖⟓⟑⟑	⧋⟓⟓⟑
K	⟘⟐⟘⧖	⧖⟒⧖⟘	⧖⟓⟓⟘	⧋⧋⧖⧋⟑	⧖⟓⟓⟑	⧖⧋⧖⧖	⟒⟒⧋⧖	⟓⟑⧋⧖
L	⧖⟓⟑⧖	⟐⧖⧋⟑	⧋⧋⧖⧖	⟒⟑⧋⧋	⧖⧖⟐⧖	⟑⟐⟘⧖	⟑⟒⧖⧖	⟐⧖⟘⧖
M	⟐⧖⟒⧖	⧖⟑⟘⧖	⧋⧋⧖⧖	⧋⧖⟘⧖	⧖⟓⟘⧖	⧋⧖⧖⧖	⟐⧖⟘⧖	⧖⧖⟓⧖
N	⧖⧖⟑⧖	⧖⧖⧖⧖	⟐⧋⟑⧖	⧋⧖⧖⧖⧖	⧖⧋⧋⧖	⧖⧖⟐⧖	⧖⟓⟓⧖	⧖⧖⧋⧖
O	⟐⟑⧖⧖	⧖⟑⧋⧖	⧖⟓⟘⧖	⧖⧖⧋⧖	⧖⧖⟓⧖	⧖⧖⟐⧖	⧖⧖⟒⧖	⧖⧖⟑⧖
P	⧖⟒⟒⧖	⧖⧖⟑⧖	⧋⧖⟒⧖	⧖⧖⟑⧖	⟒⟒⧖⧖	⟒⟘⟑⧖	⟑⟘⟑⧖	⧖⧖⧋⧖
Q	⧋⟐⟑⧖	⧖⟒⧖⧖	⧖⧖⟑⧖	⧋⧋⧖⧖	⟒⟐⟐⧖	⧖⧋⧖⧖	⟐⟒⧋⧖	⧖⧖⟑⧖
R	⧖⟑⧖⧖	⧖⧖⧋⧋	⧖⟒⧖⧖	⧖⟓⧋⧖	⧖⧖⟐⧖	⧖⧖⟐⧖	⧖⟓⟒⧖	⧖⧖⟑⧖
S	⧋⧖⟒⧖	⟓⟒⟑⧖	⧋⧋⟒⧖	⧖⟓⟑⧖	⧖⧖⟓⧖	⧖⧖⟑⧖	⧖⧖⟑⧖	⟓⧖⧖⧖
T	⟒⧋⟑⟑	⟐⧖⧖⟒	⧖⧋⟑⟒	⟒⧖⧖⧖	⧋⧋⟒⧖	⧖⟓⟒⧖	⧖⟓⟑⧖	⧖⟑⧋⧖
U	⧖⟑⧖⧖	⟑⟑⧋⧋	⟓⟓⟐⧖	⧖⧖⧋⧋	⧖⧖⧋⧋	⟑⟑⟓⧖	⟓⟒⟒⧖	⟑⟓⧋⧖
V	⟑⟒⟒⧖	⧖⧖⟑⧖	⧖⟑⟒⧖	⟒⧖⟑⧖	⧖⧖⟑⧖	⧖⟓⟓⧖	⧖⧖⟑⟑	⟒⟒⧋⧖
W	⟒⟓⟑⧖	⟑⟒⧖⧖	⟑⧖⟑⧖	⟑⟑⟓⧖	⧋⧋⧖⧖	⧋⟐⟒⧖	⧖⧖⧋⧖	⧖⟒⧋⧋
X	⧖⟓⟑⧖	⟒⧋⧋⧖	⧖⧋⧋⧖	⟓⟓⧋⧖	⧖⧖⟓⧖	⟓⧋⟓⧖	⟓⧋⟒⧖	⟒⧖⟑⧖
Y	⧋⧋⧖⟒	⟓⟒⟑⧋	⧖⧋⧖⧋	⧋⧖⟑⧖	⟓⧖⟑⧖	⧖⧖⟓⧖	⟓⧖⧖⧖	⟓⧖⧖⧖
Z	⧖⧖⟑⧖	⧖⧖⧋⧋	⟒⧋⟑⧖	⟓⟓⧋⧖	⧋⧋⟒⧖	⧋⟐⟒⧖	⧖⧖⧋⧖	⧖⧖⧋⧖

Section 3

	1	2	3	4	5	6	7
A	BAH□	AB I X	□I HX	ΔEIΛ	HΔXB	KEKI	EΦΛK
B	ΔEKΛ	HΔΛB	EΦKB	IHΛI	AIΔI	KXEK	ΔBΦA
C	□AEB	BBΦI	XKEI	ΔΛΦK	ΛKΓA	ΦΛH□	AAIX
D	ΔΛHK	AΔIA	AAHA	ΓB I□	X□XX	ΔΔKΛ	EHΛB
E	E□HΛ	ABIB	ΦΔHB	IEII	□ΦXK	ΓEKA	EΦΛ□
F	IEKI	□ΦΛK	□□KK	ΔΓΛA	AIΔA	ΓXE□	AKΦX
G	EXEK	BBΦA	ΦKEA	BΛΦ□	KAΓX	EBHΛ	AAIB
H	IBHX	□□I Λ	ΛΛHΛ	ΔΔI B	XHXI	AΦKK	EEΛA
I	ΔΔKB	□EΛI	ΛΓKI	XHΛK	□XΔK	ΓIEA	EXΦ□
J	IIEI	□XΦK	BΛEK	ΔKΦA	ΛΛΓ□	IAHX	□BIΛ
K	Δ□HA	B ΔI □	BAH□	ABIX	K□XΛ	HΓKB	KHΛI
L	IΦKX	□ΓΛΛ	□ΔKΛ	ΔHΛB	ΛXΔB	ΛKEI	ΛΛΦK
M	ΔXEΛ	ABΦB	EKEB	ΛΛΦI	XAΓK	ΦΛHA	HAI□
N	HΔHI	BEIK	BBHK	ΦAIA	ΔBX□	□□KX	AΔΛΛ
O	BEKA	HΦΛ□	H□K□	KΔΛX	AKΔX	ΛΛEΛ	□KΦB
P	IIE□	ΛXΦX	ΛΛEX	KAΦΛ	ΓΛΓB	BAHI	ΛBIK
Q	BΛHΛ	ΓΔI B	ΓAHB	XBII	Δ□XK	EΓKA	□HΛ□
R	HHKI	ΛΓΛK	ΛΔKK	AHΛA	ΦXΔA	ΔKE □	□ΛΦX
S	AXEK	ΦBΦA	BKEA	HΛΦ□	□AΓX	ABHΛ	EAIB
T	HΔH □	□IIX	KBHX	E□I Λ	ABXB	Λ□KI	XΔΛK
U	AΓKΛ	EΦΛB	E□KB	HΔΛI	□HΔI	ΔΛEK	ΛKΦA
V	ΦIEB	IXΦI	XHEI	ΔAΦK	ΔΛΓA	ΦAH □	IBIX
W	AΛHK	ΔΔIA	ΔAHA	BB I□	A□XX	KΔKΛ	HHΛB
X	ΦΦK□	IΓΛX	IΔKX	□EΛΛ	EΛΔΛ	ΛKEB	ΛΛΦI
Y	XXEX	ΔKΦΛ	EAEΛ	EΛΦB	ΛAΓI	XBHK	BAIA
Z	EΔHB	HEII	HBHI	B□I K	ΦBXA	Δ□K □	□ΔΛX

Section 4

	1	2	3	4	5	6	7
A	ϖKΓB	BXϑI	ΔϑΓI	ΔϖϑK	EBIΔ	ϖϖXϖ	BΔKX
B	Δϖ XK	BΓKΔ	BΔXΔ	ϑEKϖ	KϤXX	ΔϑΔX	BIEX
C	ΔKΔΔ	XXEϖ	BIΔϖ	ΔXEX	XKϤX	Δϖ ΓB	ϖΔϑI
D	XIΓX	XΔϑX	XΔΓX	ϑXϑB	ϖΔII	ΔBXK	BϤKΔ
E	BΔΓK	BXϑΔ	ϖBΓΔ	Iϖϑϖ	XΔIX	ϤEXX	BΔKB
F	IϖXϖ	XΔKX	XIXX	ϖΓKX	ΓϤXB	ΔϑΔB	ϖIEI
G	BϑΔX	XIEX	EKΔX	XXEB	XKϤI	XXΓK	ϖΔϑΔ
H	BXΓI	XXϑK	EϖΓK	ΔBϑΔ	Γϖ Iϖ	XΔXX	ΔEKX
I	ΔBXΔ	Γϖ Kϖ	ΔEXϖ	ϖϤKX	ΔΓXX	ϤIΔX	ϖΔEB
J	ϤXΔϖ	ΔIEX	XXΔX	ϖKEX	ΓXϤB	XKΓI	ΔXϑK
K	ϖϖΓX	ΓBϑB	ϖKΓB	BXϑI	ΔΔIK	EEXΔ	ϖϤKϖ
L	BΔXI	XEKK	XBXK	ΔϤKΔ	ΓΓXϖ	ΔIΔϖ	ϖXEX
M	ΔϑΔK	BXEΔ	BIΔΔ	ϑXEϖ	KKϤX	EXΓX	BΔϑB
N	ϑBΓϖ	Kϖ ϑX	ϖXΓX	EΔϑX	ϤEIB	IϤXI	ϖΓKK
O	ΔEXX	EΔKB	BϤXB	ΔΓKI	KϑXK	ΔXΔK	XIEΔ
P	BXΔB	XΔEI	BXΔI	XKEK	ΔXϤΔ	XKΓϖ	ΔXϑX
Q	Xϖ ΓK	ΔBϑΔ	XKΓΔ	ϤXϑϖ	ΔΔIX	KBXX	ϑϤKB
R	ϤΔXϖ	IEKX	IBXX	ϖϖKX	ΔΓXB	ΔIΔB	XXEI
S	XϑΔX	ΔIEX	ΔXΔX	EXEB	XKϤI	BXΓK	ΓΔϑΔ
T	EBΓB	ΔϑϑI	XXΓI	BXϑK	ϖEIX	IϤXϖ	BIKX
U	XEXK	BΔKΔ	ΓϤXΔ	EΓKϖ	IIXX	ΔXΔX	XKEX
V	XXΔΔ	BXEϖ	ϤXΔϖ	XKEX	ϖXϤX	ΓKΓB	BXϑI
W	ϖIΓX	ϖΔϑX	ϖΔΓX	BXϑB	XΔII	ΔBXK	EϤKΔ
X	ϖΔXB	BEKI	BBXI	Xϖ KK	ΔΓXΔ	ϤIΔΔ	ΔXEϖ
Y	ϖϑΔI	ΔIEK	XKΔK	BXEΔ	ϑKϤϖ	BXΓX	ΔΔϑX
Z	BBΓΔ	ϑϖ ϑϖ	BXΓϖ	KΔϑX	EBIX	ϤϤXB	IΓKI

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