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 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 colour if there is someone near with whom to talk. At all other times the verb will remain 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 only activates at certain times, for instance just outside of Indy's college. Later, Indy will be able to travel to and from parts of the campus and the city.

To control a different character (Indy or Henry) a special verb will appear. If you control 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" verb and move the cursor around the room. The name of the object appears on the Sentence Line, A below that, you may want to look at it more closely or use it in the game. If you click on that object, the "Walk" 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 a verb with that object.

To save your progress in a game, enabling you to turn the computer off and start again later in the same situation, use the save feature. Simply press the Save/Load Game function keys (on more than one computer reference card) to save your progress.

To load a game you have saved, use the Save/Load Game function keys anytime after Indy has loaded. You can do this during the opening scenes after you have found Brody's translation, but during other cut-scenes. Further instructions are given on your computer reference card.

To bypass a cut-scenes, use the ESCAPE key, or click the right mouse button to bring up the Animation Window. See your reference card for more information on the Animation Window, which you can use to control your character.

To restart the game, press the spacebar and the P button 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 this time.

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

To turn the sound on and off, press the key 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 baffled into making mistakes. So we don't bring the game to a screeching halt when you poke yourself in the eye. They refer to symbols on the bottom of the screen, which you should then click in the correct 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, some embarrassing will happen to you.

ALSO FROM LUCASFILM GAMES
Indy Action Game
Maniac Mansion™
Zak McKracken and the Alien Mindbenders™
Battlehawks 1942™

Loom™
Their Finest Hour: The Battle of Britain

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TALKING TO CHARACTERS
If there is someone worth talking to nearby, the "Talk" verb will be highlighted in a bright color. At 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"

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 your Indy game, you are the one making the decisions. We want you to have the chance to be actually Indiana Jones, not just a spectator. You can watch as the hero makes his moves and then decide what you would have done.

FIGHTING
Sometimes you may choose fists over wits—when you are well-prepared, have you ever wished you could make him try something different? This is your chance. With your Indy game, you are the one making the decisions. We want you to have the chance to be actually Indiana Jones, not just a spectator. You can watch as the hero makes his moves and then decide what you would have done.

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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 PC to date. In the package, we have
provided you with four 1.2 megabyte floppies totalling almost 5 megabytes of data.
We strongly recommend installing onto a hard disk to reduce loading delays and
disk swapping. Any reference, within the instruction sheet, made to the "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\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
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 pressing 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 - Upper left item
U - Upper right item
B - Scroll list up
H - Middle left item
J - Middle right item
L - Scroll list down
N - Lower left item
M - 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:
Sounds Off/On Faster>
Reposition Instantly Slower<
Mouse On ALT s
Joystick On ALT t
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<
Cursor Controls

For keyboard cursor control, use either the arrow keys or the keypad:

```
1 2 3 4 5 6 7 8 9

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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 centering 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 Lost Crusade Disk 1 in your disk drive (DPI) 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 (DPI) 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).

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. Maneuvre 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
Step back

4 5 6
Step back

1 2 3
Step back
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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 at 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.
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| Section 2 |
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