

THE
STARBUCKS
REVOLUTION

WILD
and the
Cavalry

LUCASFILM
GAMES

Indiana Jones and the Last Crusade™

by Lucasfilm Games™

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Special thanks to Steven Spielberg
Extra special thanks to George Lucas

Indiana Jones and the Last Crusade Loading Instructions

DOS:

1. Insert the **Indiana Jones** CD into your CD-ROM drive.
2. Type **D:** then press the Enter key (where **D** corresponds to the letter of your CD-ROM drive).
3. Type **INDY3** then press the Enter key.
Note: to quit *Indiana Jones and the Last Crusade* at any time, hold down CTRL then press C.

Windows®95

1. Insert the *Indiana Jones* CD into your CD-ROM drive. *Indiana Jones and the Last Crusade* uses the Autorun feature of Windows®95 and will start automatically. If the Autorun feature of Windows®95 is disabled, you will have to manually start the game.
 - a) Click on the **START** button.
 - b) Select **RUN**.
 - c) Type **D:\INDY3.EXE** (where **D** corresponds to the letter of your CD-ROM drive) and then click on **OK**.
Note: to quit *Indiana Jones and the Last Crusade* at any time, hold down CTL then press C.

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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 is a critical point where, to proceed, you must make the correct translation.

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!

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 Area** is at the very top of the screen. Dialog spoken by the characters, as well as game-related messages, appear here inside a box.

❷ **The Animation Window** — the largest part of the screen — 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 on the buttons below the Sentence Line. Some verbs (Talk, Travel) are bright when they can be used, and are dim at other times. 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 button and click (press the mouse button).

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

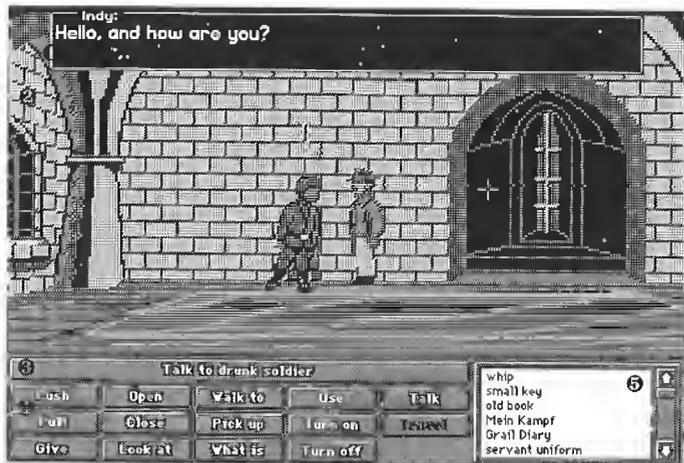
empty. When a character picks up or is given an object to use during game play, the object’s name is added to the character’s Inventory. There is no limit to the number of objects a character can carry. When there are more than six objects in an Inventory, use the scroll bar to see the rest of the list.

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 the “Walk to” button 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 double-click on the final object, 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, 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 **Things to Try in the Gym**). When you are viewing a cut-scene, you do not direct the action, and the buttons below the Animation Window disappear.

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 is equivalent to moving the cursor over the verb and pushing the mouse button; rapidly 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:

Push	Open	Walk to	Use	(Talk)
Pull	Close	Pick up	Turn on	(Travel)
Give	Look at	What is	Turn off	(To Henry /To Indy)

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

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 on the Sentence Line and Indy will carry out your orders by walking to the door and closing 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 double-click on the verb "Turn off" will start the action. Notice that the double-click can be on the noun or the verb. Indy will turn the lights back on automatically.

Read the sign over the locker room entrance by clicking once on "Look at" and then double-clicking 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 appears in white on its button. At all other times the verb appears dim, showing that there is no one you need to

talk to. When you click on the "Talk" verb, "Talk to" appears in the Sentence Line. Just double-click on the person you want to talk to, and if it is possible to talk to them, their name appears on the Sentence Line and the conversation will begin.

In a conversation, you select what Indy (or Henry) says from among the 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 **Fighting**). Offering an object gives you access to the objects in Indy's (or Henry's) inventory. You can then choose an object to offer, or return to the conversation by selecting "Never mind."

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 have the option to "Throw a punch." Clicking on this button starts 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. (see below).

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 (or shades). The leftmost color shows Indy's Vitality, and the rightmost color represents Indy's Energy. As he is hit, his Energy goes down. After his Energy is gone, further punches decrease his Vitality. When that is gone, he will be knocked un-



conscious. If Indy is allowed to rest while fighting, his Energy gradually increases 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 puts all his Punch Power into the swing. Then the Punch Power takes 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 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 can successfully block the

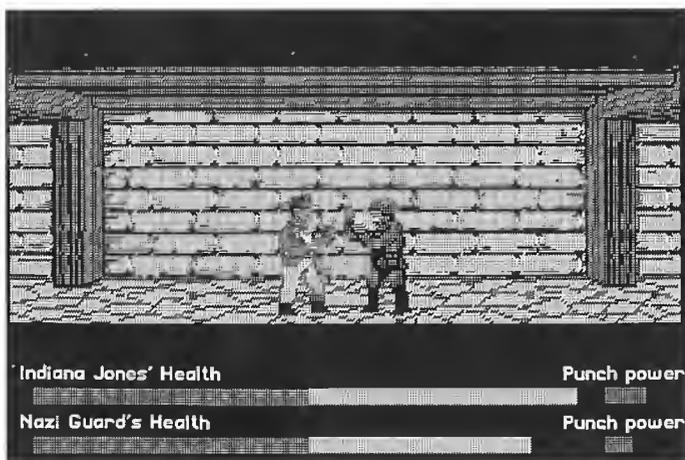
punch. This tires the enemy without harming Indy. Also, Indy can step back to increase the distance between him and his opponent. This can be used to buy a little time for Indy to recover some of his Punch Power and Energy.

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 finds himself in unfamiliar territory. You control him from a distant, top-down perspective. You are only able to see as far as Indy can see. Just click on the spot you want Indy to go to, and he walks there.

You may encounter dangerous enemies. If you cannot run from them, you will find yourself in a closeup scene with 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



Fighting Controls

Use these keys to control Indy in a fight:

Indy is on the left

 Step back	 Block high	 Punch high
 Step back	 Block middle	 Punch middle
 Step back	 Block low	 Punch low

Indy is on the right

 Punch high	 Block high	 Step back
 Punch middle	 Block middle	 Step back
 Punch low	 Block low	 Step back

the door, or in the room.

In the Biplane

Eventually, you 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 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 get in your escape from Germany.

Biplane Controls

 Fly to upper left	 Fly upwards	 Fly to upper right
 Fly to left	 Fly straight	 Fly to right
 Fly to lower left	 Fly down	 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 hand-

written 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 find clues that 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*. In particular, the pictures 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 at 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 select **Save** or **Open** from the menu or through the keyboard (⌘S or ⌘O), you will notice a display 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 select **Open**, **Save**, **Restart Game**, **IQ Points**, or **Quit**.

Special Verbs

To start a conversation with someone, select the verb, "Talk." The "Talk" verb will be displayed in white on a button if there is someone nearby worth talking to. At all other times the verb appears 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 Hen-

ry," 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.

Menu Options and Command Keys

To bring up the menu bar, hold down the ⌘ key. You may then select one of the items located under **Game**:

Game	Edit
Open...	⌘O
Save...	⌘S
Restart Game	⌘R

Pause Game	⌘P
IQ Points...	⌘I
Options...	

Quit	⌘Q

To open a game you have saved, select **Open** from the **Game** menu or press ⌘O. You can do this any time after you have finished Brody's translation except during fistfights, and after Indy has entered the Grail Temple. See **Save/Open Game Instructions**.

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 select **Save** or press ⌘S. See **Save/Open Game Instructions**.

To restart the game from the beginning, select **Restart Game** or press ⌘R. You will be given a chance to change your mind.

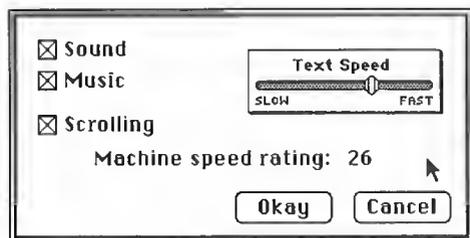
To pause the game, select **Pause Game**, press **⌘P**, or press the **SPACE BAR**. Press it again to resume play.

To view your **IQ points**, select **IQ Points** or press **⌘I**. You may also view your IQ points when you select **Open** or **Save**.

To reset your **Series IQ points**, select **IQ Points** or press **⌘I**. Then click on the **Reset Series IQ** button. You will be given a chance to change your mind.

To end the game, select **Quit** or press **⌘Q**. You will be given a chance to change your mind.

When you select **Options**, you'll see this box:



To adjust the speed of the **Message Line** to suit your reading speed, adjust the **Text Speed** slider by clicking on it and then dragging it to the left or right.

To turn the **sound or music off and on**, click on the appropriate boxes. You can turn off either just the music, or both the sound and music.

To turn **horizontal scrolling off and on**, click on the **Scrolling** box. If the scrolling is too slow for you, this causes instant repositioning of the screen.

Your **machine speed rating** appears in this box. For more information on this, see **Machine Speed Rating**.

To **bypass a cut-scene**, press **⌘.** or use the **ESC** or **~** keys. 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.

Save/Open Game Instructions

Select **Save** or **Open** from the **Game** menu to save or load a game, or to check your current **Indy Quotient**. **Save** will not be available during the opening sequence or if **Indy** has failed in his quest. Neither **Save** nor **Open** will be available if you fail to translate **Brody's** message correctly, if you are fighting, or after **Indy** enters the **Grail Temple**.

To SAVE:

After selecting **Save** or pressing **⌘S**, type in the name you wish your game to be saved under. Click on the **Save** button or press **RETURN**. Select **Cancel** if you have changed your mind and do not wish to save it.

To OPEN:

After selecting **Open** or pressing **⌘O**, you will see the names of the games you have already saved. Select a game by clicking on it and then clicking on the **Open** button. Or you may simply double-click on the game you want to open. If you decide not to open a saved game, click on the **Cancel** button.

Warning: opening a previously saved game will cause you to lose the game you are currently playing.

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

To start fresh with a new set of **Series points**, select **IQ Points** from the **Game** menu and click on **Reset Series IQ**.

Special Keys

Open a Saved Game	⌘O
Save a Game	⌘S
Restart a Game	⌘R
Pause the Game	⌘P or SPACE BAR
View or Reset IQ Points	⌘I
Exit Game	⌘Q
Bypass a Cut-Scene	⌘. or ESC or the ~ key

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.

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it is considered suitable for viewing by the age range(s) indicated.

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