

# Indiana Jones

## and the Last Crusade

Named "Best Quest of the Month" in the November 1989 issue of *QuestBusters*, this adventure is based on the hit movie of the same name and follows the same general plot. As Indy you must rescue your father from the Nazis while keeping the Holy Grail—and the immortality it bestows—out of Hitler's evil clutches.

The game features several animated sequences that flesh out the story and help get you through some of the more complex areas. Conveniently, these scenes can be skipped, so if you've already played through the game once, you don't have to sit through them again. However, the first time through the game it is best to watch every scene carefully to avoid missing any important events.

While it's almost always best to use your intellect to get Indy out of tricky situations, in many instances you can also have Indy fight his enemies—most often, against Nazi stormtroopers. Be careful though, because Indy has a limited amount of stamina, and once it is gone, the world is in trouble. Though you don't need to have seen the movie to play the game, people who did so will have a slight leg up because the three tests at the end were taken directly from the film's climax.

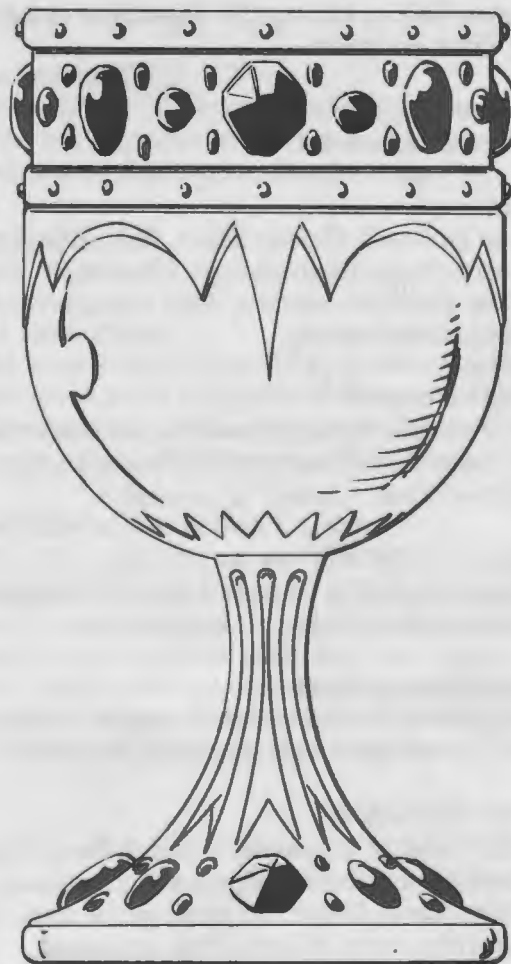
Fans of other Lucasfilm adventures, such as *Maniac Mansion* and *Zak McKracken and the Alien Mindbenders*, will love *The Last Crusade*, which uses the same "point and click" interface for choosing verbs, nouns, and other commands. This is an excellent game that offers peerless puzzles, interactive graphics, admirable animation, and superior sound quality that will lead to many hours of good, clean fun.

**Type:**  
Animated Adventure

**Difficulty:**  
Advanced

**Systems:**  
MS-DOS (384K required, mouse/joystick optional, CGA/EGA/VGA/MCGA, Ad Lib sound boards); Amiga (512K); Atari ST (512K); Macintosh (color on Mac II)

**Company:**  
Lucasfilm/Electronic Arts



### General Notes

The game has many random parts, particularly those related to the Grail quest (for example, the correct display in the library, the sequence of statues to push and the skulls in the catacombs, the painting in the castle vault, the spelling of the word in the second trial, and the choice of grails).

The sequences for talking with the guards remain constant, but occasionally one won't work and you must fight or restore. Ideally there are two guards you must fight if you want enough money to ride the zeppelin: the guard in room twelve, and Siegfried on level three. It's easier (with this solu-

tion) to skip the zeppelin and take the biplane, but it cuts out some of the puzzles and any use for Henry.

## Solution

### University

Exit gym. Talk to Marcus: 3,1. Open door to the right. Enter classroom.

### Classroom

Talk to students: 4, 4, 4

### Office

Pick up junk mail. Pick up letters. Pick up papers. Pick up package. Open package. Open right window. Exit right window. After animated scene, travel to Henry's house.

### Henry's House

Push bookshelf (top right one in front room). Get sticky tape. Go into bedroom. Get picture (of cup). Exit house. Enter window to your office.

### Office

Open jar (on middle shelves). Use *tujdlz ubqf* on jar. Exit window. Travel to Henry's house.

### Henry's House Again

Pick up plant. Pick up tablecloth. Use *lfz* with chest. Get old book. Exit and travel to Venice.

### Venice: The Library

Use the "what is" command to search the shelves for three books: a book of maps, a flight manual, and *Mein Kampf*. (Note: The game can be completed without any of these.) Pick up the red cordon and post that are randomly placed in one of the displays. Look Grail diary. Go to the display that exactly matches the diary picture. Read the indicated plaque. Save game. Use the post on the indicated slab, using the number from the plaque (e.g., "second on the right" in the diary means the second number on the plaque to the right). You'll get three chances at this.

### Catacombs: Level One

Follow the path on the accompanying map or look at the book of maps if you found it in the library. Pick up the arm in room 2. Go to room 5. Open manhole cover. Enter hole. Walk to wine bottle to the left of the plaza. Pick up wine. Look wine. Pick up wine. Go down hole. Go to room 7 and use water with bottle, or fill it from the fountain in the

plaza. Go to room 3. Use bottle on torch. Pull torch. Go to room 11. Read inscriptions and note the two choices for the correct grail. In room 10, use hook in plug. Use whip with hook. In room 9, use ladder. Return to room 7. Go to room 12. Use cordon with machinery. Pull wheel. Go to room 13. Save game. Look diary. Push statues until they match the ones in the diary. Start with the third statue, then the first, then the second. Enter door.

### Catacombs: Level Two

Go to room 16. Look diary. Push skulls in order indicated by the diary. (The right-most one corresponds to the lowest one.) Enter door.

### Level One, Part Two

Go to room 6. Open casket. Look casket. Open lock (on grating). Go east to room 5. Enter manhole.

### The Castle

Scout around the castle. Enter front door.

### The Castle: Level One

Throw punch at butler. Enter door to north. Go to room 1. Talk to drunk Nazi: 3, 2. Go to room 2. Use *tufjo* with keg. Use *tufjo* with coals. Use *tufjo* with keg. Pick up roast boar. Go to room 3. Guard: 3, 2, 1. Pick up servant's uniform. Save. Go to room 11. Guard: 1, 2, 2 (15 marks).

### The Castle: Level Two

Go to room 4. Open chest. Look chest (50 marks). Use servant uniform. Go to room 5. Guard: offer painting. Open chest. Look chest (uniform). Look uniform (get key). Use *Joezxfbs*. Return to room 3. Use brass key with lock. Pick up gray uniform. Go to room 4. Use gray uniform. Go to room 6. Guard: offer *Mein Kampf*. Use stein with grate. Go to room 7. Guard: 3, 2, 3. Save game. Go to room 8. Guard: 2, 2, 2, 1 (or just evade guard if this doesn't work). Pick up first aid kit.

### The Castle: Level Three

Go to room 9. Guard: 1, 2, 1. Give roast boar to dog. Pick up trophy. Open file drawer. Pick up pass. Go to room 4. Use Indywear. Go to room 2. Use stein and trophy with keg. Go to room 4. Use gray uniform. Go to room 10. Push large painting. Open vault door. Go to room 11. Look painting on wall (note whether it glows or not). Save game. Go to room 12. Fight guard (20 marks), or Guard: 3. (Use first aid kit if you fought guard.) Head for room 13. Biff: Offer stein. Biff: Offer *uspqiz*. Fight Biff. Go to room 13. Fight guard (25 marks), or Guard: 2, 2, 3. Pick up silver key (on candelabra). Go to room 14, 15, or 16 (whichever door has wires above it). Use

silver key with door. Enter. Go to room 14. Open cabinet (75 marks). Head for Castle exit. Guard: 3.

#### **Castle: Tied to Chairs**

Pull chairs (55 times). Push suit of armor. Push statue (left one). Enter fireplace.

#### **Outside Castle**

Use motorcycle.

#### **Border Station**

Guard: 3, 3, 1, 1.

#### **Berlin**

Offer pass (or old book, but in this case you must talk and fight your way past the border patrols).

#### **Airport (Option One)**

Save game. If you don't have 175 marks, exit airport. Look flight manual (if you have it), and note the directions. Enter biplane. Flip all six switches. Push petrol button (it should change to green). Pull throttle (T). Push and pull small handle until arrow is in the green. Click on gauge until indicator points to "B." Push large red button on the board with switches. Wait for takeoff.

#### **Airport (Option Two)**

If you have 175 marks (which requires having fought all the guards with money and opening the chest and cabinet), talk to ticket clerk. Offer marks. Exit airport. Go to zeppelin.

#### **In the Zeppelin**

Offer tickets. Save game. Switch to Henry. Go west to piano player. Use coins in bowl. Player: any reply. Switch to Indy. Open door. Enter. Open locker. Operator: 1. To Henry. Use dpjot in bowl. Player: any reply. To Indy. Open door. Enter. Pick up wrench. Use xsfodi on short-wave receiver. Exit. (Wait for operator to return and close door.) Use xsfodi in hole. Push xsfodi. Climb ladder. Use "up" ladder in northwest corner to reach second level. Continue up to third level, using the closest red strip. Cross over dividing wall on third level (to the far east) and head back down to the first level and biplane (no flight manual needed).

#### **In the Biplane**

See game manual for arcade sequence. The more planes you shoot down, the fewer border guards you'll have to face on the ground.

#### **Farm (Crash)**

Go east. Use car.

#### **Border Stations**

Offer pass to all guards.

#### **Outside Temple**

Save game. Enter temple.

#### **The First Trial**

Select "Pick up" and click on the spot just below the dead man's feet, just inside the spot where the crack forms a joint.

#### **The Second Trial**

The spelling of the word is randomized. Jump only on the letters given in the word (one space in any direction) until you get to the other side.

#### **The Third Trial**

Click on east exit.

#### **The Grail Room**

Walk west to the Knight. Using the two choices of grails given in the catacombs and the painting in the castle's vault, choose the correct Grail (refer to the game diary). Use Grail with Holy Water.

#### **End Games: Lots of Ways to Win**

First, you can (a) Pick up the Grail before Elsa gets it, then (1) walk out with it, (2) give it to Elsa, or (3) give it to the Knight. You could also (b) Wait until Elsa picks up the Grail. Look Seal. Use whip on Grail and (1) walk out with it, or (2) give it to the Knight. (You get 100 more points for beating Elsa to the Grail and giving it to the Knight.)

## Map Key: Indiana Jones Last Crusade

### Rooms in the Catacombs & Castle

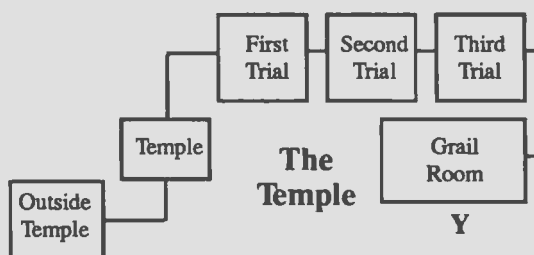
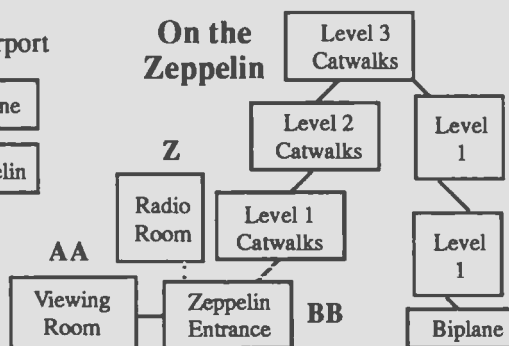
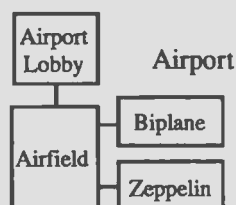
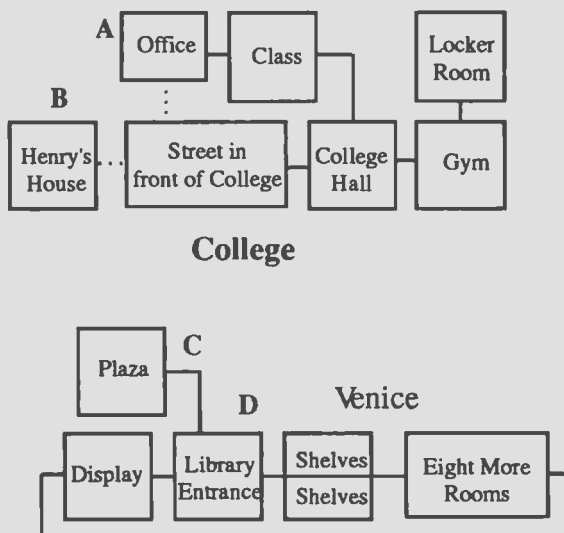
- 1: Entrance
- 2: Skeletons
- 3: Torch Room
- 4: Slab Room
- 5: Sewer Entrance

- 6: Casket Room
- 7: Plug Room
- 8: Plaza (Bottle, Water)
- 9: Ladder Room
- 10: Plug Bottom
- 11: Inscriptions Room

- 12: Machine Room
- 13: Statues Room
- 14: Bridge
- 15: Tomb
- 16: Skulls Room

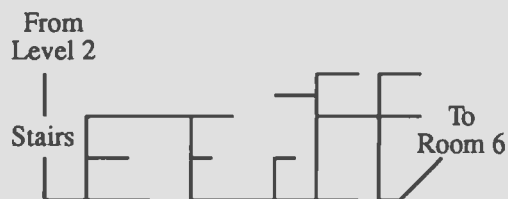
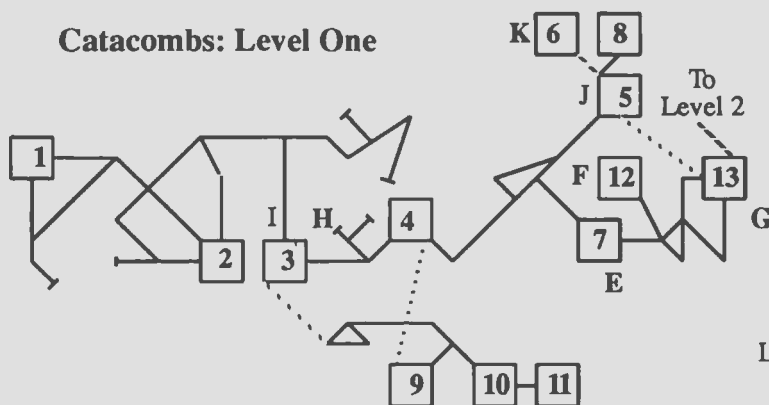
### Artifacts

- A: Junk Mail, Letters, Papers, Package, Jar
- B: Old Book, Sticky Tape, Picture
- C: Manhole Cover, Wine Bottle, Fountain (Water)



## Indiana Jones and the Last Crusade

### Catacombs: Level One



### Catacombs: Level Two

D: Manual, Book of Maps, Mein Kampf, Red Cordon, Metal Post

E: Water

F: Machinery

G: Turnable Pictures

H: Torch

I: Hook

J: Manhole

K: Grate, Lock, Sarcophagus

L: Skulls

M: Keg of Beer, Roast Boar

N: Drunken Nazi, Stein

O: Knight with Axe

P: Gray Uniform, Servant's Uniform

Q: Chest (50 marks)

R: Paintings

S: Chest with Uniform (Key)

T: Security System, Grate

U: First Aid Kit

V: Dog, Trophy, Pass

W: Key

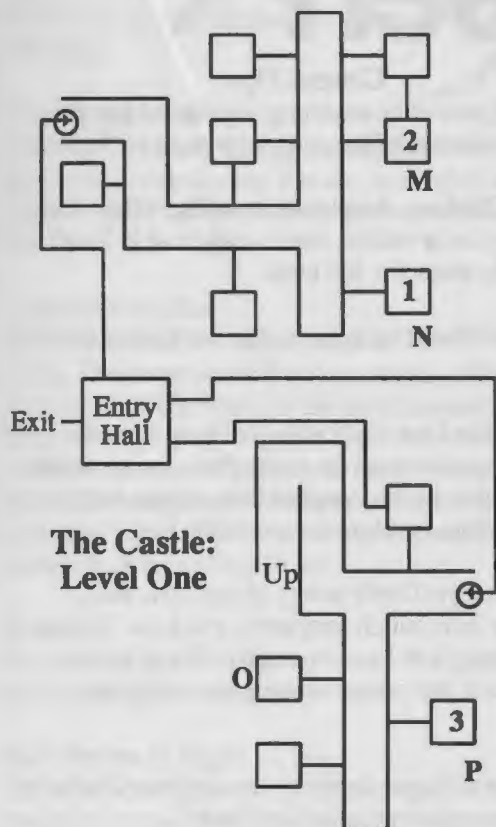
X: Cabinet (75 marks)

Y: Grails

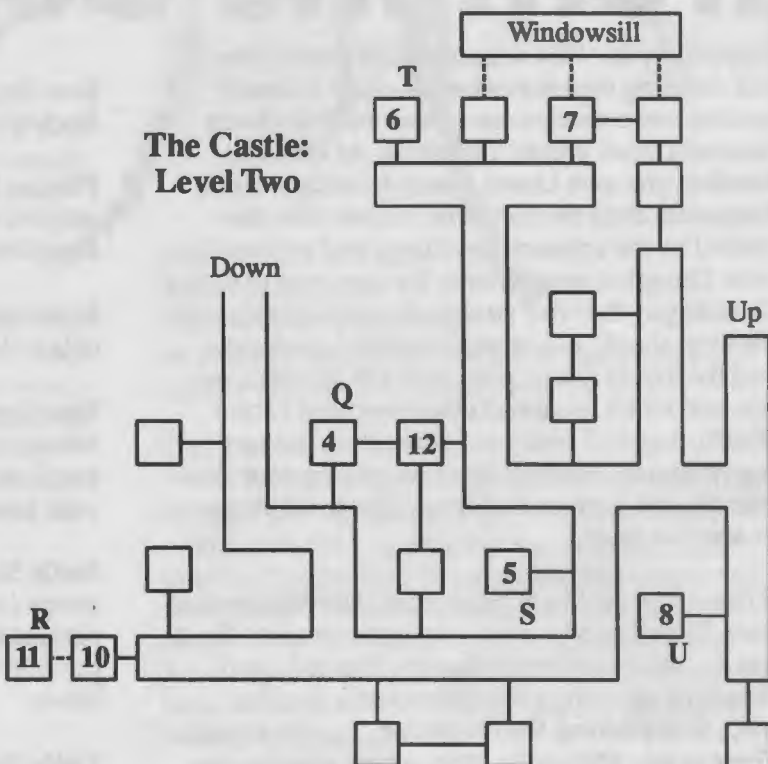
Z: Locker with Wrench, Short-wave Receiver

AA: Bowl

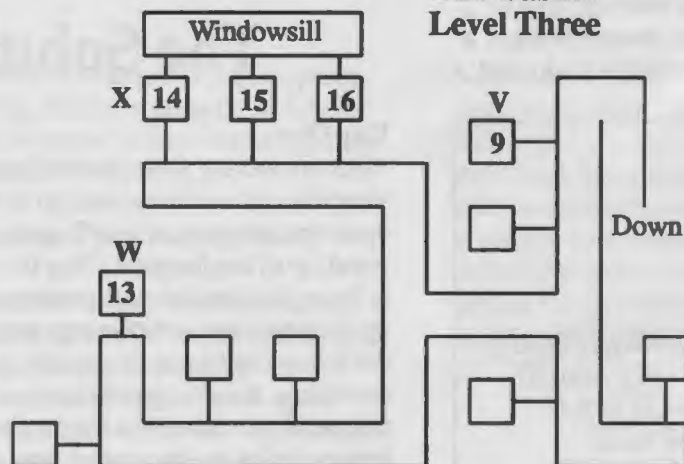
BB: Hole



### The Castle: Level Two



### The Castle: Level Three



# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)