

= Indiana Jones and the Infernal Machine =

Indiana Jones and the Infernal Machine is a multi @-@ platform action @-@ adventure video game by LucasArts released in late 1999 . The first 3D installment in the series , its gameplay focuses on solving puzzles , fighting enemies , and various platforming sections . The story told is set between the events of Indiana Jones and the Iron Phoenix and Indiana Jones and the Kingdom of the Crystal Skull , and puts the eponymous protagonist , the adventurer Indiana Jones , against the Soviet Union . In a race for a mythological Babylonian power source , he joins forces with the Central Intelligence Agency and collects four pieces of the Infernal Machine , an ancient device that allegedly opens a portal to another dimension .

The title was designed , written , and directed by Hal Barwood who considered the Indiana Jones franchise a perfect fit for the action @-@ adventure genre . Initially developed for the Windows 95 and 98 operating systems , the game later received an enhanced Nintendo 64 port jointly developed with Factor 5 , as well as a 2D version for the Game Boy Color created by HotGen . Infernal Machine received generally favorable reviews , having been praised for its detailed storyline and sophisticated level designs , though widely criticized for its unwieldy control scheme .

= = Gameplay = =

Infernal Machine is an action @-@ adventure and , as such , features a hybrid of various gameplay mechanics . The player sees Indiana Jones from a third @-@ person perspective and controls him through 17 levels of a fully polygonal 3D world . A recurring element of Infernal Machine are platforming sections , for which a combination of running , jumping , climbing , and the use of the protagonist 's trademark bullwhip is required . Furthermore , several human , animal and supernatural enemies are encountered during the course of the game , which the player can fight off with numerous firearms , the aforementioned whip , and a machete . In addition to these obstacles , the game largely focuses on solving puzzles and discovering treasures . Some levels include vehicle @-@ themed portions such as rafting , jeep treks , and mine cart chases . The main objective of the game is to collect four machine parts in order to complete the titular Infernal Machine .

= = Plot = =

The story of the game is set in 1947 and depicts archaeologist and adventurer Indiana Jones returning to his digging career after his involvement in World War II . Sophia Hapgood , an old friend of Indiana and now a member of the Central Intelligence Agency , visits him at his dig site in the Canyonlands , and informs him that the Russians are excavating the ruins of Babylon . Led by Dr. Gennadi Volodnikov , a physicist interested in alternate dimensions , the Soviets ' supposed objective is to find a weapon more powerful than the atom bomb , giving them a decided advantage in the Cold War .

Sophia hires Indiana to investigate what exactly the Russians are searching for , and he travels to their dig site in the Kingdom of Iraq . There , he joins up with Sophia 's boss Simon Turner and finds out that Volodnikov is looking for the Babylonian god Marduk who lives on another plane called the Aetherium . Deep in the ruins of the Etemenanki , Indiana translates some ancient tablets with cuneiform writing explaining the true story behind the Tower of Babel : 2600 years ago , King Nebuchadnezzar II was inspired by Marduk to build a great engine , but the frightened Babylonians tore the tower housing it down , leading four of the god 's disciples to escape with some parts of this " Infernal Machine " .

Indiana embarks on a journey to find these machine parts before the Soviets do , and eventually retrieves all four of them from a monastery in the mountains of the Kazakh Soviet Socialist Republic , an active volcano on Palawan in the Republic of the Philippines , an Olmec valley in United Mexican States , and a tomb near Meroë in the deserts of the Anglo @-@ Egyptian Sudan . He is then confronted by Volodnikov and Turner who both demand him to hand over the parts as they think they would not be safe with the other side . Untrusting of his fellow Americans , but opting for

the lesser evil , he gives the parts to Sophia and Turner . Volodnikov says that it was probably better this way , as Marduk would have his revenge on those who desecrated the machine .

Alarmed , Indiana travels back to the Room of the Tablets in Babylon , and finds a now @-@ opened gate leading even further into the ruins , to the core of the Infernal Machine . He catches up with Sophia and Turner , the latter of which intends to convince the other dimension to cooperate with the United States of America , and uses the machine parts to activate the engine . He then pushes the unwilling Sophia into a mystical cage as a means of sending her to the Aetherium as an ambassador . Indiana sees no other way but to kill him to reclaim all parts and rescue her . However , the activated machine goes awry , and Indiana and Sophia are sucked into a portal that leads to the other dimension . There , he defeats the malevolent Marduk and frees Sophia from her cage . Having escaped back to Babylon , the team is greeted by Volodnikov , who is curious to find out if they encountered God on the other side , which Indiana denies . In the ensuing conversation , the Soviet doctor turns out to be a lot less extremist than assumed , and the three wander off into the sunrise in search of a good bottle of vodka . A bonus level sees Indiana return to the Peruvian temple from the opening of the film Raiders of the Lost Ark , and has him find another golden idol in a secret room .

= = Development = =

Infernal Machine project leader , designer and writer Hal Barwood always thought of Indiana Jones as an action hero . Based on this notion , he decided for the game to be an action @-@ adventure , as he was particularly fond of the genre and its use of 3D worlds . Barwood also considered the Nazis to be overused as villains in the series and so instead set the title in the Cold War era with Russians as the antagonists . Originally , UFOs were planned to be used as a plot device , though George Lucas vetoed the idea , still reserving it for a then undeveloped fourth movie . In lieu thereof , Barwood became interested in ancient technology like the Antikythera mechanism , conceived the Infernal Machine as the MacGuffin , and placed it in the biblical Tower of Babel , which is believed to be identical with the Etemenanki , a temple dedicated to the god Marduk .

Developed for Windows 95 and 98 , the game uses a modified version of the Sith engine adapted for a third @-@ person view by lead programmer Paul LeFevre . Eventually , lighting , collision , rendering and tools underwent drastic rewrites to the point that the code was renamed the Jones engine . The levels were principally designed by Steven Chen , and later conceptualized with illustrations by lead artist William Tiller . Multiplayer support was planned at the beginning of the development , but ultimately dropped because it turned out to be too complex to adequately test . Instead , more emphasis was put on the design of the single @-@ player campaign with its puzzles and exploring aspect . The team implemented a hint system to lead players in the right direction . Additionally , the score system from previous Indiana Jones games , the Indy Quotient , makes a return . Apart from John Williams ' " Raiders March " , the soundtrack was newly composed by Clint Bajakian and consists of about 130 original pieces . Dubbed European language versions of the fully voice @-@ acted game were released by THQ in Germany , Ubi Soft in France , Electronic Arts in Spain and CTO in Italy .

An intended PlayStation version was canceled early after the game 's announcement . However , a team of eight Factor 5 employees teamed up with artists , level designers and a programmer from LucasArts to port Infernal Machine to the Nintendo 64 . Development of this version commenced in early March 1999 and was finished in October 2000 . Over the course of these 19 months , several improvements were made to the game , such as enhanced real @-@ time lighting , controls , camera and particle systems , as well as added lock @-@ on targeting and assigning items to three of the C buttons of the Nintendo 64 controller . Furthermore , the N64 version has some new musical pieces composed by Chris Hülsbeck , and employs sequenced music as opposed to the prerecorded audio from the PC original . The port was only released in North America and was exclusive to the Blockbuster chain of stores and the LucasArts Company Store . Electronic Arts planned to release it in Europe , but the title then saw a change of publisher to THQ . Originally scheduled for March 2001 , the PAL version became subject to continuous monthly delays and was

eventually canceled in September . A 2D version of *Infernal Machine* with top @-@ down perspective gameplay was developed for the Game Boy Color by HotGen .

= = Reception = =

The PC version of *Infernal Machine* received generally favorable reviews with an average score of 73 @. @ 60 percent at GameRankings . Although some critics found it to be too similar to *Tomb Raider* , the game was noted for setting itself apart from the aforementioned series due to being based on the *Indiana Jones* franchise , and relying more heavily on puzzle @-@ solving . IGN commended the game for its intricate and intriguing storyline . Eurogamer shared the opinion and stated the plot to be " excellently woven " , enhancing the feel of " being part of a big blockbuster movie " . Computer and Video Games , Eurogamer , and IGN also praised *Infernal Machine* for its levels , calling them " excellently designed " and including " some of the most brilliant layouts [...] seen in a game of this type " . While IGN thought the variety of puzzles provided was sufficient and applauded the inclusion of a hint system , GameSpot found many of the puzzles in the game to focus too heavily on platforming and went on to state that they become " quite repetitive - even predictable " after the first few levels . The most criticized aspect of the PC game across the majority of reviews , however , are the controls . Eurogamer described them as " infuriating at times " , mostly due to their faulty collision detection when performing certain actions . GameSpot thought the control system was too jerky , unresponsive , and unnecessarily slow because of delays between the moves .

The graphics , while low on polygons , were received well for its detailed textures and the diverse locations presented . Eurogamer called *Infernal Machine* " one of the best looking third person adventures " , and applauded the in @-@ engine cutscenes , claiming them to be " bordering on film quality at times " . GameSpot said the graphics were " not exactly cutting edge " , but " generally quite good " due to the " fairly smooth and convincing " animations . IGN praised the environments for having " a lot more personality than the *Tomb Raider* series " . Eurogamer called some of the locations " simply stunning " , and GameSpot found the levels to be " aesthetically well designed because of convincing architecture and wall decorations " . Furthermore , the soundtrack was stated by IGN to be " one of the best features of the game " , based on its adding to the dramatic impact along the way . They applauded the voice recording for being " crisp and clean " , though were disappointed with the sparsity of musical tracks and environmental sound effects . Allgame was impressed with the weapon effects and the foreign @-@ language voice overs for the Soviet soldiers , while Computer and Video Games considered the lack of Harrison Ford as *Indiana Jones* ' voice disappointing , though understandable given his high salary . Eurogamer found the comments of the playable character to become annoying after a while , but were impressed with the ambient sounds and music , claiming the latter to be " ace stuff " , " further enhancing the motion picture feeling of the game " .

Despite its enhancements , the Nintendo 64 version fared about as well with critics as the PC original , yielding 70 @. @ 99 percent at GameRankings and a Metacritic score of 75 out of 100 points . The control scheme of the port was well received by IGN for the addition of C button item management and Z @-@ targeting , both inspired by *Ocarina of Time* . Though they still considered the controls " slow " and " a little clunky " , they commended them for being " more intuitive , tighter , speedier , and all around more balanced " than those of the PC version . GameSpot did not share these sentiments and stated the adaption of the keyboard controls to the console controller to be " rather clunky and unintuitive " . IGN was impressed with the texture work and lighting , and found the title to be " one of the prettiest " on the Nintendo 64 , even more so by employing the Expansion Pak to achieve high @-@ resolution graphics . However , the graphics received criticism for its " wooden " character animations , occasional frame rate drops , and bugs such as pop @-@ ups and faulty texture placement . IGN remarked that the sound was superior to the PC version 's , while GameSpot thought it was about on par with the port 's above @-@ average graphics . Additionally , GameSpot criticized the Nintendo 64 version for the many bugs and lockups , a problem uncommon for console releases .

HotGen 's Game Boy Color version received an average score of 73 @. @ 80 percent at GameRankings . It was panned by GameSpot for its backtracking , missing puzzle hints , and lack of plot development , but lauded for its clean animations and sound effects . Allgame was disappointed with the instruction manual being mandatory to understand the game 's mostly non @- @ existent plot , and criticized the decision to make the player restart a level upon dying , as well as the password system , calling it " annoying " . Nintendo Power compared it to the N64 version saying it , " has almost as much depth as the recent N64 game and far fewer control problems . " But describing it more as a puzzle game . " You 'll find all the areas that were in the N64 game , but each location has been recreated with its own challenge on GBC . "